

# CREDITS

## **STAR WARS: FORCE AND DESTINY DESIGNED BY**

Jay Little

## **LEAD DEVELOPER**

Sam Stewart

## **WRITING AND ADDITIONAL DEVELOPMENT**

Max Brooke, John Dunn, Daniel Lovat Clark,  
Andrew Fischer, Sterling Hershey, Jordan Goldfarb,  
Jason Marker, Jason Mical, and Christopher Rowe

## **EDITING AND PROOFREADING**

Christine Crabb, Jim Jacobson,  
David Johnson, and Kristopher Reisz

## **MANAGING RPG PRODUCER**

Chris Gerber

## **GAME LINE GRAPHIC DESIGN**

Chris Beck with EDGE Studio and David Ardila

## **BETA BOOK GRAPHIC DESIGN**

Chris Beck

## **GRAPHIC DESIGN MANAGER**

Brian Schomburg

## **COVER ART**

Imaginary FS Pte Ltd

## **INTERIOR ART**

Ryan Barger, Alexandre Dainche, Christina Davis, Tony Foti,  
Jan-Wah Li, Mark Molnar, Jim Pavelec, Anna Steinbauer, Magali  
Villeneuve, Wibben, Ben Zweifel, and the Lucasfilm art archives

## **MANAGING ART DIRECTOR**

Andy Christensen

## **ART DIRECTION**

Zoë Robinson

## **PRODUCTION MANAGEMENT**

Eric Knight

## **EXECUTIVE GAME DESIGNER**

Corey Konieczka

## **EXECUTIVE PRODUCER**

Michael Hurley

## **PUBLISHER**

Christian T. Petersen

## **PLAYTESTERS**

"Tuesday Night Follies" Chris Carlson with Howard Bein,  
Norm Carlson, Bill Cheesman, Pat Hall, Jason Orman, Julia Trimboli,  
and Daniel Walker. "Anozira Sector Rangers" Vincent Schelzo with  
Ian Dimitri and Jim Stone. "Low Rollers" Jay Wantland with  
Djinn Ferguson, Sean Leary, Brittany Thomas, and Teresa Wantland.  
"HK2" Jason Keeping with Harrison Keeping and Holly Keeping.  
"It's Worse" John "Drew" Hamilton with Kirsten Dahlberg, Mark Daube,  
Jason Gilbertson, Tim Haldane, and Kyle Traylor. "Death Star  
Contractors" Craig Atkins with Mark Charlesworth, Josh Jupp,  
Doug Ruff, and Nathan Wilkinson. "Corellia's Finest" Rainer Winstel  
with Matthias Jelinek, Manuel Vögele, Matthias Vögele, Erik Winstel,  
and Timo Winstel. "Conflict In Action" Sam Stewart with Justin Baller,  
Max Brooke, Daniel Lovat Clark, Tim Flanders, Michael Gernes,  
Zoë Robinson, and Jonathan Ying.

# LUCAS LICENSING

## **DIRECTOR OF PUBLISHING**

Carol Roeder

## **SENIOR EDITOR**

Jennifer Heddle

## **LUCASFILM STORY GROUP**

Leland Chee and Pablo Hidalgo



**FANTASY  
FLIGHT  
GAMES**

Fantasy Flight Games  
1995 West County Road B2  
Roseville, MN 55113  
USA

© Lucasfilm Ltd. & TM. No part of this product may be reproduced without specific written permission. Fantasy Flight Games and the FFG Logo are registered trademarks of Fantasy Flight Publishing, Inc.

ISBN: 978-1-61661-991-6      Product Code: BTA007

Printed in the USA

For more information about the *Star Wars: FORCE AND DESTINY* line, free downloads,  
answers to rule queries, or just to pass on greetings, visit us online at

[www.FantasyFlightGames.com](http://www.FantasyFlightGames.com)

[www.starwars.com](http://www.starwars.com)

# CONTENTS

Credits .....	1	<b>Chapter VI: Conflict and Combat</b> .....	141
Welcome to Roleplaying as a Champion of the Force .....	4	Narrative and Structured Gameplay .....	141
It is a Dark Time for the Galaxy .....	5	Maneuvers .....	144
Welcome to <b>FORCE AND DESTINY</b> .....	7	Actions .....	146
<b>Chapter I: Playing the Game</b> .....	8	Defense .....	150
The Core Mechanic .....	10	Soak .....	150
The Dice .....	11	Range Bands .....	151
Lights, Camera, Action! .....	15	Additional Combat Modifiers .....	152
The Basic Dice Pool .....	15	Environmental Effects .....	155
Building a Basic Dice Pool .....	18	Wounds, Strain, and States of Health .....	157
Interpreting the Pool .....	22	Recovery and Healing .....	160
Other Types of Checks .....	23	<b>Chapter VII: Starships and Vehicles</b> .....	163
Other Key Elements .....	24	Starship and Vehicle Weapons .....	166
Experience and Development .....	27	Starship and Vehicle Combat .....	169
Derived Attributes .....	28	Stellar Phenomena or Terrain .....	177
<b>Chapter II: Character Creation</b> .....	29	Taking Damage .....	178
Step 1: Determine Background .....	32	Interstellar Travel .....	183
Step 2: Determine Morality .....	32	Vehicle Profiles .....	185
Step 3: Select a Species .....	37	Starship Profiles .....	186
Steps 4 and 5: Select Career and Specializations .....	41	Ship and Vehicle Modifications .....	190
Step 6: Invest Experience Points .....	66	<b>Chapter VIII: The Force</b> .....	193
Step 7: Determine Derived Attributes .....	68	The Force in <b>FORCE AND DESTINY</b> .....	193
Step 8: Motivation .....	69	Force-sensitive Rules .....	194
Step 9: Choose Gear and Appearance .....	70	Battle Meditation .....	198
Step 10: Determine Group Resource .....	71	Bind .....	198
<b>Chapter III: Skills</b> .....	72	Enhance .....	200
Choosing Skills .....	75	Foresee .....	202
General Skills .....	75	Heal/Harm .....	203
Combat Skills .....	88	Influence .....	205
Knowledge Skills .....	90	Midirect .....	207
<b>Chapter IV: Talents</b> .....	93	Move .....	208
Talent Descriptions .....	97	Protect/Unleash .....	210
<b>Chapter V: Gear and Equipment</b> .....	111	Seek .....	212
Rarity .....	111	Sense .....	214
Encumbrance .....	113	<b>Chapter IX: The Game Master</b> .....	216
Combat Skills .....	115	Running a <b>FORCE AND DESTINY</b> Game .....	217
Item Qualities .....	115	Game Master Rules and Options .....	219
Weapon Characteristics .....	118	<b>Chapter X: Adversaries</b> .....	224
Weapon Maintenance .....	119	Adversary List .....	225
Weapon Descriptions .....	120	<b>Chapter XI: Lost Knowledge</b> .....	238
Armor .....	125	Episode I: Arrival at the Resort .....	240
Armor Characteristics .....	126	Episode II: The Hunting Expedition .....	244
Gear .....	127	Episode III: The Ancient Ruins .....	246
Customization and Modifications .....	133	Index .....	252
Weapon Attachments .....	134	Character Sheet .....	255
Armor Attachments .....	138		



# INTRODUCTION

Loharn splashed through the shallow stream and hauled himself up the muddy bank on the far side. He hurled himself through the undergrowth, slashing vines and branches away from his face with quick jerks of his arms. His lungs burned. His horns itched. He felt as if he'd been running for days.

A roar shimmered through the heat of the forest, rumbling deep in Loharn's chest and shaking the boughs of the trees above him. He hurled himself against the purple-brown trunk of the nearest tree in a desperate attempt to hide. Don't be afraid, he reminded himself. Fear is the path to the dark side. It was easier said than done. Loharn closed his eyes. He heard trees groaning and breaking, on the far side of the stream. Another roar.

"Loharn, where are you? I need help!" Loharn tore at the comlink strapped to his tunic, clutching it desperately in his hands. Jynn's voice sounded again, muffled. "We have a real problem here! I think he's found us!"

Loharn scrambled on hands and knees, slipping through a puddle of mud from the last rain, feeling his horns catch on a fringe of moss, squeezing himself into a hollow beneath a tree root. He hissed into the comm. "Quiet! That monster is still out here!" He took a deep breath. Fear is the path to the dark side. He wondered if he believed that.

Things were bad. Lost, separated from his companions, hunted by something with teeth the size of

his horns—and now Jynn was up against the Man in Blue? Loharn took a deep breath. He closed his eyes and willed his fear away. Another roar. But from further away, this time. The monster had lost his scent in the stream. The fear faded.

Loharn opened himself to the Force, thinking of Jynn. He felt the Force pass through him and saw the stream, saw it rising up into the rocks above the forest, saw a cave with the stream emerging from it. He knew where to go.

Getting there took only a few minutes, slashing through the jungle and climbing up the baked-clay slope to the rocks. He saw Jynn first, as he stepped out of the bright sunlight, pressed against the cavern wall by an unseen force—or *the Force*, Loharn thought.

The Man in Blue stood in the center of the cave. He wore a long blue coat with a long blue hood, over tall blue boots. Even the eyes under his hood were blue, deep and dark. But the humming blade of his lightsaber was red. He turned to face Loharn and raised his lightsaber. Jynn collapsed to the floor gasping. "Finally," the Man in Blue said. "Now you die, Zabrak."

Loharn fumbled for his own lightsaber, ignited it, and held it before him in what he assumed was a guard position. He swallowed, hoping he looked more confident than he felt. The fear was back.



# WELCOME TO ROLEPLAYING AS A CHAMPION OF THE FORCE

It is a time of upheaval in the galaxy, and in the Force. Every day, the agents of the Galactic Empire viciously hunt the few remaining Force users in known space and strive to end the influence of the Jedi on the galaxy forever. Already reduced to myth and legend in the public eye, the Jedi Order is all but extinct. Save for a lonely few—a wise master and a young farm boy turned Rebel hero—their legacy is all but extinct.

However, not everyone has forgotten the Jedi and their selfless guardianship of galactic civilization. Others protect their legacy, storing forbidden artifacts, documents, or holorecordings, awaiting some sign that the light side is ascendant in the galaxy once again. The Empire is distracted from its crusade against the Jedi by the growing Rebel Alliance. Now is the time for a group of brave individuals bound together by a dream of a free and just galaxy without the Empire, inspired by the legends of the Jedi, to band together and fight against the forces of evil.

In **FORCE AND DESTINY**, players inherit the legacy of nigh-mythical guardians of peace and justice—the Jedi Knights. They possess the rare and dangerous ability to touch and use the Force, the energy field created by life that binds and surrounds every living thing. It is up to them whether they use this power to try and fight the forces of injustice and oppression, or if they give into the darkness and temptation within and become agents of evil.

**FORCE AND DESTINY** features a wide-ranging collection of content that allows players and GMs to create exciting and memorable adventures in the *Star Wars* universe. In character creation, players choose from a wide variety of species, careers, and specializations to create a unique Force user, a character partially defined by the means with which he can use the Force, and partially defined by what he decides to do with his abilities. They also decide on their characters' emotional strengths and weaknesses, two primary factors in their character's Morality. Morality represents a character's actions towards the overall balance between good and evil, and a character's emotional strengths and weaknesses are often triggers that help a character decide to follow the right course of action—or the wrong one.

Once the game begins, these burgeoning Force-sensitives must struggle against not only the agents of the Galactic Empire, but also fight against the agents of the dark side of the Force across the galaxy. More importantly, however, they must struggle against the dark side that lurks within everyone, and in the end, triumph over it or succumb to evil.

## SAVIORS OF THE GALAXY

Those who can touch the Force are a widely varied bunch. Though Force-sensitivity can be passed down from parent to child, it can also manifest unexpectedly in nearly anyone. Often, Force-sensitivity exhibits during childhood. Sometimes, however, an adult can suddenly discover the latent ability to use the Force within himself. As a result, Force users can be young or old, man or woman, human or alien. Aside from some individuals, such as droids, who lack any ability to perceive or be affected by the Force, the Force can enter anyone's life.

What binds these disparate groups of individuals together is the knowledge that their actions, guided by the Force, have the potential to change the course of galactic events. It is up to the individuals whether that change will be for good, or for evil. This is measured by a character's Morality. Morality is something individual and unique to each Player Character. It measures the "rightness" or "wrongness" of their actions, while also providing cues as to how a character may respond to certain situations. In *Star Wars*, good and evil can be tangible concepts—black and white as well as shades of gray. Morality determines where a character falls on that scale.

During a campaign, Morality helps inform how a character may respond to certain situations. Morality determines certain aspects of a character's personality; notably the strengths and weaknesses of their temperament. When a character plays to his strengths or overcomes his weaknesses, he can become a better person. Likewise, if he falls prey to his weakness, he can slip ever closer to the clutches of the dark side of the Force.

## THE FORCE IS MY ALLY

Characters in **FORCE AND DESTINY** stand apart from other citizens of the galaxy because of their ability to touch the Force. Though this gives them strange, almost superhuman abilities, it is a burden as well as a gift. The Force has a dark side, and the dark side always tempts a Force-sensitive to follow the quick and easy path. Many Force users have succumbed to the temptation for quick and easy power, and become agents of evil. In **FORCE AND DESTINY**, characters must struggle to make the right choices, even as they struggle against the many enemies set against them.



# IT IS A DARK TIME FOR THE GALAXY

**T**he Galactic Empire rose from the ashes of the ineffective Republic in the wake of the Clone Wars. Clothed in absolute power, the evil Emperor Palpatine rules the grateful and deluded populaces of the rich and powerful Core worlds. Palpatine relies on fear and misdirection to keep his subjects in line, promising protection and safety to those who obey his every dictate. Meanwhile, in the Outer Rim and the border regions, the Empire dispenses with subtlety and rules from the barrel of the blaster and the bridges of fleets of Star Destroyers.

The Emperor's rule seems unassailable. However, there are a few brave warriors who still fight.

## RISE OF THE REBELLION

With the destruction of the Death Star at Yavin, the Alliance to Restore the Republic has catapulted itself onto the stage of galactic politics. Now the Rebel Alliance wages an all-out war with the larger and

more powerful Galactic Empire, fighting fleet actions, ground battles, and conflicts of subversion or politics. The Empire, in turn, has directed more and more of its ponderous but formidable military might to wipe out these upstarts, and crush the dream of democracy and freedom in the galaxy once and for all.

In addition to the Rebellion's military forces, they have a number of sympathizers throughout the galaxy. These critical allies provide the Rebels with food, information, arms, equipment, ships, and even asylum. However, sympathetic worlds must assist in secret to avoid brutal Imperial retaliation. The Rebels' guerrilla tactics have enraged the Imperials, and most commanders salivate for a large, immobile target on which to vent their frustrations, leading to tragic atrocities and even genocides for the actions of a few sympathizers. Despite recent victories, the Empire is far from defeated, and the Rebels face a vastly more powerful adversary.



## MEMORIES OF THE JEDI

**D**ecades of Imperial rule and propaganda against the Jedi and their “traitorous” ways further vilified the Jedi Order. Citizens born after the fall of the Republic regarded the Jedi cause and goals with suspicion. Loyal Imperial followers denigrated Jedi exploits and reported suspected surviving Jedi and other Force users to Imperial authorities. The few Jedi and Force users left remained in hiding. Even belief in the Force, a mainstay of galactic civilization for millennia, diminished and disappeared altogether on some worlds. Imperial loyalists purged records of the Jedi and the Force from databases, histories, and other records.

Despite the propaganda, misinformation, and

accusations, some citizens retained their belief in and loyalty to the Jedi. Dissidents, anti-Imperial organizations, and resistance fighters tried to counter the propaganda when they could. They hoped some Jedi had survived and would someday return to battle the Empire.

Older individuals who remember or witnessed Jedi exploits often notice discrepancies, outright lies, and distorted facts purported to apply to the Jedi and their actions. For some, this reinforces their doubt or hatred of Imperial rule. It inspires some to resist, or become more likely to sympathize with the Rebel cause. They try to pass their stories on to the later generations, in hopes of keeping the truth alive.

## WRETCHED HIVES OF SCUM AND VILLAINY

While the Empire and Rebellion are the two largest factions in the galaxy, other powers share the galactic stage. Some civilizations maintain their independence from the Empire through either negotiation or military demonstration. These allied regions and independent enclaves are potential havens for those evading the Empire. Criminal organizations and powerful corporations likewise wield enormous influence bought from ruling governments with their vast stores of wealth.

With the Empire distracted or disinterested in enforcing law and order, and the Alliance fighting for its very survival, crime lords and criminal cartels flourish in the shadows. The Hutts control vast swaths of the underworld in the Outer Rim, while the Pikes and Black Sun viciously fight over Coruscant and the Core worlds. Every day more innocents suffer the predations of vicious criminals.

## THE JEDI AND THE SITH

For centuries, the crackling clash of lightsabers meant imminent death and destruction. A blur of energy blades signaled war and the renewal of the never-ending conflict between the Jedi and the Sith. The Jedi have always been the guardians of peace and justice in the galaxy, warrior-monks who use the Force to help the weak, aid the oppressed, and protect the defenseless.

The Sith, however, are warriors of evil and chaos. They shun the light, relying on the dark side of the Force to fuel their power. Theirs is the way of rage,

selfishness, and viciousness. They care only for themselves, and those oppressed by them suffer terribly under their rule.

For generations, the Sith stayed hidden while the Jedi worked to safeguard galactic civilization and protect the Republic. All this changed, however, with the rise of the Sith Lord Darth Sidious. While serving as the Chancellor of the Republic, Sidious secretly orchestrated the most brutal war the galaxy had ever seen, and used the threat of military conflict to gain unprecedented power. Then, in one bold stroke he had his armies wipe out the Jedi. With his foes crushed, Sidious declared himself Emperor of the galaxy.

The Emperor destroyed the reputation of the Jedi along with the order and its allies. The general public saw the Force as more myth than reality. The historical records of the Jedi were lost or locked away. By the time Luke Skywalker destroyed the Death Star, Jedi history and beliefs were as muddled and half-remembered as the ancient tales, and even less was known about the resurgent Sith.

## LAST LIGHTS IN THE DARKNESS

However, even the Emperor could not erase all memories of the Jedi. On forgotten planets on the Outer Rim and in hidden corners of civilized worlds, some still remember the ancient ways.

More importantly, after decades of Imperial rule, a few brave individuals are coming to the realization that they have the powers of legend. They can use the Force, though they must figure out how on their own. It remains to be seen whether these plucky few will use their powers to save the galaxy, or to destroy it.



# WELCOME TO FORCE AND DESTINY

**F**or over three decades, the *Star Wars* universe has inspired the imaginations and captured the hearts of generations of fans. Now, we invite you to indulge your creativity and lose yourselves in the fantastic world of the *Star Wars* Roleplaying experience.

To encapsulate the operatic grandeur of the *Star Wars* universe, the *Star Wars* Roleplaying Game is presented in three epic installments. These take place during the height of the Rebel Alliance's struggle against the Galactic Empire. The first of these installments was *Star Wars: EDGE OF THE EMPIRE*, which focused on the fringes of society, on the scum and villainy of the galaxy, and on the explorers and colonists of the Outer Rim. In the second installment, *Star Wars: AGE OF REBELLION*, the players took the fight to the oppressive Galactic Empire as cunning spies, cocky pilots, and dedicated soldiers in the Rebel Alliance. Finally, we have reached the third installment: *Star Wars: FORCE AND DESTINY*. Here, the players become figures of legend; the last surviving Force users in the galaxy. Hunted by the Empire, they must stay alive, and more importantly, stay true to the ideals of their forebears—the fabled Jedi. Each of these independent game lines stands alone as a unique gaming experience while fully integrating with the others to form a single unified system.

This Beta Playtest is a complete game that provides Players and Game Masters with all the tools they need to play countless games of **FORCE AND DESTINY**. However, it is important to note that many of the elements in this beta are not representative of the final product. Much of the art and background material has been removed to provide a more concise playtesting experience.

There are two main methods for you to submit your feedback about this beta. First, we have a public forum on the FFG website [www.fantasyflightgames.com/forceanddestinybeta](http://www.fantasyflightgames.com/forceanddestinybeta). You can use this board to discuss the beta test with the other people involved, post questions and feedback, and get news updates from the *Star Wars* Roleplaying Game team. Second, you can submit any specific reports or feedback directly to the development team at the beta test e-mail address ([forceanddestinybeta@fantasyflightgames.com](mailto:forceanddestinybeta@fantasyflightgames.com)). When submitting your feedback via e-mail, it is most helpful to us if you consolidate all of your questions and comments into a single document for your entire group, waiting to send it in until you have collected all feedback into a single document. This will help the development team here more easily organize and process all of your comments.

We would like to include a note as to what constitutes useful feedback. The sort of information that is most useful to us is specific, well thought-out, and concise. Good feedback states the issue at hand and accurately cites page numbers and rules contradictions therein. We are primarily concerned with issues that affect gameplay, such as missing rules entries, examples that are inconsistent with the rules text, and balance or clarity issues, especially with the game's new specializations and Force powers. We will be adding weekly updates to our website as the testing progresses.

To close, we would like to extend our sincerest thanks to you for your enthusiasm and your diligence during this Beta Playtest. Your feedback is incredibly valuable to us and we thank you for helping us in making this game the best it can possibly be. We hope you enjoy this document and have many great adventures in *Star Wars: FORCE AND DESTINY*. May the Force be with you.

Happy gaming,  
The *Star Wars* Roleplaying Game Team  
August, 2014





# PLAYING THE GAME

**T**he **FORCE AND DESTINY** Roleplaying Game focuses on the deepest conflict in the *Star Wars* galaxy: the struggle between the light and dark sides of the Force. In a **FORCE AND DESTINY** campaign, many different characters, from lightsaber-wielding warriors and would-be Jedi to cunning shamans and intuitive pilots, all work together to learn to master their unique abilities and, in the process, struggle with their own personal choices between good and evil.

During these adventures, the characters find themselves facing any number of challenges, from repairing their damaged starship or slicing their way past a security panel to fighting in a furious lightsaber duel against agents of the dreaded Emperor. The characters must rely on their innate abilities, trained skills, and special talents to survive, but in the end, they must also trust in the power of the Force.

This chapter provides a broad overview of the basics of **FORCE AND DESTINY**. First, it discusses what a roleplaying game is and what players need when preparing to play. The chapter then explores the various elements of the game's core mechanic and special dice. It continues with additional rules that govern the core of **FORCE AND DESTINY**'s gameplay. **CHAPTER I** ends with a discussion on the general makeup of characters in **FORCE AND DESTINY**. Overall, this chapter covers the core rules of **FORCE AND DESTINY**, while other chapters cover rules dealing with specific situations in the game.

## WHAT IS A ROLEPLAYING GAME?

A roleplaying game is a collaborative storytelling activity. Each player takes on the role of a character in a fictional universe—in this case, *Star Wars*. Players work together to tell a story in which those characters work together to overcome challenges, do battle with dangerous enemies, and strive to bring freedom to the galaxy. Custom dice are used to add an element of randomness to the game, so the outcome of the story isn't known beforehand. Each character has unique characteristics and rules dictating his strengths and weaknesses. He follows rules for advancement as the game progresses and uses the custom dice to determine his chances of success or failure at any given task.

## WHAT PLAYERS NEED

Beginning a **FORCE AND DESTINY** game requires very few materials. Besides at least one copy of this rulebook for their group, players will need pencils or pens and copies of the character sheets found on page 255 to record information about their characters. The group will also need access to one or more standard ten-sided dice; two dice per player are recommended.

Everyone involved in the game should also use the special custom *Star Wars* **ROLEPLAYING DICE** designed specifically to manage the unique task resolution sys-





tem used in the game. The dice are described in detail later in this chapter.

- Packs of *Star Wars* **ROLEPLAYING DICE** are available for purchase at local hobby game retailers or can be ordered online from Fantasy Flight Games at [www.FantasyFlightGames.com](http://www.FantasyFlightGames.com).
- Fantasy Flight Games offers a *Star Wars* **DICE APP** for iOS and Android devices that allows players to roll dice electronically.

However, if these dice are not available, a chart on page 12 shows how players can instead use standard six-sided, eight-sided, and twelve-sided dice, which are readily found at most hobby game retailers.

## THE PLAYER CHARACTERS (THE PCS)

In **FORCE AND DESTINY**, each player creates his own unique character. It is this character that embarks on adventures and become one of the protagonists of the story, alongside the other players' characters. Collectively, these characters are called Player Characters, or "PCs" for short. These Player Characters are cut from the same cloth as other memorable characters found in the *Star Wars* universe—tough, savvy, resourceful, and powerful people who are destined to make an impact on the galaxy. However, the PCs are also distinct from the common masses. In general, the PCs have special qualities or abilities that set them apart and make them unique. PCs are generally well-trained in their field, highly capable, and often have access to a variety of resources. This distinction is what allows the PCs to face the dangers that abound in an **FORCE AND DESTINY** campaign.

## THE GAME MASTER (THE GM)

The Game Master (often abbreviated as "GM") is the player who sets the scenes, advances the storyline, and adjudicates the rules in a **FORCE AND DESTINY** game. The GM also controls the vast cast of characters known as Non-Player Characters (NPCs). Everyone the Player Characters meet and interact with, from a common junkyard vendor to a high-ranking public official, is managed by the GM. Ultimately, the GM provides the backdrop and framework for the adventure, adding details as events unfold and the PCs make decisions that impact the story.

The GM is not the PCs' adversary, or playing "against" the other players. Rather, the GM is a guide and resource to help explain the "who, what, where, and why" of the people, places, and events the PCs encounter. Ideally, the GM works with the other players to develop and resolve the story. While it is true

that the GM sets the characters up to fight against opponents and may place them in dangerous situations, the goal is for the GM to provide interesting encounters, keep the players motivated, and help the story flow as smoothly as possible.

Remember, since **FORCE AND DESTINY** relies on narrative and interpretive game play, all of the players work together to evaluate results and describe how the story unfolds. The GM just has the additional responsibilities of managing the NPCs, helping resolve disputes, and establishing how the game rules will be applied. Ultimately, the GM's word is final. If the GM makes a ruling, the other players should accept it and keep the story moving. More about playing as the Game Master can be found in **Chapter IX: The Game Master**.

## NARRATIVE PLAY

**FORCE AND DESTINY** asks the players to step into their characters' roles and use dramatic narrative to describe events and advance the story. In this manner, the players experience the excitement, drama, and epic scope of the *Star Wars* universe from the perspectives of their characters. While this rulebook provides specific rules for how to resolve actions, the game relies heavily on both the Game Master and the players using their imaginations—tempered with common sense—to explain what happens.

In **FORCE AND DESTINY**, combat and other situations are represented in an abstract fashion. The game focuses on the characters and the heroic actions they take, rather than on measurements, statistics, or other minutiae. Instead of taking a ruler and measuring the distance between characters on a map, it's preferable for a player to simply state, "I'm ducking behind the computer console to get some cover while I return fire." That sort of description paints a much better picture of the action taking place. Action resolution also has a narrative element. **FORCE AND DESTINY** uses a unique dice system to determine if a given task succeeds or fails. However, the dice reveal more than whether or not the Player Characters succeed. The different dice and their varied symbols tell a larger story, adding depth and detail to the scene in which the PCs find themselves. The variety of results allows for interesting and compelling encounters. It's possible for a character to fail at a task but still receive some benefit or find a brief respite. Likewise, a character can succeed at a task but at a certain cost or with unforeseen complications.

# THE CORE MECHANIC

Whether flying a speeder bike through the deadly swamps of a far-off world or using the Force to hurl a crate at an Imperial stormtrooper, characters often find themselves performing actions that require skill and no small amount of luck. To determine whether these actions succeed or fail—or if they have any other unforeseen consequences—characters in **FORCE AND DESTINY** perform **skill checks**. Skill checks are easy to use, and they are broken into two key elements:

1. Roll a pool of dice.
2. After all factors have been accounted for, if at least one Success symbol remains, the task succeeds.

When a character attempts an action, the first step is to gather a number of dice and assemble the dice pool. The number and type of dice in the pool are influenced by several factors, including the character's innate abilities, skill training, and equipment, as well as the inherent difficulty of the task being attempted. The GM may decide that the environment or the situation warrants the addition of certain dice; repairing a starship with ample time and the proper tools is one thing, but attempting repairs in the pouring rain,

without tools, and under a hail of blaster fire is quite another. Once all the necessary dice have been assembled, the player attempting the task rolls all of the dice in the pool.

The second step involves interpreting the results of the dice. The player looks at the symbols on the face-up sides of the dice. Certain symbols work in pairs, one type canceling out another. Other types of symbols do not cancel each other out, and their effects are applied regardless of the outcome of the task. After comparing the first set of paired symbols—Success and Failure—the player can determine if the task succeeds. The player then compares the second set of symbols—Advantage and Threat—to determine if there are any beneficial side effects or negative consequences. Finally, any other symbols are resolved to add the last details to the outcome.

This core mechanic, the skill check, forms the foundation of the game. Other rules and effects either modify or interact with one of these two fundamental elements: the assembly of the dice pool and the interpretation of the results after the dice are rolled.

## POSITIVE DICE AND NEGATIVE DICE

Each dice pool is made up of a number of dice from several different sources. Essentially, these dice pools are composed of “positive dice” and “negative dice.”

Positive dice are added to the pool to help accomplish a task or achieve beneficial side effects. These may reflect innate talents or abilities,

special training, superior resources, or other advantages that affect the specific task. Negative dice are added to the pool to hinder or disrupt a task, or to introduce the possibility of complicating side effects. These may reflect the inherent difficulty of the task, obstacles, additional risks, or the efforts of another character to thwart the task.

TABLE 1-1: POSITIVE AND NEGATIVE DICE

Positive Dice Come From	Negative Dice Come From
The skill used to accomplish a task.	The difficulty of the task attempted.
The characteristic being applied.	An opponent's special abilities, skills, or characteristics.
An applicable talent or special ability.	Opposing forces at work.
Equipment or gear being used by the character.	Inclement weather or environmental effects.
The use of light side Destiny Points.	The use of dark side Destiny Points.
Tactical or situational advantages.	Tactical or situational disadvantages.
Other advantages, as determined by the GM.	Other disadvantages, as determined by the GM.

# THE DICE

This section takes a closer look at the special dice and their symbols. When the blaster bolts start flying, just about anything can happen. Dice symbols provide a narrative framework for the action—did a character hit the stormtrooper or force him to scramble for cover, throwing off his next shot? By understanding these dice and symbols, players will have a better understanding of the core mechanic. This section also discusses how to assemble a dice pool and when to introduce extra dice based on the circumstances. Dice sets can be purchased separately, or players may use the *Star Wars DICE APP* to roll them electronically.

When a character makes a skill check in **FORCE AND DESTINY**, the dice allow the player and GM to quickly determine a task's success or failure, as well as its magnitude and narrative implications. To accomplish this, **FORCE AND DESTINY** uses seven types of dice. Each die has a specific function and purpose. Each die face is either blank or features one or more symbols that represent various positive or negative effects.

A typical dice pool can contain from five to eight dice. This pool size covers the majority of situations. Difficult, complex, or epic situations may include more dice, while mundane situations may involve fewer dice. If a task is so easy that success is virtually guaranteed, dice might not even be rolled at all. The impact of generating and rolling a dice pool is best reserved for important tasks that can influence the story.

Dice are divided into three categories. The first type features dice with symbols beneficial to accomplishing tasks. The second type has symbols that cancel those beneficial symbols and hinder the accomplishment of tasks. The third type is Force dice, which are used somewhat differently than the other dice.


Boost, Ability, and Proficiency dice are the beneficial, positive dice. Setback, Difficulty, and Challenge dice are the negative, disruptive dice. Force dice are distinct; while used for a number of situations, they are not usually used in a standard skill check.

## POSITIVE DICE


There are three types of positive dice with symbols that improve the odds of successfully completing a task or achieving beneficial side effects.

### BOOST DICE


Special advantages, or “boosts,” are represented with light-blue, six-sided dice. Boost dice represent benefits gained through luck, chance, and advantageous actions taken by the characters. They can be added to a pool for a wide variety

of reasons. Boost dice are most often used to reflect the character's possession of some sort of benefit or advantage, such as having ample time to complete the task or having the right equipment. Boost dice and Setback dice are thematic opposites of each other. Boost dice are represented by  in text.

### ABILITY DICE

Ability is represented with green eight-sided dice. Ability dice form the basis of most dice pools rolled by the players. They represent a character's aptitude or skill used when attempting a skill check. These dice possess positive, beneficial symbols. Ability dice are opposed by Difficulty dice. Ability dice are represented by  in text.


### PROFICIENCY DICE

Proficiency is represented with yellow twelve-sided dice. Proficiency dice represent the combination of innate ability and training. They are most often used when a character is attempting a skill check using a skill in which he has trained. Proficiency dice can also be added to a pool when a player invests a Destiny Point for an important skill check. These dice possess a greater likelihood of success, and they are the only dice that feature the potent Triumph symbol (see page 22). Proficiency dice are the upgraded version of Ability dice (for more on upgrades, see page 20). Proficiency dice are represented by  in text.

## NEGATIVE DICE

There are three types of negative dice that have symbols that undermine success or introduce unwanted complications.

### SETBACK DICE

Certain complications, or “setbacks,” are represented with black six-sided dice. Setback dice represent problems or minor obstacles during task resolution. Setback dice are often used to represent relatively minor conditions that impair or hinder a character, such as poor lighting, obstructive terrain, insufficient resources, or the fact that he is facing a young, hungry rancor instead of an old, decrepit one. Setback dice are not as potent as Difficulty dice. They are added to represent additional circumstances or environmental effects that would not in and of themselves increase the base difficulty of the task. Setback dice and Boost dice are thematic opposites of each other. Setback dice are represented by  in text.

## CONVERTING STANDARD DICE TO STAR WARS ROLEPLAYING DICE

When playing **FORCE AND DESTINY**, the GM and players ideally have access to a full complement of the special dice described here. However, there might be times when the dice are not available. This should not stop the game from continuing. Players may use several standard

six-sided, eight-sided, and twelve-sided dice to generate the results found on the custom dice by referring to the chart below. Players simply convert the numerical results generated to the chart's associated symbols, which are the same as the symbols on the special game dice.

**TABLE 1-2: STANDARD TO STAR WARS ROLEPLAYING DICE CONVERSION**

Die Type	1	2	3	4	5	6	7	8	9	10	11	12
Boost die (d6)	Blank	Blank	✱	✱☉	☉☉	☉						
Setback die (d6)	Blank	Blank	▼	▼	☉	☉						
Ability die (d8)	Blank	✱	✱	✱✱	☉	☉	✱☉	☉☉				
Difficulty die (d8)	Blank	▼	▼▼	☉	☉	☉	☉☉	▼☉				
Proficiency die (d12)	Blank	✱	✱	✱✱	✱✱	☉	✱☉	✱☉	✱☉	☉☉	☉☉	☉
Challenge die (d12)	Blank	▼	▼	▼▼	▼▼	☉	☉	▼☉	▼☉	☉☉	☉☉	☉
Force die (d12)	●	●	●	●	●	●	●●	○	○	○○	○○	○○

### DIFFICULTY DICE ◆

Difficulty is represented with purple eight-sided dice. Difficulty dice represent the inherent challenge or complexity of a particular task a character is attempting. In simplest terms, the more Difficulty dice in a dice pool, the more challenging it is to succeed. Difficulty dice possess negative, harmful symbols that cancel out the positive, beneficial symbols found on Ability, Boost, and Proficiency dice. Difficulty dice are thematic opposites of Ability dice. Difficulty dice are represented by ◆ in text.

### CHALLENGE DICE ⬠

Challenge is represented with red twelve-sided dice. Challenge dice represent the most extreme adversity and opposition. These dice may be featured in place of Difficulty dice during particularly daunting challenges posed by trained, elite, or prepared opponents. Challenge dice can also be added to a pool when the GM invests a Destiny Point for an important skill check. These dice feature primarily negative, obstructive results, such as Threat and Failure, but they also feature the potent Despair result (see page 14). Challenge dice are the upgraded versions of Difficulty dice (for more on upgrades, see page 20). Challenge dice are represented by ⬠ in text.

### FORCE DICE

The Force is abstracted using white twelve-sided dice. These Force dice

represent the power and pervasiveness of the Force. They are generally only used in dice pools by Force-sensitive characters (or creatures) or under special circumstances. One of these special cases is when the players generate their starting Destiny pool at the beginning of a session (see **Destiny Points**, page 25).

Unlike the other dice used for task resolution, which generate results that impact success and failure or magnitude and complication, the Force dice generate resources. Each die features both dark side and light side points. There are no blank sides on a Force die. When players roll Force dice, they always generate a number of resources—but the resources can be dark side, light side, or a combination of the two.

Force dice are represented by ◻ in text. See **Chapter VIII: The Force** for more on using Force dice.

### TEN-SIDED DICE

In addition to the custom dice described above, the game also uses standard ten-sided dice. These dice are abbreviated as “d10” in the text. Many standard d10s feature a numeral zero (0) on one side. If a zero is rolled, it counts as a ten. This allows the d10 to generate any number between one and ten. Ten-sided dice are not provided in the *Star Wars ROLEPLAYING DICE* pack, but can be found at any hobby games store.

In **FORCE AND DESTINY**, a more common roll using d10s is called the percentile roll. When making a percentile roll, the player rolls two dice, designating one die as the

tens digit and the other die as the ones digit. A result of zero on either die means that the corresponding digit is zero in the two-digit number rolled. A result of “00”—zero on both dice—indicates a roll of 100. The percentile roll is abbreviated as d100. It is used most often as a randomizer, generating a number between 1 and 100. Percentile rolls are used to generate numbers that correspond to particular results on lookup tables, such as the severity of a Critical Injury effect (see page 158).

## DICE SYMBOLS AND RESULTS

The dice used in **FORCE AND DESTINY** feature a number of unique symbols used to determine success or failure, as well as to provide additional context and consequences during task resolution. Understanding these symbols allows the players to more fully contribute to the story, generating memorable details and describing cinematic actions over the course of their adventures. This section introduces and defines the different symbols, then describes how they are used in play.

Just like the special game dice, these symbols can be classified into several broad categories. The three types of symbols represent positive results, negative results, and Force resources.

### POSITIVE RESULTS

A character was able to slice into the security network while infiltrating a heavily guarded cell block, but how successful was that action? Did the character barely succeed, or was the success so complete that all of the facility’s security systems were quietly deactivated? These sorts of specific results of character skill checks are determined by interpreting positive dice symbols.

Three positive symbols are found on the *Star Wars* **ROLEPLAYING DICE**. These symbols represent Success, Advantage, and Triumph.

#### SUCCESS ✨

Success symbols ✨ are critical for determining whether a skill check succeeds or fails. Success is undermined by Failure. Mechanically, one Success symbol ✨ is canceled by one Failure symbol ▼. Based on the core mechanic, if at least one Success remains in the pool after all cancellations have been made, the skill check succeeds. In **FORCE AND DESTINY**, Success symbols ✨ can also influence the magnitude of the outcome. For example, in combat, each net Success is added to the damage inflicted on the target. Generating four net Successes inflicts four additional damage.

Success symbols appear on , , and  dice.

#### ADVANTAGE 🍀

The Advantage symbol 🍀 indicates an opportunity for a positive consequence or side effect, regardless of the

task’s success or failure. Examples of these positive side effects include slicing a computer in far less time than anticipated, finding unexpected cover during a firefight, or recovering from strain during a stressful situation.

It’s possible for a task to fail while generating a number of Advantage symbols, allowing something good to come out of the failure. Likewise, Advantage can occur alongside success, allowing for some significantly positive outcomes. It’s important to remember that Advantage symbols do not have a direct impact on success or failure; they affect only their magnitude or potential side effects. Advantage is canceled by Threat. Each Threat symbol ☠️ cancels one Advantage symbol 🍀.

Characters may use Advantage results in a wide variety of ways; this is known as “taking the Advantage.” If a skill check generates one or more net Advantage symbols 🍀, the player can spend that Advantage to apply one or more special side effects. These could include triggering a Critical Hit, activating a weapon’s special quality, recovering strain, or even performing additional maneuvers. The applications of Advantage are covered in more detail on page 148.

Advantage symbols appear on , , and  dice.


#### TRIUMPH 🏆

The Triumph symbol 🏆 is a powerful result indicating a significant boon or beneficial outcome. Each Triumph symbol 🏆 provides two effects:

First, each Triumph symbol 🏆 also counts as one Success, in every way Success ✨ has previously been defined. This means that the Success generated by a Triumph symbol 🏆 could be canceled by a Failure symbol generated during the same skill check.

Second, each Triumph symbol can be used to trigger incredibly potent effects. Two common uses are to trigger a Critical Injury upon a successful attack and to activate a weapon’s special quality. Effects generated by a weapon’s special quality usually require multiple Advantage symbols 🍀 to activate. Triumphs may activate other potent effects as well, including effects above and beyond those triggered by Advantage. These effects may be set by the GM, or they may be defined by the environment, a piece of equipment, or a special character ability. See page 148 for more information on using the Triumph symbol 🏆 to trigger effects.

Players gain both effects with each Triumph symbol; they don’t have to choose between the Success and the special effect trigger. Although the Success aspect of the Triumph symbol 🏆 can be canceled by a Failure symbol ▼, the second aspect of the 🏆 result cannot be canceled. Multiple Triumph symbols are cumulative: each Triumph adds one Success, and each can be used to generate its own special effect.

The Triumph symbol only appears on the  die.

## NEGATIVE RESULTS DESPAIR

While evading a squad of Imperial scouts aboard a stolen speeder bike, a character unsuccessfully attempts to weave between two massive rock formations. Is the failure severe, resulting in a terrible crash? Or does it result in little more than a scratch on the speeder's fuselage? Such details are provided by interpreting negative dice symbols.

Three negative symbols are found on the task resolution dice. These results are Failure, Threat, and Despair.

### FAILURE

Failure symbols are critical for determining whether a skill check succeeds or fails. Failure undermines Success. Mechanically, one Failure symbol cancels one Success symbol. Based on the core mechanic, if at least one Success symbol remains in the pool after all cancellations have been made, the skill check succeeds. Fortunately for characters, multiple net Failure symbols do not influence the magnitude of the failure.

Failure symbols appear on black, blue, and red dice.

### THREAT

The Threat symbol is fuel for negative consequences or side effects, regardless of the task's success or failure. Examples of these negative side effects include taking far longer than expected to slice a computer terminal, leaving an opening during a firefight that allows an enemy to duck into cover, or suffering additional strain during a stressful situation.

It's possible for a task to succeed while generating a number of Threat symbols, tainting or diminishing the impact of the success. Likewise, Threat can occur alongside Failure, creating the possibility for some significantly dire outcomes. It's important to remember that Threat symbols don't directly impact success or failure, only their magnitudes or potential side effects. Threat cancels Advantage. Each Threat symbol cancels one Advantage symbol.

The GM generally resolves Threat effects. There are a wide variety of possible effects that Threat may trigger. If a skill check generates one or more net Threat symbols, the GM generally applies one or more special side effects. These could include being knocked prone, losing the advantage of cover, taking more time than anticipated, suffering strain during a normally routine action, or giving an enemy an opportunity to perform a maneuver. The applications of Threat are covered in more detail on page 148.

Threat symbols appear on black, blue, and red dice.

### DESPAIR

The Despair symbol is a powerful result, indicating a significant bane or detrimental outcome. Each Despair symbol imposes two effects:

First, each Despair symbol also counts as one Failure, in every way Failure has previously been defined. This means that the Failure represented by a Despair symbol could be canceled by a Success symbol generated during the same skill check.

Second, each Despair can be used to trigger potent negative effects. A Despair symbol may be used to indicate a weapon has jammed or run out of ammunition. Despair may activate other potent effects as well, including effects above and beyond those triggered by Threat. These effects may be determined by the GM or defined by the environment, an adversary, or a special character ability. See page 148 for more information on using a Despair symbol to trigger effects.

Players suffer both effects of each Despair symbol; they do not get to choose between the Failure and the special effect trigger. The Failure aspect of the Despair symbol can be canceled by a Success symbol; however, the second aspect of a Despair symbol result cannot be canceled. Multiple Despair symbols are cumulative; each Despair imposes one Failure, and each can be used to generate its own special effect.

The Despair symbol only appears on the red die.

## FORCE RESOURCES

The final category of dice symbols represents resources generated by the Force. There are two types of Force resources: light side Force points and dark side Force points. The generic symbol for a Force point, whether light side or dark side, is a circle.

Light and dark side Force points appear on Force dice, which are used frequently for characters who are Force users, struggling with the balance of the light and dark sides of the Force. Force-sensitive characters can use these resources to help fuel special abilities, such as telekinetic and precognitive combat awareness.

Unlike the positive and negative dice used for task resolution, Force dice generate resources that are spent to fuel a power's effects, such as its magnitude, range, or duration. The Force die and the mechanics that govern it are very different from the core skill check mechanics of **FORCE AND DESTINY**. They are discussed in greater detail in **Chapter VIII: The Force**.

There are other uses for the Force dice besides employing Force powers. Another common application of Force dice in **FORCE AND DESTINY** is their use to determine a group's starting pool of Destiny Points at the beginning of each session (see page 25).

# LIGHTS, CAMERA, ACTION!

**D**uring the course of a **FORCE AND DESTINY** adventure, characters find themselves in countless situations, attempting a variety of tasks. In everything from seemingly mundane actions, such as repairing a damaged starship or negotiating the price of a crate of rations, to extraordinary feats, like balancing on the edge of a skyscraper in a rainstorm while fighting an Imperial Inquisitor, characters will inevitably be put to the test. When the outcome of a PC's attempt at a task is uncertain, the player usually needs to roll a skill check to determine the task's success or failure. These skill checks hinge upon a number of different character attributes, including skills, special talents, and inherent abilities.

The GM decides which type of skill check is required for a given task. Once the type of check and

its difficulty have been set, the player assembles a pool of dice based on the different factors involved. The pool can be a combination of many types of dice, which vary depending on the characters involved and the specific situation.

After the dice pool has been assembled, the player rolls all of the dice in the pool. The dice results are evaluated to determine which symbols cancel each other out and which ones are cumulative. Once all evaluations have been made, the player and GM resolve the skill check by determining the action's success or failure. The information obtained from the dice results is used to describe, not only the outcome of the check, but also any additional effects, complications, or surprises.

## THE BASIC DICE POOL

**F**ORCE AND DESTINY uses a concept known as a dice pool, which is a collection of the dice needed to determine the outcome of any given situation in the game (see **The Dice** on page 11). While advanced or complex actions may require a large dice pool, the basic dice pool is quite simple. It relies on three factors: the PC's inherent ability, any specialized training the character has, and the difficulty of the task being attempted.

Following a more detailed look at these three factors, this section describes how players assemble and resolve basic dice pools and rolls, discusses other types of dice pools, and examines the kinds of checks players might make during a game session.

## CHARACTERISTICS

In **FORCE AND DESTINY**, a character's intrinsic abilities are defined by six **characteristics**: Brawn, Agility, Intellect, Cunning, Willpower, and Presence.

Brawn and Agility are measures of the character's physical abilities: strength, flexibility, athletic prowess, skill with weapons, and general toughness. Intellect and Cunning are the character's mental abilities, reflecting the PC's knowledge, analytical skill, cleverness, and deductive reasoning. Willpower and Presence represent the character's personality and force of spirit, including such aspects as charisma, mental fortitude, and facility in relating to and interacting with others.

A character's species determines that character's starting characteristic ratings. Each player has the opportunity to increase these default characteristics during character creation by investing a portion of the PC's

starting experience points. It is important to note that after character creation, increasing characteristics is a significant in-game investment and can only be done by purchasing a specific and expensive talent—something that might happen only a few times over the course of an entire campaign. **Players need to think carefully about their characteristic ratings and should consider investing a significant portion of their starting experience points in improving their characteristics.** More on character creation is covered on page 29.

Although it does make sense to focus on characteristics that improve the character's core skills and talents (for instance, an Advisor character might invest in a high Presence, or a Hunter in a high Agility rating), the game system offers a great deal of flexibility. Both going against stereotype and planning ahead in anticipation of moving into other careers over the course of a campaign are acceptable options for characters. For example, a player whose Starfighter Ace character is big and hulking might elect to increase the character's Brawn, with an eye toward eventually having the character become a Shii-Cho Warrior as well. Likewise, a Shadow with a high Presence rating could be just as deft with his words as with stealth, opening up the opportunity to perhaps one day become an Advisor.

## CHARACTERISTIC RATINGS

Characteristic ratings for both PCs and NPCs generally range from 1 to 6. Some exceptions exist, especially in powerful or unique cases. For example, a rancor likely has a Brawn rating much higher than that of a PC. NPCs like Yoda, Han Solo, Darth Vader, and other exceptional

individuals from the *Star Wars* universe likely have abilities well beyond the scope of a typical starting NPC.

A typical humanoid has an average characteristic rating of 2. A rating of 1 is weak and below average. A characteristic rating of 3 or 4 is significantly above average, while ratings of 5 and 6 represent exceptional performance and ability. During character creation, no characteristic can be increased above 5. Once play begins, PC characteristics are capped at 6. Each species has a default characteristic profile that reflects particular strengths and weaknesses. This profile is then improved during creation by investing experience points.

To find the default characteristic profiles of each playable species, see **Chapter II: Character Creation**. The six characteristics are defined below.

### AGILITY

The Agility characteristic measures a character's manual dexterity, hand-eye coordination, and body control. Characters with a high Agility have flexibility, a good sense of balance, and deft hands. Agility is used for a number of physical skills, such as Coordination, and it is key to Ranged combat skills, such as Ranged (Light) and Ranged (Heavy).

### BRAWN

A character's Brawn represents a blend of brute power, strength, and overall toughness, as well as the ability to apply those attributes as needed. Characters with a high Brawn are physically fit and hardy, rarely get sick, and have strong constitutions. Brawn is used for a number of physical skills, such as Athletics and Brawl. Brawn is also used to determine a character's starting wound threshold.

### CUNNING

Cunning reflects how crafty, devious, clever, and creative a character can be. Characters with a high Cunning are savvy, quickly pick up on social and environmental clues, and can more readily come up with short-term plans and tactics. Cunning is used for a number of mental skills, including Deception, Perception, and Survival.

### INTELLECT

The Intellect characteristic measures a character's intelligence, education, mental acuity, and ability to reason and rationalize. Characters with a high Intellect can extrapolate and interpolate data, recall details, and think of long-term strategies. Intellect is used for a number of mental skills, including Astrogation, Computers, and all of the Knowledge skills.

### PRESENCE

A character's Presence characteristic is a measure of moxie, charisma, confidence, and force of personality. Characters with a high Presence make natural leaders, draw attention when they enter a room, can

easily strike up a conversation with nearly anyone, and are quick to adapt to social situations. Presence is the key characteristic for interpersonal skills, such as Charm and Leadership.

### WILLPOWER

The Willpower characteristic reflects a character's discipline, self-control, mental fortitude, and faith. Characters with a high Willpower can withstand stress, remain composed, and exert influence over the weaker-willed. Willpower is used for skills, such as Coercion and Vigilance, and as a part of many Force powers. Willpower is also used to determine a character's starting strain threshold.

## CHARACTERISTICS IN PLAY

Various careers and professions rely on certain characteristics more than others. Characteristics also influence skills, a wide variety of character abilities, and some derived statistics. For example, in addition to being used for Athletics and Melee combat skill checks, Brawn is used to determine a character's starting wound threshold and forms the basis of a character's soak value.

As mentioned previously, characteristics are one of the three factors that affect the composition of a dice pool for a check (the other factors being skill training and task difficulty).

## SKILLS AND TRAINING

While characteristics create the foundation of a character's abilities, skills and specialized training are what really make a PC stand out from the crowd. Skills represent the character's training and experience in performing specific tasks and actions. Although a character can attempt almost anything even without the proper training or skill, a PC is far more effective and capable if trained to perform the task at hand.

Skills, the second factor influencing a dice pool, represent specific training, hands-on experience, and focused knowledge in a certain area. Each skill is linked to a specific characteristic, which is the default ability a character uses when performing a task with that skill. For example, the Athletics skill is based on Brawn, Deception relies on Cunning, and Lore uses Intellect. Proper skill training can compensate for a character's low characteristic rating. However, the most proficient characters are those who have both the proper training and a strong linked characteristic.

A character's career choice provides **career skills**. Characters start out with training, or "ranks," in some of their career skills. As time passes during a campaign, a character can learn and improve any skills; however, improving career skills costs fewer experience points than increasing skills outside the PC's current career.


For a more in-depth look at skills and their application, see **Chapter III: Skills**.








## DIFFICULTY

The third factor in composing a dice pool (in addition to the relevant characteristic and related skill) is the difficulty of the task being attempted. The characteristic and skill ranks add positive dice to the dice pool. Difficulty adds negative dice, making the task more challenging. In addition to dice that represent the task's inherent difficulty, other dice are added to reflect further complications based on the environment or specific situation.


While the characteristic and related skill are derived from the character attempting the task, the difficulty of a task is set by the GM. There are six basic difficulty levels (see the **Impossible Tasks** sidebar for an optional seventh difficulty level). Some modifiers and situations may warrant checks higher than the sixth level, Formidable, subject to the GM's discretion.

In addition to providing a general classification that describes a task's inherent challenge, the difficulty level also indicates how many purple Difficulty dice  are added to the dice pool when that particular task is attempted. A task attempted against a set difficulty level is referred to as a **standard check**.

### DEFINING TASK DIFFICULTY

When used in a check to represent the challenge posed by a task, the difficulty level is indicated with one of the following labels: **Simple**, **Easy**, **Average**, **Hard**, **Daunting**, and **Formidable**. This label is followed in parentheses by the number of Difficulty dice  to be added to the dice pool. For example, a player might face an **Easy** () **Perception check** or a **Hard** (  ) **Mechanics check**. More detailed examples of each difficulty level are provided next to give players a clear idea of what the different levels represent.

#### SIMPLE TASKS (–)

A Simple task is something so basic and routine that the outcome is rarely in doubt. Success is assumed for the majority of attempts at Simple tasks. If failure is virtually impossible, the task won't even require a check: the GM may simply state that the proposed action succeeds. If circumstances make the outcome uncertain, then a Simple task may require a roll. This may be the case only if one or more  are introduced—due to injuries, environmental factors, or opposition by foes, for example.

A Simple task adds no Difficulty dice to the skill check's dice pool.






#### EASY TASKS ()


An Easy task poses little challenge to most characters, but failure is still possible. A typical character with the proper training, resources, and tools for a situation can expect to succeed at most of the Easy tasks he attempts. Often, the magnitude or potential side effects are more uncertain than the success itself.

## IMPOSSIBLE TASKS

There are some situations in which the chance of success is impossibly low. In almost all cases, the GM simply states that any such check automatically fails without needing the player to assemble and roll a pool of dice.



However, the GM may decide to allow a PC to attempt a check where success is extremely improbable—throwing a grenade in hopes that it will put out a fire; scaling a perfectly smooth, slick wall; or using reason to calm down a rampaging rancor, for example. Allowing the PCs to attempt an impossible task should be relegated to critical moments in a story's arc or truly life-or-death situations only.

To prevent players from abusing these opportunities, attempting an impossible task automatically requires the player to spend one Destiny Point. The player gains no benefits for doing so beyond being able to attempt the task in the first place. The player also may not spend any additional Destiny Points on the check. For simplicity, an impossible task imposes the same number of Difficulty dice as a Formidable (    ) task.

An Easy task adds one Difficulty die () to the skill check's dice pool.




#### AVERAGE TASKS ( )

An Average task represents a routine action for which success is common enough to be expected, but failure is not surprising. A typical character with the proper training, resources, and approach to the situation might expect to succeed at Average tasks slightly more often than he fails.

An Average task adds two Difficulty dice ( ) to the skill check's dice pool.

#### HARD TASKS ( )

A Hard task is much more demanding of a character. Success is certainly feasible, but failure is far from surprising. A typical character with the proper training, resources, and tools for the situation should accept failure at Hard tasks more often than success—especially without Destiny or other advantages on his side.

A Hard task adds three Difficulty dice (  ) to the skill check's dice pool.

#### DAUNTING TASKS ( )

A Daunting task taxes a character, pushing him to his limits. Success may be difficult to achieve, but it's certainly possible. A typical character with the proper training, resources, and tools for the situation will

likely experience failure more often than success at Daunting tasks and may wish to look for some beneficial circumstances to aid him.

A Daunting task adds four Difficulty dice (◆◆◆◆) to the skill check's dice pool.

### FORMIDABLE TASKS (◆◆◆◆◆)

Formidable tasks seem nigh impossible. However, with proper planning, a well-trained and well-equipped char-

acter has a small chance at success. Typical characters almost always fail at Formidable tasks. Even trained veterans fail Formidable tasks more often than they succeed. Failure seems inevitable unless the character can apply one or more advantages, such as Destiny Points or bonuses from specific equipment, talents, or assistance.

A Formidable task adds five Difficulty dice (◆◆◆◆◆) to the skill check's dice pool.

## BUILDING A BASIC DICE POOL

Now that the three primary building blocks of a skill check's dice pool have been discussed, all that remains is to show how the dice pool is actually assembled.

When a character wants to attempt some sort of action that might have a chance of failure, the player makes a skill check. The skill check uses the character's appropriate skill: Athletics for breaking down doors, Knowledge for recalling facts, or Charm for convincing a guard to let the character enter, for example. Each skill also has a linked characteristic: Brawn for Athletics, Intellect for Knowledge, and Presence for Charm, for instance. To make a skill check, the character assembles a dice pool.

There are two sides to every basic dice pool: the side to which the player contributes (in the form of Ability dice ◆ and Proficiency dice ◀) and the side to which the GM contributes (in the form of Difficulty dice ◆, Challenge dice ●, Boost dice ◻, and Setback dice ◼). Additional factors may modify the number and type of dice for a check. When building a dice pool, every aspect of the player's and GM's contributing dice should be explained and defined before the roll is made. The GM sets the difficulty level of the task once, prior to the roll. After creating the base dice pool, either side may have the opportunity to upgrade dice.

## APPLYING SKILLS AND CHARACTERISTICS

A character's skill rank and the associated characteristic are equally important in building a dice pool. When a task is attempted, the GM determines which skill is most appropriate. The skill selected determines which characteristic is used. For example, if the character is attempting to bypass a security terminal by slicing its alarm system, the skill check would use the Computers skill, which is linked to the Intellect characteristic. The ratings for these two attributes determine the number of Ability and Proficiency dice that are added to the dice pool.

A player can start building the dice pool once the proper skill and characteristic are determined. To add dice to the pool, the player compares the PC's ranks of skill training to the linked characteristic's rating.

The higher of the two values determines how many Ability dice are added to the skill check's dice pool. Then the player **upgrades** a number of those Ability dice equal to the lower of the two values. If a character is unskilled (possesses no ranks) in the necessary skill, then zero is automatically the lower value and the character will rely solely on the appropriate characteristic.

TABLE 1-3: DIFFICULTY LEVELS

Difficulty Level	Dice	Example
Simple	—	Routine, with the outcome rarely in question. Usually not rolled unless the GM wishes to know the magnitude of success or unless Setback dice indicate the possibility of complications.
Easy	◆	Picking a primitive lock, tending to minor cuts and bruises, finding food and shelter on a lush planet, shooting a target at close range.
Average	◆◆	Picking a typical lock, stitching up a small wound, finding food and shelter on a temperate planet, shooting a target at medium range, trying to strike a target while engaged.
Hard	◆◆◆	Picking a complicated lock, setting broken bones or suturing large wounds, finding food and shelter on a rugged planet, shooting a target at long range.
Daunting	◆◆◆◆	Picking an exceptionally sophisticated lock, performing surgery or grafting implants, finding food and shelter on a barren desert planet, shooting a target at extreme range.
Formidable	◆◆◆◆◆	Picking a lock with no comprehensible mechanism, cloning a new body, finding food and shelter on a planet without a breathable atmosphere.

(This also applies if the character has a zero in the corresponding characteristic; however, in practice, it's unlikely for a character to have a zero in a characteristic.)

#### EXAMPLE 1: SARENDA

Sarenda is attempting to jump over a bottomless chasm as she navigates her way through a lost temple. This uses Sarenda's Athletics skill and Brawn characteristic. Sarenda has Athletics 2 and Brawn 3. Her Brawn is higher, so the player begins by adding three Ability dice (◆◆◆) to the pool. Sarenda's Athletics skill is lower, so the player upgrades that many dice (two) to Proficiency dice (◐◐). To attempt the jump, Sarenda starts out with three dice in her pool: ◆◐◐ (one Ability die and two Proficiency dice).

#### EXAMPLE 2: DAO JODH

Later, Dao must attempt to jump over the same chasm. Dao, who constantly trains and conditions his body, has an Athletics skill of 3. However, his Brawn is only 2. His Athletics skill is higher, so the player begins by adding three Ability dice (◆◆◆) to the pool. Dao's Brawn rating is lower, so the player upgrades that many dice (two) to Proficiency dice (◐◐). To attempt this action, Dao starts out with three dice in his pool: ◆◐◐ (one Ability die and two Proficiency dice).

Note that both Sarenda and Dao begin with the same size and type of dice pool, despite the fact that their Brawn ratings and their ranks in the Athletics skill are different. The system allows a character to compensate for a lack of innate ability by improving trained skills and vice versa.

#### EXAMPLE 3: TARAST VOON

Finally, Tarast, the cunning Kel Dor Sentinel, tries to leap over the same chasm. He has Brawn 2 but no ranks of training in Athletics. His Brawn is higher, so the player begins by adding two Ability dice (◆◆) to the pool. Since he has no ranks in Athletics, that value is considered to be zero, and no Ability dice are upgraded to Proficiency dice. To attempt the action, Tarast starts out with only two dice in his dice pool: ◆◆ (two Ability dice).

## APPLYING TASK DIFFICULTY

After determining which skill and related characteristic the character uses to attempt the task, the GM then chooses the level of difficulty for the task by consulting **Table 1–3: Difficulty Levels** on page 18.

The difficulty level of the task determines the number of Difficulty dice that the player must add to the pool. For example, an **Average (◆◆)** skill check means the player adds two Difficulty dice to the dice pool.

In some cases, the GM may upgrade one or more of these Difficulty dice by removing them from the dice pool and replacing them with an equal number of Challenge dice (◆). Difficulty dice are usually upgraded into Challenge dice when a character faces skilled opposition or particularly challenging circumstances, or when the GM invests Destiny Points to make a check more challenging.

After setting the difficulty level for the task, the GM adds the corresponding number of Difficulty dice to the task's dice pool. If no other factors are deemed to influence the outcome of the attempt, the basic dice pool is now complete and can be rolled to determine success or failure, as well as any potential side effects.

#### EXAMPLE: SETTING DIFFICULTY

Following the prior examples, the GM reviews the table of difficulty levels. Deciding that this chasm is only a couple meters across and the edges are firm and covered with vines that could provide handholds, the GM assigns a difficulty of **Average (◆◆)** to the task. Two Difficulty dice are added to the players' dice pools when they attempt to jump across the chasm.



## MODIFYING A DICE POOL


If there are no other influences or contributing factors that may impact the outcome of a check, the dice pool may consist solely of dice representing the acting character's skill and characteristic, along with the dice representing difficulty level set by the GM. However, the *Star Wars* universe is a vast place where any number of environmental effects can impact the actions taken by the characters. If an action is important enough to assemble and roll a dice pool, there's a good chance other factors are involved.


These other factors affect or modify the dice pool in a number of ways. The most common ways are by adding dice, upgrading/downgrading dice, and removing dice. These modifications may be triggered by the players or the GM, or they may simply make sense given the environment and situation. Examples of factors that warrant modification of the dice pool include obstructing terrain, poor lighting, time constraints, superior equipment, special talents, investment of Destiny Points, and Critical Injuries. The following sections describe these modifications in more detail.




It's also important to note that when modifying a dice pool, players perform the modifications in a specific order. First, players assemble the basic pool, and then they add additional dice. Next, they upgrade dice. Then they downgrade dice. Finally, they remove dice.

## ADDING DICE

One way to modify the basic dice pool is to add dice to reflect environmental conditions or various advantages and disadvantages. This is done primarily through the use of Boost and Setback dice. As a general rule, one Boost die  is added to the dice pool for each bonus that would help the character succeed, and one Setback die  is added for each disadvantage impeding success.









A single Boost die  is often enough to represent the benefits provided by useful gear, ample time, superior position, or the element of surprise. If more than one of these advantages is applicable, the GM may allow multiple Boost dice to be added to the dice pool.

Likewise, a single Setback die  is usually enough to reflect the impact of detrimental or obstructing effects like poor lighting, inferior supplies, harsh environments, or outside distractions. If more than one of these disadvantages is applicable, the GM may add multiple Setback dice to the dice pool.





It's important to note that while these dice are essentially mirror opposites in their use, **Boost dice and Setback dice do not cancel each other out.** If the situation warrants the addition of two Boost dice and one Setback die, all three dice () are added to the dice pool.

The use of Boost dice and Setback dice is a common device all players can use to help reinforce im-

## UPGRADING AND DOWNGRADING ABILITY AND DIFFICULTY




**C**ertain rules may call for a player to upgrade or downgrade the ability or difficulty of a dice pool. For example, the Dodge talent allows a character to upgrade the difficulty of a combat check made against him by a certain value. Upgrading or downgrading the ability of a pool refers to upgrading Ability dice  into Proficiency dice  or downgrading Proficiency dice  into Ability dice . Likewise, upgrading or downgrading the difficulty of a pool refers to upgrading Difficulty dice  into Challenge dice  or downgrading Challenge dice  into Difficulty dice .

portant elements of the story. Players should describe their characters' actions in detail, pointing out both advantages and disadvantages that may influence a particular action.

Some equipment may add Boost dice  to a pool to reflect superior craftsmanship, while talents may allow a player to add Boost dice  to a pool to reflect special training that applies to the situation. Maneuvers like aiming may also allow a player to add Boost dice  to a pool. Conversely, some effects may specifically impose Setback dice , such as the defined effects of a Critical Injury or a penalty for using inferior tools.

While the players may suggest the addition of Boost or Setback dice, the GM is the final arbiter, deciding which and how many dice are added to the pool. The GM does have access to helpful guidelines when making those decisions and should use common sense depending on the way the scene and action have been described. See the **Positive Dice and Negative Dice** sidebar on page 10 for examples of the types of situations that may warrant the addition of Boost or Setback dice.

### EXAMPLE: ADDING AND

For example, in the chasm-jumping example used previously, the scene may have been described to reflect the character attempting the task while under heavy fire from enemy forces (a disadvantage) and doing so during high winds (a disadvantage). Fortunately, the character has a vine he can use to swing across on (an advantage). Based on how the scene has been set up and described, the GM adds two Setback dice and one Boost die () to the pool.

## UPGRADING AND DOWNGRADING DICE

Game effects can improve dice, making a weaker die stronger. Likewise, circumstances can turn a potent

## INCREASE, UPGRADE, OR ADD?





**T**here may come times when the GM is unsure whether a situation should have the difficulty level increased or whether dice should be added or upgraded. The difficulty should be set based on the task itself, not on the circumstances surrounding that specific attempt at the task. In general, once set, the difficulty level remains the same, regardless of who, what, when, or why that particular task is attempted.







Upgrading (or downgrading) dice is not usually necessary unless a specific rule or ability calls for it. These situations are defined by the individual abilities and are generally not applied arbitrarily by the GM.

If the circumstances for a particular execution of a task are unique, then the GM may decide the task warrants the addition of Boost or Setback dice. Added dice should reflect the elements that make this attempt distinct or special. As a general rule, if the GM feels that a skill check has distinct factors that could modify the outcome, he should consider using Boost and Setback dice.




die into a weaker one. Improving a die is called upgrading, while weakening a die is called downgrading. Beyond the upgrading based on a character's ranks in a skill or characteristic (see **Applying Skills and Characteristics**, page 18), upgrading and downgrading dice most often occur when one of the participants invests a Destiny Point in a skill check. Certain talents and special abilities also allow a character to upgrade or downgrade dice.




### UPGRADING DICE

Upgrading dice is a mechanic specific to Ability dice and Difficulty dice, and these are the only two types of dice that can be upgraded. When an Ability die  is upgraded, it is converted into a Proficiency die . When a Difficulty die  is upgraded, it is converted into a Challenge die .





When a special talent or effect calls for one or more dice to be upgraded, the player first determines how many dice are to be upgraded. Once this is determined, the player removes that number of Ability dice  or Difficulty dice  from the pool and replaces them with an equal number of either Proficiency dice  or Challenge dice . When an effect requires a player to upgrade dice, the rules always state whether Ability dice  or Difficulty dice  are being upgraded.

### UPGRADING MORE DICE THAN AVAILABLE

Sometimes a player may need to upgrade Ability dice into Proficiency dice but has no more Ability dice left in the pool. In this case, the player performs the following steps. First, he determines how many die upgrades remain. Then, using one upgrade, he adds one additional Ability die  to the pool. If any upgrade opportunities remain, he then upgrades the newly added Ability die  into a Proficiency die . This process is repeated until all remaining upgrades have been applied.





Likewise, if a player needs to upgrade Difficulty dice into Challenge dice but there are no more Difficulty dice in the pool, the same process is followed. First, one additional Difficulty die  is added; then, if any more upgrades remain, the Difficulty die  is upgraded into a Challenge die  and so on.







### DOWNGRADING DICE

Downgrading dice is also a specific mechanic, and it applies only to Proficiency dice and Challenge dice. When a Proficiency die  is downgraded, it becomes an Ability die . When a Challenge die  is downgraded, it becomes a Difficulty die .




Special talents or effects may call for one or more dice to be downgraded. The player first determines how many dice are to be downgraded. Once this is determined, the player removes that number of Profi-

## UPGRADE VERSUS INCREASE

Upgrading Difficulty dice  in a dice pool is different than increasing a skill check's difficulty. Increasing or decreasing difficulty is simply a measure of how many Difficulty dice  are added to the initial dice pool; this is covered in more detail on page 19. Upgrading Difficulty dice  into Challenge dice  is generally triggered by a special ability or the investment of Destiny Points by one of the participants.

ciency dice  or Challenge dice  from the pool and replaces them with an equal number of either Ability dice  or Difficulty dice . When an effect requires a character to downgrade dice, the rules always state whether Proficiency dice  or Challenge dice  are being downgraded.





### DOWNGRADING MORE DICE THAN AVAILABLE

There may be situations in which a player needs to downgrade more Proficiency dice  into Ability dice  or Challenge dice  than are available. If all of the potential dice are already in their downgraded form, any further downgrades are ignored.

### UPGRADES & DOWNGRADES IN THE SAME POOL

Sometimes abilities will call for both upgrades and downgrades in the same dice pool. When this occurs, all upgrades are applied first. Then, any downgrades are applied. This is important, since upgrading dice could add more dice to the overall pool.

### REMOVING DICE

Just like some effects add Boost dice  or Setback dice  to a pool, some effects remove dice from the pool before they are ever rolled. Most often, this is a result of character talents that allow the removal of Setback dice  to reflect a level of expertise in overcoming minor distractions or disadvantages that would rattle a less experienced character. In a similar fashion, a skilled enemy may have a talent that removes Boost dice  from skill checks made against that enemy.

The individual talent or effect describes what circumstances warrant the removal of dice as well as the number and type of dice to be removed. If an ability would remove more dice of a type than there are in the dice pool, the maximum number of dice available are removed, and any additional removals are ignored.

Removing dice is done after all other dice have been added and all upgrades and downgrades have been applied.

# INTERPRETING THE POOL

After a dice pool is rolled, the players and GM evaluate the results to resolve the outcomes. The first outcome to resolve is the success or failure of the skill check. Then, the players can determine if any significant side effects—good, bad, or both—are triggered.

## SUCCESSSES AND FAILURES

If the roll for a skill check results in both Success symbols ✨ and Failure symbols ▼, the total number of each type of symbol is compared. Each Failure symbol ▼ cancels one Success symbol ✨. After the cancellations due to Failure symbols ▼ have been made, a pool will have one or more Success symbols ✨ or one or more Failure symbols ▼ remaining, or those symbols will be evenly canceled out.

During this step, it's important to note that a Triumph symbol ⚔️ contributes one Success ✨ to the pool, in addition to any special effects it may trigger. Likewise, a Despair symbol ☠️ contributes one Failure ▼ to the pool, in addition to its special effects.

If all Successes ✨ and Failures ▼ in the pool are canceled out, or if there are any net Failures ▼ remaining, the skill check fails. If at least one Success ✨ remains, the skill check succeeds. **Remember, a dice pool must have at least one Success symbol ✨ remaining for a skill check to succeed.**

## ADVANTAGE AND THREAT

It's also likely for a skill check to result in Advantage symbols 🍀, Threat symbols ☠️, or both. The player adds up the total number of Threat symbols ☠️ and compares that number to the total number of Advantage symbols 🍀. Each Threat symbol ☠️ cancels one Advantage symbol 🍀. After all Threat symbols ☠️ have canceled Advantage symbols 🍀, a pool will have one or more Advantage symbols 🍀, or one or more Threat symbols ☠️ remaining, or those symbols will be evenly canceled out.

Having one or more net Advantage symbols 🍀 indicates a positive side effect or benefit. Having one or more net Threat symbols ☠️ indicates a negative side effect or complication. If all the Advantage 🍀 and Threat ☠️ symbols cancel each other out, there are no additional effects. The positive and negative side effects can occur regardless of whether the task succeeds or fails.

Advantage 🍀 and Threat ☠️ can be used to fuel a wide variety of side effects. The player rolling the skill check generally chooses how to spend Advantage 🍀, such as by triggering a weapon's special quality, performing an additional maneuver, or recovering some

strain. Various weapons, talents, and equipment may have special uses for Advantage 🍀.

Threat ☠️ is generally spent by the GM to impose some sort of complication, with more severe complications requiring more Threat ☠️. Threat ☠️ can result in side effects, such as a task taking longer to complete than expected, suffering strain, providing an opportunity to an opponent, falling prone, or being subjected to an environmental effect. Various talents, environments, and opponents may have special uses for Threat ☠️.

For more about using Advantage or suffering from Threat, see page 148.

## TRIUMPH AND DESPAIR

Two symbols represent far more potent effects than the others. Triumph ⚔️ and Despair ☠️ indicate special cases and operate slightly differently than the other symbols. Unlike Success and Failure (✨ and ▼) or Advantage and Threat (🍀 and ☠️), Triumph and Despair (⚔️ and ☠️) do not completely cancel each other out. Rather, they indicate an especially positive or unfortunately dire side effect.








Remember that it's possible for a skill check to result in both ⚔️ and ☠️ symbols. In this case, **both results are interpreted separately.** As with Threat, it's possible for a skill check to succeed but still impose a Despair effect, or fail but still trigger a Triumph effect. For more about the specific applications of Triumph and Despair, see page 148.



### TRIUMPH ⚔️

A Triumph symbol ⚔️ has two effects. First, each Triumph symbol ⚔️ counts as one Success symbol ✨. Second, a Triumph result indicates an unexpected boon or significantly beneficial effect related to the task. Many weapons and talents have side effects that can be triggered using a Triumph result. Otherwise, the scenario or GM may present further options for using Triumph. It's important to keep in mind that while a Triumph symbol ⚔️ does add a Success symbol ✨ to the pool, the presence of one or more Triumph symbols ⚔️ does not automatically make the skill check successful.

Triumph can be thought of as an enhanced, more powerful version of Advantage. For example, a single Triumph symbol ⚔️ can trigger any weapon's special quality or inflict a Critical Injury, while without a Triumph, these effects require a certain number of Advantage symbols 🍀. Or, while Advantage may allow a character to recover strain, in the right situation, a Triumph ⚔️ may allow recovery of a wound.

## DESPAIR

A Despair symbol  also has two effects. First, each Despair symbol  counts as one Failure symbol . Second, a Despair result indicates an unfortunate consequence, significant complication, or dire effect related to the task. The opponent's abilities, the environment, or the encounter description may offer different options for using Despair. Otherwise, the GM adjudicates the results of Despair symbols  based on the situation. It is important to keep in mind that while a Despair symbol  does add a Failure symbol  to the pool, the presence of one or more Despair symbols  does not automatically mean the skill check has failed.

Despair can be viewed as an upgraded, more potent form of Threat. For example, a single Despair symbol  may trigger effects that would normally require several Threat symbols . Despair may be significant enough to inflict wounds instead of strain, cause an important piece of equipment to break, make a weapon jam or run out of ammo, or when coupled with failure, make a grenade explode in the user's hand.

## UNLIMITED POSSIBILITIES

With the opportunity for success or failure, as well as the myriad side effects made possible through one or more Advantage, Threat, Triumph, or Despair symbols, no two skill checks are the same. Hundreds of outcomes are possible with almost every skill check. A character may achieve a high-magnitude success with no other complications, a low-magnitude success with Advantage, or a moderate success with Advantage that is tempered with Despair. Likewise, a failed check may have a silver lining if accompanied by Advantage or Triumph, or it may create a truly dire situation when accompanied by both Threat and Despair.

The sheer number of possibilities provides opportunities to narrate truly memorable action sequences and scenes. Players and GMs alike are encouraged to take these opportunities to think about how the symbols can help move the story along and add details and special effects that create action-packed sessions.

# OTHER TYPES OF CHECKS



The standard skill check using a basic dice pool can be used to resolve the vast majority of tasks in a game session. However, there may be some situations that require a slightly different approach to properly resolve. In addition to the standard skill check, **FORCE AND DESTINY** uses opposed checks, competitive checks, and assisted checks.







**Opposed checks** are often used when the success or failure of a task is strongly influenced by an opponent. **Competitive checks** can be used to determine which character performs better when two or more characters are attempting the same task. **Assisted checks** are simply variations of other checks but with two or more characters working together.

## OPPOSED CHECKS














An opposed check occurs when someone is actively trying to prevent a character from succeeding, or when one character is trying to overcome or get past another. For example, a Force-sensitive Sentinel lies to a crime lord. The Sentinel's Deception check might be opposed by the crime lord's Vigilance.

Opposed checks are most often applicable when a task involves directly opposing the task that another character is performing or when a task involves trying to go unnoticed, undetected, or undiscovered by someone else.

Like standard checks, opposed checks add  and potentially  to the skill check's dice pool. However, rather than simply being assigned by the GM, the difficulty of an opposed check is determined by a quick comparison of the opposing character's relevant characteristic and skill ranks.

Building the active character's dice pool starts by following the same procedures as those for a basic dice pool. Based on the character's relevant characteristic and skill ranks,  are added, and some may be upgraded into . The opposition then introduces  and  based on his own relevant characteristic and skill ranks. The higher of the opposition's characteristic and skill values determines how many  are added to the pool, while the lower value indicates how many of those dice are upgraded into  (see **Upgrading Dice**, on page 21).

### EXAMPLE: OPPOSED CHECKS

Kavari Ra, a Togruta Seeker, is trying to sneak up on a wild nexu without being detected. Kavari has Agility 4 and Stealth 2, building an initial dice pool of four Ability dice, two of which are upgraded to Proficiency dice (    in total). The nexu has Cunning 2 and Perception 1. Therefore, the opposition adds two Difficulty dice ( ) to the check, one of which is subsequently upgraded to a Challenge die (). If there are no other factors, the skill check has six dice:      .

## COMPETITIVE CHECKS

Competitive checks occur when several people are trying to accomplish the same goal at the same time or are trying to determine who performs a task better than another. When multiple characters are attempting the same task and the players need to determine who accomplishes the task first or performs it better, or to measure some other outcome, they are engaging in a competitive check.

For example, two characters engage in a friendly arm-wrestling contest aboard their starship. Each one has the same goal: to win the match by pinning the opponent's arm. The winner can be determined through a competitive check to see who outperforms the other. Additional examples include several pilots navigating an asteroid training course or two politicians trying to win over an undecided crowd during a council hearing.

For a competitive check, the GM assigns a difficulty level for the task, and each character involved in the competition makes a skill check based on that difficulty. When characters make a competitive check, it's important to track how many total ✨ they generate with their respective dice pools. The character with the most total ✨ "wins" the check. If none of the characters succeed at the check, then none win, and the competitive check results in a draw. If two or more characters generate the same number of ✨, the check goes to a tiebreaker to see if the draw can be resolved.

Although 🌀 and 🌀 still provide their customary effects in these situations, they also provide one additional benefit. If the two characters tie with the number of net ✨ they generate, the character with the greater number of 🌀 becomes the winner. If the characters are also tied for number of 🌀, the character with more total 🌀 is declared the winner.

If the characters are still tied after evaluating these categories, the competitive check is a draw. In this case, the GM may simply appoint a winner, declare that all tied parties have lost, resolve the draw with another competitive check, or find some other way to settle the competition.

## ASSISTED CHECKS

Some tasks are important or challenging enough that help is required—or at the least appreciated. Fortu-

nately, characters can—and should—provide assistance to each other in performing a variety of tasks. Over the course of normal narrative play, providing assistance is easy. A player explains how his character wants to help with the task. If the explanation is reasonable, the GM may allow that assistance. There are two types of assistance that can be provided: skilled assistance and unskilled assistance.

### SKILLED ASSISTANCE

Assistance works best when the assisting party brings additional insight or expertise to the task. When a character with a higher characteristic or skill rating provides assistance to another character, the dice pool may use one character's characteristic and the other character's skill rating.

### UNSKILLED ASSISTANCE

If the assisting party does not have a higher characteristic or skill rating, so that using either rating would provide no benefit to the other character, the GM may add 🟩 to the dice pool (representing the fact that the additional assistance is still providing some benefit).

### ASSISTANCE RESTRICTIONS

The GM can require that certain conditions be met in order for Player Characters or other parties to offer assistance. To assist in tending to an injury, the assisting character might need to be next to the patient, or to assist with translating an ancient holocron, the assisting character might need to have access to the holocron.

Generally, only one character can provide assistance at a time. However, the GM may decide that certain situations can accommodate more people. In this case, only one assisting character can offer his characteristic or skill rating, and all other participating characters contribute 🟩 to the check.

### ASSISTANCE AND TIMING

During combat or structured encounters, when initiative and the order in which characters act is more important, assistance can be accomplished by performing the Assist maneuver. The Assist maneuver allows an engaged ally to benefit from assistance provided by the acting character on the ally's next skill check. Assistance lasts only until the assisted character's next activation.

For more on the assist maneuver, see **Chapter VI: Conflict and Combat**.

## OTHER KEY ELEMENTS

**E**ven when things are at their worst, Player Characters are capable of rising above adversity to face challenges head-on. Whether they are able to shrug off

wounds that would kill lesser folk, focus their will to manipulate the Force in some way, or call upon their experiences to fuel higher levels of proficiency, Player



Characters are a breed apart. This section describes a number of these key elements, including character talents, Destiny Points, experience and development, and derived attributes such as wound and strain thresholds.

## TALENTS

Whereas skills represent what a Player Character knows, his practiced disciplines, or the experience he applies in a particular area, talents are a much broader class of special ability. Talents represent various tricks, techniques, and knacks PCs pick up over the course of their careers, or reflect their sheer determination to get things done. Each talent is a distinct special ability that provides the PC with an edge in certain situations. Keeping a rickety old freighter together with a combination of determination and baling wire, inspiring allies in the face of a Force storm summoned up by a crazed dark side acolyte, and knowing just where to hit a rampaging rancor in order to take it down are all examples of talents at work.

While characteristics and skills are fairly universal—every PC has six characteristics, and everyone has access to all of the skills—talents are far more specific. Each career is defined by a series of unique talents bundled together in a format called a talent tree. These talent trees define specializations within each career, helping to distinguish the ways in which Player Characters advance along separate career paths.

Talents are divided into several categories and are either active or passive. Active talents typically require the player to state that his PC is using them. Some active talents have a cost or requirement associated with them, such as investing a Destiny Point, suffering strain, or using the talent as part of an attack action. Other talents are passive, meaning they are always “on” and don’t need to be activated by the player. Passive talents either constantly provide their benefit or are automatically triggered under certain circumstances.

Some talents belong to a series of related talents. These may comprise either lower-level talents and their improved versions or identical talents taken multiple times for a cumulative effect. In the former case, an improved version of a talent completely replaces or upgrades the lower-level version. In the latter case, the talent is measured with a series of ranks. The more times that talent is taken, the more ranks it has and the greater the magnitude of its effects.

The majority of talents are specific to a PC’s given profession. Talent trees represent the natural flow of learning and experience that a Player Character gains throughout adventures. Talent trees are divided into five tiers, with the higher tiers representing remarkable abilities. Some talents may appear across multiple specializations but at different tiers or costs. There

are also some special talent trees that are not tied to a specific profession or career.

## DESTINY POINTS

Player Characters are cut from a different cloth than most NPCs that populate the galaxy. Not only do they have access to skills and special talents to help them succeed, but PCs are also intimately connected to destiny. Destiny is that special spark that elevates heroes above commoners, imbuing an individual with enough significance in the galaxy’s events to be a Player Character. Over the course of the PCs’ adventures, Destiny can intervene on their behalf for good or ill. Destiny might manifest in a positive way and provide a temporary advantage or boost to a PC’s abilities. Or destiny might prove an ill omen and impose additional hardships and complications.

The concept of destiny and the Player Characters’ ability to tap into and influence this resource is represented by Destiny Points. Destiny is interwoven with the Force, which pervades the galaxy with both light energy and dark energy. Destiny is one way the Force guides and surrounds the Player Characters.

Destiny Points are resources that can be invested by the players and GM for a variety of different effects. For example, Destiny Points may be used to upgrade Ability dice or Difficulty dice, or they could be used to trigger certain talents or special abilities.

### THE POOL OF DESTINY

Like the Force, destiny has both a light side and a dark side. Light side Destiny Points favor the Player Characters and can be used to aid them in their actions. Dark side Destiny Points impede the PCs and are used by the GM to imperil and complicate their actions. The light side and dark side are two sides of the same coin, struggling for balance, each enduring the effects of other side’s strengths and exploiting the other side’s weaknesses. As the pool of light side Destiny ebbs, the dark side’s Destiny pool grows. As dark side Destiny Points are consumed, light side Destiny Points are replenished.

### PREPARING THE DESTINY POOL

Each player with a PC rolls one Force die (⬡) (the GM does not roll a ⬡) to determine the current Destiny pool before the start of each game session. The results of the Force dice are tallied to become the starting Destiny pool for that session. For example, a player who rolls one light side symbol (○) adds one light side Destiny Point to the session’s Destiny pool. A player who rolls two dark side symbols (●●) adds two dark side Destiny Points to the Destiny pool.

Once set, the size of the Destiny pool does not change for that session. Before the next session begins,

players roll to generate a new Destiny pool, which may have a different number and composition of Destiny Points. While the Destiny pool size is fixed for a session, the number of light side and dark side Destiny Points available can change frequently as players and GM call on Destiny to influence their actions.

### TRACKING DESTINY POINTS

Destiny Points are easily tracked using the Destiny Point tokens found in the *Star Wars ROLEPLAYING DICE* pack. Players can also use gaming tokens, glass beads, or any other convenient method. Two-sided tokens or chips work especially well. Ideally, one side is colored or designated to represent light side Destiny Points, and the other side to represent dark side Destiny Points.



### HOW DESTINY POINTS ARE USED

All players and the GM can tap into destiny by using the Destiny Points in the pool. There are several distinct ways players and GMs spend Destiny Points. The players may only spend light side Destiny Points, and the GM may only spend dark side Destiny Points.



When a player spends a light side Destiny Point, it's converted into a dark side Destiny Point once the current action is resolved. When the GM spends a dark side Destiny Point, it's then converted into a light side Destiny Point. Conversion takes place at the end of the action during which the Destiny Point was used, preventing players or GMs from immediately spending a just-converted Destiny Point. Destiny is a powerful resource, but it's limited. A player can spend only one light side Destiny Point during a single action, and so should think carefully about how to use Destiny before doing so. The GM likewise is limited to spending only one dark side point per action.

The following section explains some of the ways in which Destiny Points can be used. Unless noted otherwise in an option's description, both the players and the GM have access to that option.

### A HELPING HAND

All characters have the opportunity to call on destiny to enhance any skill check they are about to attempt. A player may spend one Destiny Point to upgrade his starting dice pool by one. In other words, the player may upgrade  into the superior . The GM may spend a dark side Destiny Point in this way to upgrade an NPC's dice pool. Additional information on upgrading dice can be found on page 20.

### RAISING THE STAKES

Destiny can also be used to help keep characters out of harm's way. Characters can call on destiny to make an opponent's skill check more challenging. A single player may spend one light side Destiny Point to upgrade the difficulty of any NPC's skill check by one. This refers to upgrading a  into the more potent . The GM may

spend a dark side Destiny Point in this way to upgrade difficulty in a PC's dice pool. Additional information on upgrading dice can be found on page 20.

### SPECIAL ABILITIES AND TALENTS

Many powerful talents allow characters to spend Destiny Points for various effects. For example, a canny Advisor can spend a Destiny Point to immediately recover from strain equal to his Cunning rating. Many other uses exist as well—see the individual talent descriptions for details.

### LUCK AND DEUS EX MACHINA

Destiny can also be used by the players to introduce "facts" and additional context directly into the narrative. The GM already does this by managing and directing the story, but this use of Destiny Points provides the players with a means to make contributions as well.

Imagine the Player Characters land on a planet they expected to have a breathable atmosphere, only to find that a leak at the gas mining facility has rendered the air toxic. One of the players suggests spending a Destiny Point, saying, "Good thing you remembered to pack those rebreathers last time we were in dry dock, Arkhan." While none of the players may have specifically mentioned or listed rebreathers before, it's a sensible and creative addition to the game. If the GM agrees, the Destiny Point is spent, and the player's suggestion becomes a true statement—there are rebreathers handy.

Similarly, a player may spend a Destiny Point in this manner to suggest finding a spare stimpack while quickly scavenging through a medical facility or to propose introducing a terrain feature the Player Character can duck behind for cover.

Using Destiny Points narratively is a great way to keep all of the players involved and the story moving forward. However, the GM has final say over what is and is not acceptable. Players should not abuse this use of Destiny Points; the more outrageous or unlikely the suggestion, the more likely it is that the GM will curtail Destiny Point use. Ultimately, narrative use of Destiny Points allows the players to feel empowered as active participants in the game and story by rewarding their creativity and roleplaying. If a requested use of a Destiny Point would contribute toward this goal, the GM should consider allowing it.

## DESTINY POINT ECONOMY IN GAMEPLAY



All players and the GM are encouraged to use Destiny Points regularly, creating an ebb and flow of destiny over the course of a session. While the players could theoretically "lock" all the Destiny Points and simply not spend any light side Destiny Points to prevent the GM from using dark side Destiny Points against them,



this works both against the spirit of the mechanics and the setting. Players who hoard their Destiny Points may find the GM using other methods of putting pressure on the group, forcing them to reconsider their plan. It's perfectly acceptable for the GM to remind the players about using Destiny Points in play, such as by suggesting the use of Destiny Points if they are feeling overmatched by a tough enemy.

The Player Characters are wrapped up in the fate of the galaxy, and through their adventures, destiny will work both for and against them. When used wisely, Destiny Points provide tension and excitement by making routine checks more significant, adding an element of drama to the mundane, or helping provide a boost when the Player Characters are overwhelmed.

## THE LIMITS OF LUCK

Destiny is a powerful resource that must be used wisely—each player can invest only one Destiny Point

in any single check. If a player chooses to invest a Destiny Point to upgrade an  into a , for example, that player cannot also invest a Destiny Point to trigger one of his character's talents. The GM may also choose to invest one Destiny Point per skill check. This does introduce the possibility that both the player and the GM invest Destiny in the same skill check, resulting in no net difference to the overall Destiny pool balance.

The active player (the player or GM forming the dice pool) always has the first chance to use a Destiny Point. Once that player has decided whether or not to use a Destiny Point, the other party involved in the check (the targeted player, or the GM in the case of an NPC) has the opportunity to respond and spend a Destiny Point as well. For example, if the GM declares he will spend a Destiny Point to upgrade an enemy's Ability die into a Proficiency die for an attack against a PC, that PC's player has the opportunity to then use a Destiny Point, either to upgrade one of the pool's  into a , or perhaps to trigger one of the PC's talents.

# EXPERIENCE AND DEVELOPMENT

**A**fter surviving everything the Empire and the dark side of the Force has to throw at them, Player Characters are liable to learn from their successes—and mistakes—in order to better themselves in preparation for even greater challenges. Experience is the primary means by which players customize their characters. Each PC starts with a beginning pool of experience points that can be spent during character creation to train skills, improve characteristics, or acquire talents. During each session of a **FORCE AND DESTINY** campaign, Player Characters receive additional experience, which can also be spent to improve their skills, talents, and characteristics.

## STARTING EXPERIENCE POINTS

Player Characters begin with a number of experience points (XP) based on their species. The experience points used during character creation are the same “currency” as experience points received during play. If a player chooses to spend fewer experience points than budgeted during character creation, those points carry over into the game, and the PC has more experience points to spend once the adventures begin. More information on spending starting experience points can be found in **Chapter II: Character Creation**, on page 29.

## IMPROVING CHARACTERISTICS

Raising a characteristic during character creation costs ten times the value of the next highest rating. During character creation, no characteristic can be

increased to higher than 5. During the course of play, no characteristic can be increased to higher than 6. Characteristics may only be purchased with experience points during character creation, not at any later time. During gameplay, characteristics can only be increased by acquiring specific high-tier talents. For more on raising characteristics, see page 66.

## SKILL TRAINING

Each skill has five ranks of training available. A Player Character may have already acquired several ranks of skill training from his starting career and specialization for free. PCs may train additional skills and gain additional ranks during character creation. Regardless of any species or career bonuses, no skill can be raised higher than rank 2 during character creation.

The cost for training skills falls into one of two categories: career skills and non-career skills. Training a career skill costs five times the value of the next highest rank. Training a non-career skill costs five times the value of the next highest rank plus 5 additional experience points. Players may purchase ranks in skills for their PCs during character creation or later during gameplay.

## ACQUIRING TALENTS

Talents are acquired from a Player Character's available talent trees, generally provided by their specialization choices. A PC can purchase any talents for which he is eligible. An eligible talent is any talent in

the top row (which cost 5 experience points each), or any talent that is directly connected to an already-acquired talent. The cost of a talent varies according to which tier it occupies. Similar talents may have different costs for different PCs, based on their specializations. Player Characters may purchase talents during character creation or later during gameplay.

### ACQUIRING NEW SPECIALIZATIONS

Each Player Character starts with a single specialization within his chosen career. However, PCs may purchase additional specializations in order to gain access to a broader range of skills and talents. There is no limit on the number of specializations a PC may possess.

Acquiring a specialization allows a Player Character to spend experience points in the new specialization's talent tree, in addition to any he was able to access before. Most specializations have one or more bonus career skills as well. These skills now count as career skills for the PC. Player Characters can purchase specializations from any career. Purchasing an additional specialization within a PC's career costs ten times the total number of specializations he would possess after adding this new specialization. Purchasing non-career specializations costs ten times the total number of specializations he would possess after adding this new specialization, plus an additional 10 experience.

## DERIVED ATTRIBUTES

**S**ome character attributes are based on other choices made during character creation or over the course of a campaign. Some of these attributes may change frequently over the course of play or may be modified by talents, equipment, or various special abilities.

### WOUND THRESHOLD

A character's wound threshold represents how much physical damage he can withstand before he is knocked out. Wounds can be serious and lead to a Critical Injury. They can be treated with the Medicine skill, but it may take time to recover (droids use Mechanics to repair wounds).

A character's starting wound threshold is based on his species and Brawn rating. After this initial value is determined, increases to Brawn rating do not increase a character's wound threshold; wound threshold improvements can then be acquired only by purchasing the appropriate talent, such as Toughened.

### STRAIN THRESHOLD

A character's strain threshold represents how much stress a character can withstand before becoming stunned, dazed, or otherwise incapacitated. Strain represents psychological or mental damage to the character. Strain is more easily suffered than wounds and can even be used as a resource by players to trigger certain character abilities. Thankfully, characters recover from strain more quickly than from wounds.

A character's starting strain threshold is based on his species and Willpower rating. After this initial value is determined, increases to Willpower rating do not increase the character's strain threshold; strain

threshold improvements are then acquired only by purchasing appropriate talents, such as Grit.

### DEFENSE

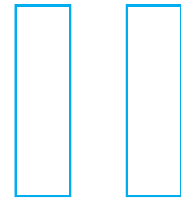
Defense determines how difficult a character is to hit in combat situations. Characters have both a ranged defense and a melee defense. A character's default value in both ranged defense and melee defense is zero. If a character's defense value is listed simply as "Defense" and not specifically defined by separate ranged and melee values, then the same value is applied to both ranged and melee defense.

Defense is most commonly gained by wearing armor or by adopting a defensive position in combat, such as taking cover. Some special talents may also increase one of a character's defense ratings.

### SOAK VALUE

A character's soak value determines how much incoming damage the PC can shrug off before suffering more serious injuries. The soak value is subtracted from any incoming damage to the character. Any damage remaining after subtracting the soak value becomes wounds applied against the character's wound threshold.

A character's default soak value is equal to his Brawn rating. After this initial value is determined, increases to Brawn rating **do** increase the character's soak value. Additional soak value bonuses are most often gained by wearing armor. Some talents may also increase a character's innate soak value.



# CHARACTER CREATION

**F**ORCE AND DESTINY recounts the dark days when the evil Empire focused on destroying everyone who dabbled with the Force. Those Force-sensitives who hoped to survive had no choice but to remain hidden. Thus, in play, while some characters may attempt to recover lost information and embrace their connections to the Force, others may maintain that they have no such talents. Regardless of their beliefs, the inherent abilities of the Force-sensitive can draw unwanted attention. Those who are strong in the Force become drawn to oppose the Galactic Empire—either out of a sense of conviction or a drive for survival.

Almost any living being in the galaxy can manifest affinity for the Force. While the knack is often hereditary, it does not always run along familial lines. Before beginning the process of generating the numbers and selecting the gear for each character, players and the Game Master should discuss the core concept for the campaign and consider what might bring together the group of Force-sensitive Player Characters. An accomplished practitioner might have assembled the different PCs from across the galaxy due to their Force sensitivity. Alternatively, they might all be members of a long-forgotten sect of Force users.

## CREATING A HERO

Creating a character for **FORCE AND DESTINY** is done in just a few short steps, allowing players to get involved in the action right away. The steps are presented here in an order designed to make character creation as logical and easy to understand as possible. Of course, experienced players should be perfectly comfortable jumping to the steps they are most interested in first.

To create a character, each player needs access to this rulebook, a character sheet (found at the end of this book), and a pencil. The character sheet is for recording the information generated during character creation so the player has it available when it's time to play. Players also need access to a couple of d10 dice for rolling on certain charts—choosing from the charts is allowed, but some players enjoy a degree of randomness when building their PCs. Finally, a couple sheets of note paper are not necessary but might be helpful.

Selecting a character's species and career determines the character's starting characteristics and skills. After those initial choices, players invest their experience points to improve starting characteristics, acquire training in key skills, choose starting equipment, learn special talents, and even unlock additional talent trees.

## GENERATION STEPS

Creating a character requires each player to progress through the following ten steps. Each step is briefly described below and is explained in greater detail later in the chapter.

1. Determine Character Concept and Background
2. Determine Morality
3. Select a Species
4. Select a Career
5. Select a Specialization
6. Invest Experience Points
7. Determine Derived Attributes
8. Determine Motivation
9. Choose Gear and Appearance
10. Determine Group Resource

### STEP 1: DETERMINE CHARACTER CONCEPT AND BACKGROUND

Each character starts as an idea. Does a player want to play a noble, aspiring knight working to save the poor and oppressed, a backwater shaman with mystical powers, or a deadly and feared warrior? Before starting the game, the player should take a few minutes to think about the character he wants to build and what he wants that character's background to be. Where did the character come from, what inspired him to leave his former life and pursue a life of adventure, and when did he first realize he might have a connection to the Force?

More information on developing the character's background begins on page 32.

### STEP 2: DETERMINE MORALITY

When creating a character in **FORCE AND DESTINY**, determining the character's Morality is a key decision made early in character creation. Force-sensitives must carefully consider the implications of the choices they make, particularly as they reflect the use of their Force abilities. Morality tracks how "good" and "evil" a character is. It also may determine the strengths and weaknesses of a character's personality. A character's starting Morality can affect other decisions a player makes during character creation, such as the type of character to play; the overall moral compass of the group; and the character's starting skills, characteristics, and gear.

Morality is presented in detail beginning on page 32.

### STEP 3: SELECT A SPECIES

The Force interacts with all living things, regardless of their world of origin. Many are drawn to travel the breadth of the galaxy, interacting with other species as they answer the Force's call. Once players determine their characters' starting Morality, they choose what species their characters will be. A character's species establishes initial ratings in the characteristics of Brawn, Agility, Intellect, Cunning, Willpower, and Presence. Secondary characteristics, including wound and strain thresholds, are also determined by species. Finally, species have unique intrinsic abilities that further set them apart. Of course, once chosen, characters cannot change species.

More on the various species options for characters in **FORCE AND DESTINY** can be found on page 37.

### STEP 4: SELECT A CAREER

After choosing a species, a player must next select the PC's career. The career chosen reflects the character's philosophical approach to overcoming challenges, and can be thought of as a broad archetype of related skills and abilities. Each career can be explored through a range of specializations that share a common set of initial skills and focus on similar talents.

Each career has six associated career skills. These skills should be marked on the character sheet to indicate that they are career skills. During this step of character creation, the player may choose three of the six starting career skills and have his character gain one rank in each of the selected skills free (experience points are not spent to gain these ranks). The player may not choose the same skill more than once. Each career also gives the player character Force rating 1.

During play, career skills are less expensive to train and improve than non-career skills. As with species, players cannot change a character's career during gameplay.

The six careers in **FORCE AND DESTINY** begin on page 41.

### STEP 5: SELECT A SPECIALIZATION

Each career includes three different specializations. While linked by the career's common philosophy, each specialization takes a different, more focused approach to a particular aspect of the career. Each character gains access to one specialization without spending experience at character creation. That specialization must be one of the specializations within the chosen career.

Specializations grant the character access to four additional career skills, which should be marked on the character's sheet as career skills if they are not already

marked. During this step of character creation, the player may choose two of the four additional career skills from his character's first specialization (and only his first) and gain one rank in each without spending experience. The same skill may not be chosen more than once. Remember, even if the player purchases additional specializations during Step 6, only the specialization selected during this step counts as the character's "first" specialization. Therefore, this is the only specialization that will grant the PC a free rank in two of its career skills.

Specific specializations are presented within the context of their associated career, beginning on page 42. A full list and descriptions of each talent in this book can be found starting on page 97.

### **STEP 6: INVEST EXPERIENCE POINTS**

The species a player selects for his character also establishes an initial pool of experience points (XP). These experience points can be spent to improve certain aspects of the character: to increase characteristics, purchase additional ranks in skills, acquire talents, learn new specializations, or even gain new Force powers. Players may spend their points in any combination of these areas, meaning that two Player Characters with the same species, career, and specialization still may end up very different from one another. During gameplay, characters will earn additional experience points based on their achievements and successes. Those points can also be spent to purchase new skill ranks, specializations, Force powers, and talents.

Information about spending experience points begins on page 66.

### **STEP 7: DETERMINE DERIVED ATTRIBUTES**

This step must be taken only after the player completes the previous steps. Several attributes can only be determined after a player fully establishes a character's starting characteristics and talents. The derived attributes are wound threshold, strain threshold, defense, and soak value.

Full information on calculating these attribute values can be found on page 68.

### **STEP 8: DETERMINE MOTIVATION**

A character's motivation is his primary call to take action and experience adventures. For Force-sensitives, the Force is often linked to their calling, as it guides and motivates them, just as it shapes the galaxy around them. In some cases, a character's primary

motivation is an overarching philosophical belief. Other characters focus on more concrete objectives, often associated with the desire to aid family or close allies. A few choose a specific cause that they hope to achieve within their lifetime, possibly moving on to another one should they ever achieve it.

There are three general categories of Motivation: Ambition, Cause, and Faith. Each of these Motivations has a list of specific manifestations. Alternatively, a player may obtain the Game Master's permission and create a different Motivation and its specific details.

Motivation has an important role to play in a character's progression. If a character acts true to Motivation, that PC may earn additional experience points at the end of a game session.

Different motivations are presented on page 69.

### **STEP 9: CHOOSE GEAR AND APPEARANCE**

Once a player has defined his character's species, background, career, specialization, and any other important attributes, he can begin determining the descriptive details of his character. Height, weight, eye color, hair color and style (or tentacle or horn color), skin color, build, distinguishing features such as scars and tattoos, and choice of clothing are all descriptive details that can be determined narratively. This information can and often should be linked to the previous choices made for the PC; a character with a high Brawn may be more muscular, for instance, while a character raised on a desert planet may have skin that's weathered and tanned brown by the punishing sun.

Each PC also starts the game with 500 credits' worth of personal gear and weaponry. At this stage, the PC may select this gear.

Equipment selection is presented on page 70.

### **STEP 10: DETERMINE GROUP RESOURCE**

At the conclusion of the Clone Wars, the Jedi were eliminated from the galaxy. In the years that followed, Force practitioners needed to conceal their abilities or face extreme consequences. Information about the Force, particularly as encrypted in holocrons, represents a critical learning tool to any initiate. Alternatively, the group may start with a ship or even a mentor. This resource is shared among the group, and it is one of the things that has brought them together.

Information about starting resources begins on page 71.

# STEP 1: DETERMINE BACKGROUND

The Force fills the galaxy, from the most cosmopolitan Core World to the farthest outpost in the Outer Rim. Those who can hear the call of the cosmic Force may come from anywhere; they hail from wildly diverse walks of life. When it comes to choosing a character's background, a player's options are limitless.

A significant portion of a Force initiate's attitudes can be based on the philosophy and background of his youth. Characters who enjoyed a comprehensive education while interacting with people of other cultures and worlds are likely to be more open-minded than those who have always dwelt within a single culture. Individuals raised on primitive worlds, where each day's food depended on a successful hunt, are likely to have a very different approach from those who matured in an environment with broad-ranging technologies. If the Force was considered a key part of the character's childhood culture, then there may have been more rev-

erence and respect toward teachings associated with it than there were in the culture of an individual who came from an area where the Force was considered little more than an old myth. Every character must come from somewhere, and the story of that origin is likely to have repercussions that affect career choice as well as Morality and Motivations.

A character's game statistics need not all directly reflect his background. Instead, the background is meant to provide depth to the character, offering insights on personality and mindset that are not evident in numbers or on a list of talents and Force abilities. Players can create a character without generating a background, but this is generally discouraged. Knowing a character's origin can often provide a better framework for determining what goals the PC might have, as well as the paths he might pursue to achieve those goals.

# STEP 2: DETERMINE MORALITY

Morality is, simply put, the measure of right and wrong. Though the *Star Wars* universe has shades of moral relativism, it is primarily a universe of good and evil. Morality measures how good or evil characters are. It is a measure of their actions, thoughts, and attitudes, and it also tracks how they have helped, harmed, or hindered those around them. In addition, a character's Morality can often be shaped and guided by his personality, and therefore a character's emotional strengths and weaknesses can contribute to and affect his overall Morality. Most importantly, a character's Morality affects his use of the Force, and the Force can in turn affect a character's Morality. Thus in **FORCE AND DESTINY**, Morality is a character's single most important defining characteristic.

During character creation, players get the chance to customize their characters, not only by selecting careers, skills, and specializations, but also by determining their characters' Moralities. Although some aspects of a character's Morality may change over time (allowing the character to become a better or worse person throughout the course of his adventures) some aspects also remain set, continuing to influence the character's thoughts and actions throughout his life.

Over the course of a campaign, a character's Morality not only greatly defines his personality, but it also can drastically affect his relationship with the Force. Those who inflict pain on others wantonly, who make selfish decisions, who act out of anger or fear, and

who seek power and glory for themselves risk falling to the dark side of the Force. On the other hand, those who remain at peace with themselves, sacrifice their own well-being to help others, and seek to improve the lives of those around them rather than benefit themselves may become paragons of the light side.

## WHAT IS MORALITY?

Each Player Character in **FORCE AND DESTINY** has a Morality, a value that measures how "good" or "evil" that character is. This value changes over the course of a campaign, reflecting a character's choices and actions as adventures progress. In addition, each character's Morality includes an emotional strength and an emotional weakness that help define the character's personality. These personality traits are key to the character's Morality, as a character's moral decisions may be greatly affected by them.

The Morality mechanic is defined as a number to represent a character's Morality within the game rules. This is meant to encourage the character's player to make interesting and even risky choices and to give something that is inherently narrative (making decisions about right and wrong) mechanical benefits and repercussions. In *Star Wars*, the dark side of the Force is very real, and it is quite possible for people to fall to evil and even later be redeemed. The gameplay aspects of Morality represent that within the framework of the rules.



**TABLE 2-1: MORALITY**

d100	Emotional Strength	Emotional Weakness
01-08	<b>Bravery:</b> The character's bravery is quite remarkable. Whether facing down a charging rancor or racing into a burning building to save innocents, he is always willing to take risks to help others.	<b>Anger:</b> Hot blood, however, can easily lead to hot tempers. The character is quick to anger, and what he cannot deal with face to face can often frustrate him to the point of rage.
09-16	<b>Love:</b> The character has an open heart. While he may hold a special place in his heart for his companions or a significant other, he tends to genuinely like most individuals he meets. His love for others can make him charming, affable, and exceedingly tolerant.	<b>Jealousy:</b> Love, if not given selflessly, can quickly turn to jealousy. The character's personality tends toward envy if his love is not reciprocated, or sometimes he simply envies other's accomplishments or possessions.
17-24	<b>Caution:</b> The character possesses commendable prudence, willing to always look before he leaps into a new situation. His forward-thinking ways may have saved his fellows from dangerous situations on numerous occasions.	<b>Fear:</b> The line between caution and fear is a thin one. Sometimes the character spends too much time concerned about the potential problems of a situation to act in that situation at all. Other times, his caution causes him to flee when danger presents, when bolder action might reap real rewards.
25-32	<b>Enthusiasm:</b> The character is always ready to try something new, and he approaches all of his tasks, even mundane ones, with excitement. He's not one to overthink a situation, lest he miss a great new opportunity.	<b>Recklessness:</b> Of course, sometimes a little thought can go a long way to saving someone from a major mistake, which this character may find out to his sorrow on more than one occasion. Reckless behavior can leave him in dangerous situations or at the mercy of more calculating individuals.
33-40	<b>Compassion:</b> The character cares about the tribulations others face and wants to help those he comes across. His compassion may lead to self-sacrifice in order to aid those who need it.	<b>Hatred:</b> The galaxy can be a cruel and heartless place, and compassion can quickly turn to hatred for the individuals or situations that cause others to suffer. The character's mind can turn to simmering hatred for someone or something, a hatred that is all too slow to fade.
41-48	<b>Mercy:</b> The character shows mercy toward his foes, dealing with them fairly and honorably. He can spare the defenseless, will help a helpless enemy, and generally does not abuse a position of strength.	<b>Apathy:</b> There is a fine line between showing mercy to the foes and letting evil fester because one does not want to engage with it. The character may let bad things happen simply because it is too hard to deal with them.
49-56	<b>Curiosity:</b> The character is driven to learn new things, to seek out and discover new information, and to expand his knowledge and understanding of those things that interest him.	<b>Obsession:</b> Sometimes, interest in something can turn to obsession if not tempered with reason. The character can slip into an obsessive state over discovering information, accomplishing a goal, or even defeating a rival, ignoring all else until success is his.
57-64	<b>Pride:</b> Pride can be a powerful emotion and can push a character to impressive feats of personal accomplishment. He strives to be the best and to take pleasure in his skills.	<b>Arrogance:</b> Pride, among all emotions, is perhaps the easiest to fall to a darker form. Arrogance mirrors pride, but satisfaction in one's accomplishments is replaced with contempt for others' failings. It is not enough to succeed; the character also expects all others to fail.
65-72	<b>Independence:</b> The character believes in relying on himself. He does not count on others to perform tasks for him; instead he ensures that he can handle any situation he encounters. He refuses to be a burden on others.	<b>Coldness:</b> Self-reliance can slip into isolation if one is not careful. A cold character doesn't just desire to rely only on himself, but he has nothing but disinterest for anyone else. If they can't help themselves, why should he aid them?
73-80	<b>Ambition:</b> An ambitious character sets a lofty goal for himself and then strives to accomplish it. The harder the task, the more willing the character is to take it on, and the greater the triumph when he finally succeeds.	<b>Greed:</b> An ambitious character is only as selfless as his goals. Those who strive for worldly pleasures, whether power, wealth, or personal comforts, can quickly find their ambition turning to simple greed.
81-88	<b>Justice:</b> The character strives for just and deliberate actions in his life and in his interactions with others. He attempts to make the objectively right choice every time, knowing that justice is more likely to guarantee positive outcomes than sympathy or other emotional displays.	<b>Cruelty:</b> All too often, the cruel use justice to excuse their actions. If one stops himself from tempering justice with empathy and understanding, he can inflict great harm on others and feel justified doing it. Eventually he can grow to revel in the suffering of others, even as he deludes himself into thinking he makes the "just" choice.
89-96	<b>Discipline:</b> Rigorous mental and physical discipline come naturally to the character. He does not make choices rashly, and every action is precise and selected. Those who think they can goad the character into making foolish choices are sorely mistaken.	<b>Obstinateness:</b> Disciplined characters may fall into the trap of simple stubbornness if they are not careful. An obstinate character often refuses to consider any course of action other than the one he chooses, unwilling to accept that someone else may have conceived of a better option.
97-00	Roll twice on this chart. The PC has multiple emotional strengths and weaknesses.	

## SHARED MORALITY

It is perfectly acceptable for more than one Player Character in a group to have the same emotional strengths and weaknesses and goals. Often, this simply means that they have similar backgrounds and mindsets—even if they originated on different worlds and in different cultures. Their methods for attempting to achieve their goals could be identical, or they could be vastly different. This provides a means for the characters to complement one another as they work cooperatively. Of course, at times, even characters with the same Morality could believe that there are different ways to achieve their objectives. This could introduce discussion, as the characters' different methods might be at odds with one another.

The Morality system is not, however, intended to spawn arguments between players as to whether an action is “evil” or not and whether a character should be penalized for engaging in it. In fact, the Morality system is designed to avoid that in two ways. First, the system has a specific set of guidelines as to what actions may penalize a character's Morality (see page 220), and second, it has a randomizing element that means players do not know for certain if their moral choices will penalize their characters or not in the course of the game.

Players may select their character's Morality from those presented in **Table 2–1: Morality**. Each entry presents an emotional strength and an emotional weakness for the character. Often, characters' emotional strengths and weaknesses can play a major part in the choices they make.

Alternatively, a player may generate Morality randomly by rolling percentile dice and comparing the result generated with the corresponding entry on the table. Although the Morality selections are designed to be paired, the table is also set up so that a player may roll once to generate an emotional strength, and a second time to generate an emotional weakness. This can create interesting and creative combinations for a character to roleplay.

Some players may even have a specific set of emotional strengths and weaknesses in mind for their character. They may, with their GM's permission, create a completely new Morality entry that is better suited to their vision of the character.

Each character's Morality is described in two ways:

- **A title and narrative description:** This does not have a specific rules effect. Instead, it offers an explanation that allows the player to develop the character's personality and temperament.
- **A numeric value:** This is the character's Moral standing and determines the character's relation-

ship with the light side and dark side of the Force. It is tracked on a scale from 1 to 100. The mechanical elements associated with shifting up and down this scale are described in detail on the next page.

## PC STARTING MORALITY VALUES

Although these characters may have led exciting and adventurous lives before the game begins, and may have even started to explore their relationship with the Force, they have not had the chance to embrace the light or dark side of the Force. At this point, they have likely performed both good deeds and bad, and while they could still be fundamentally decent people, they probably aren't perfect.

Initially, each character begins with a Morality of 50. However, to represent their prior experiences in the galaxy, they can choose to modify their starting Morality or gain additional experience points or credits with which to purchase additional gear. When creating a character, each player may select one of the following options for his character.

- Gain +10 starting XP. This XP increases the starting XP each PC gains during character creation and can be spent to increase skills or characteristics, purchase talents, or obtain new specializations or Force powers. More on spending XP is covered on page 66.
- Gain +2,500 starting credits. This money may be spent on a PC's starting gear or saved to be spent during gameplay. More on spending starting credits is covered on page 70.
- Gain +5 starting XP and +1,000 starting credits.
- Increase or decrease the PC's starting Morality by 20. This gives the PC the option of beginning with a Morality of 30 or a Morality of 70. (Note: this does not put the PC over the threshold for the dark side or for the threshold of being a light side paragon. It simply puts them at the threshold.)

## MORALITY IN PLAY

The implications of Morality extend far beyond the character's initial experiences with the Force. Throughout Force adept's lifetime, he must remain constantly aware of his actions and whether they are consistent with his personal ethos. Decisions to respect that moral code can offer the character rewards that have meaningful game effects. Actions taken that violate it can reduce the character's Morality, which can have lasting negative consequences.

## TRIGGERING MORALITY

Before a game session begins, the Game Master should roll a single d10. He should then compare the number on the die roll with the ones digit of each character's

Morality. If the values match, then that character's Morality is triggered for that game session.

#### EXAMPLE: TRIGGERING MORALITY

At the start of the game session, Jim, who is the GM, rolls a ten-sided die. It comes up with a 5. He consults the character sheets for each of the players and finds that Sarah's character has a 75 Morality. Because his die roll matches the ones digit of her Morality, Sarah's character has her Morality triggered.

When a character's Morality triggers, the GM and the player should make an effort to engage that character's emotional strength or emotional weakness (or both!) in a crucial encounter or decision during that session. The GM, for example, can tweak encounters that play to the character's emotional strengths and weaknesses. The player, in turn, can have his character make one or more crucial decisions based on his emotions, rather than a decision based solely on logic.

#### EXAMPLE: MORALITY EMOTIONAL ASPECTS

Sarah's character's Morality has an emotional strength of Compassion, and an emotional weakness of Hatred. During the session, the GM planned on having the characters infiltrate a shadow market on an Outer Rim world. Now he introduces a pair of cruel Zygerrian slavers with a collection of helpless slaves. Sarah decides that her character saves the slaves (playing into her strength of Compassion) but, although she has the option of sneaking out quietly, she instead kills both slavers (giving into her weakness of Hatred).

If the GM and the player agree that the player's character made at least one important decision or based an important action on the character's emotional strengths or weaknesses, then the character

successfully engaged his triggered Morality. If he does not, then nothing happens. Note that the player can engage his character's triggered Morality via his character's emotional strength or his emotional weakness, and the mechanical result is the same (see the **Engaging a Triggered Morality** sidebar). However, his choices may have other repercussions as well.

## MORALITY AND CONFLICT

During gameplay, each player is responsible for tracking his PC's Morality. Morality can increase or decrease during the course of a campaign as the PC remains a paragon of virtue or risks falling to the dark side.

A Player Character's Morality has a chance of changing at the end of each game session. A PC's actions during the session may increase the probability that his Morality will rise or fall. Whether or not a PC's Morality increases or decreases is determined through **Conflict**.

Conflict is a resource that Player Characters can accumulate throughout a game session based on choices they make and actions they perform. The more Conflict a PC accumulates, the greater the chance his Morality will decrease at the end of the session. Conflict is tracked publicly by each PC's controlling player. A player can track Conflict by writing the current total on his character sheet or by using tokens, beads, or coins.

Player Characters earn Conflict in several ways:

- Using dark side results to generate Force points when activating a Force power or Force talent.
- Performing certain narrative actions.
- Generating certain results when failing a fear check.

Any time a character uses one or more Dark Side results (●) to generate Force Points (⦿), he accumulates 1 Conflict per Dark Side result (●) used (in addition to any other penalties, such as strain, that the character may accrue).

The character can also accumulate Conflict for performing immoral actions, as determined by the GM. Extreme actions, including taking lives, can give a PC a significant amount of Conflict. However, the GM should always inform players if their characters are about to perform an action that would cause them to earn Conflict. The GM does not have to tell players the exact amount of Conflict their characters would earn but should give them an idea of the severity of the penalty. More information on earning Conflict by performing actions can be found on page 220.

When a Force-sensitive Player Character fails a fear check, the GM can choose to have the PC suffer a number of Conflict equal to the difficulty of the check instead of the normal penalties. Generating ⚠ on a fear check may cause this to happen automatically, and it may have other effects as well. See page 221 for more details.

## ENGAGING A TRIGGERED MORALITY

In addition to the narrative changes, game sessions in which a PC's Morality triggers have larger specific implications for the character. If the character successfully engages his triggered Morality, then at the end of the game session, when the player checks for a Morality increase or decrease by rolling a d10 and subtracting Conflict (see page 36), he should double that value. For example, if the character had earned +2 Conflict, and then an 8 was rolled on the d10, his Morality would normally increase by six. If the PC's Morality was triggered, he would instead increase his Morality by twelve.

Over the course of a game session, a PC may earn no Conflict at all, as much as ten Conflict, or even more. At the end of the session, each player tallies up the Conflict his character has earned and then rolls a d10 die. If the roll result is less than the amount of Conflict he earned during that session, he subtracts the roll result from his Conflict and then decreases his PC's Morality by the difference. If the roll result is greater than the amount of Conflict he has earned, however, he subtracts his Conflict from his roll result and increases his Morality by that number. (If the roll and Conflict earned are the same, Morality neither increases nor decreases.)

#### EXAMPLE: RESOLVING CONFLICT

At the end of the game session, Sarah tallies up her Conflict and discovers that her character has earned 3. She rolls 1d10, and gets a 1. Her character's Morality is reduced by 2. If she had instead rolled a 6, her Morality would have increased by 3.

Once the player has determined how much his character's Morality has increased or decreased, he resets his Conflict amount to zero. This way, PCs start with no accumulated Conflict at the beginning of each session.

## MORALITY THRESHOLDS

At character creation, all characters begin play as light side Force users. Some may have dabbled in the dark side of the Force earlier in their careers, while others have remained resolute in their allegiance to their moral code. They remain light side users until their Morality drops beneath the dark side threshold.

### DARK SIDE THRESHOLD

If a character's Morality drops below 30, he has crossed the dark side threshold. At this point, he becomes a dark side Force user. Being a dark side Force user adds significant narrative effects to a character's ongoing story. These effects are usually determined by the GM or by the GM and player working together. Becoming a dark side Force user also has several mechanical effects:

- The character generates Force points ● using dark side results ●.
- The character's presence in the group alters the starting Destiny Point pool.
- The character's strain threshold may decrease.

One crucial effect of being a dark side Force user involves how the character generates Force points on checks. Instead of using Light Side results ○ from the Force dice ○ to generate Force points ●, the character must use Dark Side results ●. This works following the same rules governing a regular Force user's

generation of Force points ● from Light Side results ○, as described in **Force Power Checks**, page 195. It also means that if the dark side Force user wants to generate Force points ● from Light Side results ○, he must flip a Destiny Point and suffer strain equal to the number of Force points ● generated.

In addition, as long as the character remains a dark side Force user, his presence influences the party's Destiny pool. At the beginning of each game session, after the entire group rolls for Destiny Points, the player flips one light side Destiny Point to the dark side. If there are no light side Destiny Points to flip, this has no effect.

Allegiance to the dark side also reduces the Force user's strain threshold. This is to reflect the character's spiritual turmoil and inability to find inner peace. This can substantially limit a character's ability to escape the draw of the dark side.

- When the character's Morality score is below 20, the dark side Force user's strain threshold is decreased by 1.
- If the character's Morality score is below 10, the dark side Force user's strain threshold is decreased by another 1, for a total decrease of 2.

A character remains a dark side Force user even if his Morality later climbs above 30. A PC can seek redemption and try to become a light side Force user again; this is described in the **Redemption from the Dark Side** sidebar.

### LIGHT SIDE PARAGON THRESHOLD

Characters who remain consistently loyal to their Morality can reap additional benefits. If a Force user's Morality score increases above 70, he becomes a true champion of goodness and a paragon of the Force. Though this does not intrinsically change how his character works mechanically, it does confer certain benefits that can aid his character in ongoing adventures.

As long as the character's Morality score remains above 70, at the beginning of every session, when generating the Destiny pool (but before any players roll to determine starting Destiny Points), the character adds one light side Destiny Point to the pool. In addition, as the character's Morality score continues to rise above certain thresholds, he gains additional benefits:

- As long as his Morality score is above 80, the light side Force user's strain threshold is increased by 1.
- As long as his Morality score is above 90, the light side Force user's strain threshold is increased by 1 additional point, to a total of 2.

## REDEMPTION FROM THE DARK SIDE

**S**hifting allegiance to the dark side requires deliberate and continued choices. Similarly, characters must focus and act in a consistent manner over an extended period of time to recover their allegiance to the light.

Once a character's Morality drops below 30, he becomes a dark side Force user. Once a character has become a dark side Force user, he remains a dark side Force user, even if his Morality increases above 30 at a later point.

There is only one way a Player Character who has become a dark side Force user can become a light side Force user again and redeem himself. He must increase his Morality to above 70. When his Morality increases above 70, the character is redeemed, and mechanically, he functions as a light side Force user again. This applies even if his Morality later drops to below 70 (although if it drops below 30 after he becomes a light side Force user, he falls to the dark side again).

Note that although these are the mechanical steps for returning to the light, there should always be a strong narrative component to redemption as well. The GM and player should always work together to craft the story of the PC's penance and restoration. He may have to perform tasks to redeem himself in the eyes of his fellows, seek forgiveness from those he has wronged, or even perform some heroic sacrificial task to correct some terrible consequences of his existence within the dark side.

Players should also keep in mind that, mechanically, redemption is no simple matter, either. To reach 70 Morality, the PC not only must consistently make decisions that will let him avoid earning additional Conflict, but he must also refrain from using ● to generate ○, as each of those uses generates Conflict as well.

Redemption is not easy.

## STEP 3: SELECT A SPECIES

**T**hroughout the billions of planets in the galaxy, there is a functionally limitless number of different species that a player could select to use for a character, from the ever-present human to the much less common Togruta. This section presents eight of the different species that are established in the *Star Wars* universe. Of course, some players or Game Masters may wish to pursue alternative options. The only species that players should avoid in these cases are those (such as droids) who cannot use Force talents or Force powers. Since a large part of **FORCE AND DESTINY** is playing a Force user, this would defeat the purpose of the game and only hamper the PC.

### CHOOSING A SPECIES

A player must choose a species for his character, even before he commits to a career. The choice of species and career can go hand-in-hand and are informed by a character's background story above all else.

Each species has idiosyncratic abilities and characteristics that influence the next stage of character creation: the picking of careers. Species selection determines the PCs' initial ratings for characteristics, like Brawn and Cunning, as well as their starting experience points (XP). Players use their XP allotments to modify characteristics or acquire new skills and talents appropriate to their characters' backgrounds and careers.

Remember, a wide range of characteristic distributions can be created by spending starting XP, so do

not feel forced to choose a specific species because of its baseline characteristic ratings. Moreover, characteristics do not define a character completely. Good roleplaying and storytelling do more to create a distinctive personality than numbers ever do.

### CEREAN

Cereans are a distinctive species. Though they are similar in appearance to humans, their one noticeable difference is their extended, almost cone-like skull, which houses a large, binary brain (in essence, two brains closely linked together). Cereans are best known for their extraordinary mental aptitude. Because of their binary brains, members of this humanoid species can simultaneously pursue multiple lines of thought. The species is also known for attention to detail as well as a cultural tendency toward extended contemplation. This combination makes its members ideally suited to careers focused on analysis, including economics, engineering, and law enforcement.

#### SPECIES ABILITIES



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 12 + Willpower

Cerean

Human

Kel Dor

Mirialan

- **Starting Experience:** 90 XP
- **Special Abilities:** Cereans begin the game with one rank in Vigilance. They still may not train Vigilance above rank 2 during character creation.
- **Binary Processing:** Cereans treat all Knowledge skills as career skills.

## HUMAN

Humans are the most common form of sentient life in the galaxy. Characterized by an exceptional degree of adaptability, they have come to reside on most of the galaxy's habitable worlds. This proliferation is fostered by a desire for exploration that has led to the species establishing a vast number of colonies.

### SPECIES ABILITIES



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower

- **Starting Experience:** 110 XP
- **Special Abilities:** Humans start the game with one rank each in two different non-career skills of their choice. They still may not train these skills above rank 2 at character creation.

## KEL DOR

Best known as a kindly and soft-spoken species, Kel Dors are most easily identified by the protective eye-wear and rebreather masks that they must wear when outside of their native environments. In spite of Kel Dors' gentle natures, they are renowned for their sense of justice and willingness to enforce it with great prejudice.

Near-hairless humanoid mammals, Kel Dors average 1.7 meters in height. Their respiratory systems are well adapted to Dorin's unusual atmosphere of helium and unique gas compounds, so they must make use of filtration masks in order to survive in other environments. This, combined with innate toughness, does allow them to survive hard vacuum for a short time. Similarly, they must wear protective goggles because their black eyes are sensitized to the dim light and unusual atmospheric conditions of Dorin, though these same eyes give them significant dark vision.

## SPECIES ABILITIES



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Kel Dors begin the game with one rank in Knowledge (Education). They still may not train Knowledge (Education) above rank 2 during character creation.
- **Dark Vision:** Kel Dors remove up to ■ ■ imposed due to darkness from any skill tests.
- **Atmospheric Requirement:** Kel Dors must wear a specialized mask to breathe and see outside of their native atmosphere. A Kel Dor character starts the game with an antitox breath mask and treats oxygen as a dangerous atmosphere with Rating 8 (see page 156). However, Kel Dor may survive in vacuum for up to five minutes before suffering its effects.

## MIRIALAN

Mirialans are a near-human species from the planet Mirial. Their culture is characterized by a deep-seated faith and respect for an individual's destiny. Mirialans undergo ritual tattooing to represent the ways that they have met and overcome the goals that fate placed before them.

Mirialans are physiologically extremely similar to humans. Their most obvious departure from human norms is in their skin tone, which ranges in color from green to a paler yellow-green. Hair color tends toward blacks and browns, while eye color can encompass human tones in addition to yellow, orange, and red. They are generally regarded as particularly capable martial artists, as Mirialans are typically both faster and more agile than humans.

## SPECIES ABILITIES



- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Mirialans begin the game with one rank in Discipline. They still may not train Discipline above rank 2 during character creation.

## NAUTOLAN

Nautolans are an amphibious species native to Glee Anselm. They are renowned for their empathy as well as their cheerful natures and knack for taking delight in everyday activities. While they are a peaceful species, they are known as capable combatants.

Nautolans are a natively aquatic humanoid species capable of breathing underwater. Webbed toes and fingers aid them in swimming through the depths. A dense cartilaginous support network combines with a traditional skeleton to make them exceptionally resilient in the face of physical stresses. Lengthy green tendrils emerge from their heads, serving as sensory organs that react to the emotional state of nearby sentients. Their large black eyes are adapted to pierce the murkiest of environments. Notably, Nautolans are capable of surviving for extended periods in arid environments just as well as many species that are not amphibious.

## SPECIES ABILITIES



- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Nautolans begin the game with one rank in Athletics. They still may not train Athletics above rank 2 during character creation.
- **Amphibious:** Nautolans may breathe underwater without penalty and never suffer movement penalties for traveling through water.

## TOGRUTA

A carnivorous humanoid species from the planet Shili, Togrutas are easily recognized by the combination of their head-tails and hornlike montrals. Only independent-minded Togrutas—a relatively rare trait for them—travel offworld.

Togrutas are a near-hairless, mammalian, humanoid species. Their skin tone ranges from orange to red, and most individuals have contrasting white pigmentation patterns. They have three—or rarely, four—head-tails. Two are normally draped across the front of the body, while the other falls to the back. Above these, they have two hollow montrals, which are used for echolocation.

## SPECIES ABILITIES



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Togrutas begin the game with one rank in Perception. They still may not train Perception above rank 2 during character creation.
- **Pack Hunters:** When performing the assist maneuver, Togrutas grant instead of .

## TWI'LEK

Twi'leks are a common sight throughout the galaxy, particularly within less reputable locales. This is largely because the species has sold their young into slavery for many millennia. They are easily recognized by their twin head-tails, also known as lekku or tchun-tchin.

Twi'leks are an omnivorous, hairless, humanoid species. Their fatty, tapered lekku are prehensile but also serve additional functions. These include playing a role in sensory input as well as providing a location

for their brains to store memories. Their smooth skin comes in a broad range of colors, which are commonly associated with ancestry and clan.

## SPECIES ABILITIES



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Twi'leks begin the game with one rank in either Charm or Deception. They still may not train Charm or Deception above rank 2 during character creation.
- **Desert Dwellers:** When making skill checks, Twi'leks may remove imposed due to arid or hot environmental conditions.

## ZABRAK

Zabraks resemble humans in skin tone and physique, but they are easily distinguished by their vestigial horns. Their distinctive appearance is further accen-



tuated by their common practice of facial tattooing. They are renowned both for their inherent confidence and their martial prowess.

Zabrack physiology is similar to human, and the two species are capable of interbreeding. In spite of this, there are significant differences, including the presence of a second heart and a heightened resistance to physical pain. Zabrack vestigial horns emerge at puberty; they are a sign that an individual is reaching maturation and nearing the age of the traditional rite of passage. Zabrack skin colors range from near-ivory through browns to near-black, in a broad range of tones. Eye colors include the common human range but can also include yellow, red, and orange.

## SPECIES ABILITIES



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Zabrack begin the game with one rank in Survival. They still may not train Survival above rank 2 during character creation.
- **Boosted Awareness:** A Zabrack adds  to Perception checks.

## STEPS 4 AND 5: SELECT CAREER AND SPECIALIZATIONS

The first several steps in character creation determine a character's origin story. During these next two steps, the character's life decisions start to truly come into play. Players must select their character's permanent career as well as starting specialization. (Note that characters can gain additional specializations over the course of a character's adventures.) These two choices reflect a character's natural aptitudes as well as life goals.

As each player undertakes this step, it is a worthwhile investment of time to review skill lists and talent trees associated with all of the careers and specializations before coming to a final choice. A selection should be based on the abilities available initially as well as those that require a significant investment of experience points. Characters can later purchase a specialization from outside of their career, but doing so requires an investment of additional experience points and should not be taken lightly. It is far easier for a player to make an informed decision now, making sure that the career offers the abilities that he envisions his character using.

### WHAT'S THE DIFFERENCE?

A career represents a character's general approach to living life and overcoming challenges. Some individuals are oriented toward physical conflict, while others focus on acquisition of knowledge or social manipulation. A

specialization represents greater refinement of this overall approach. While many Force-sensitive individuals have trained to be Warriors, those who have chosen this path may be further classified into ones who are particularly adept at lightsaber combat and ones who specialize in using a starfighter.

An important consideration at this stage is the fact that a character's career does not change. This is a reflection of the PC's central personality. The overall approach toward challenges and confrontations remains consistent, even as a character learns new techniques and occupations through one or more specializations. A great many of a character's choices and achievements are based upon initial career selection, and it may prove to be the cause of the PC's triumphs and failings as well.

Not every character needs to follow a range of specializations. Many may identify a single path as ideal for their needs and pursue it to its very end, becoming particularly adept within a single field. Others, however, may wish to follow a broader range of approaches. This can include a familiarity with specializations from outside of their initial career as well.



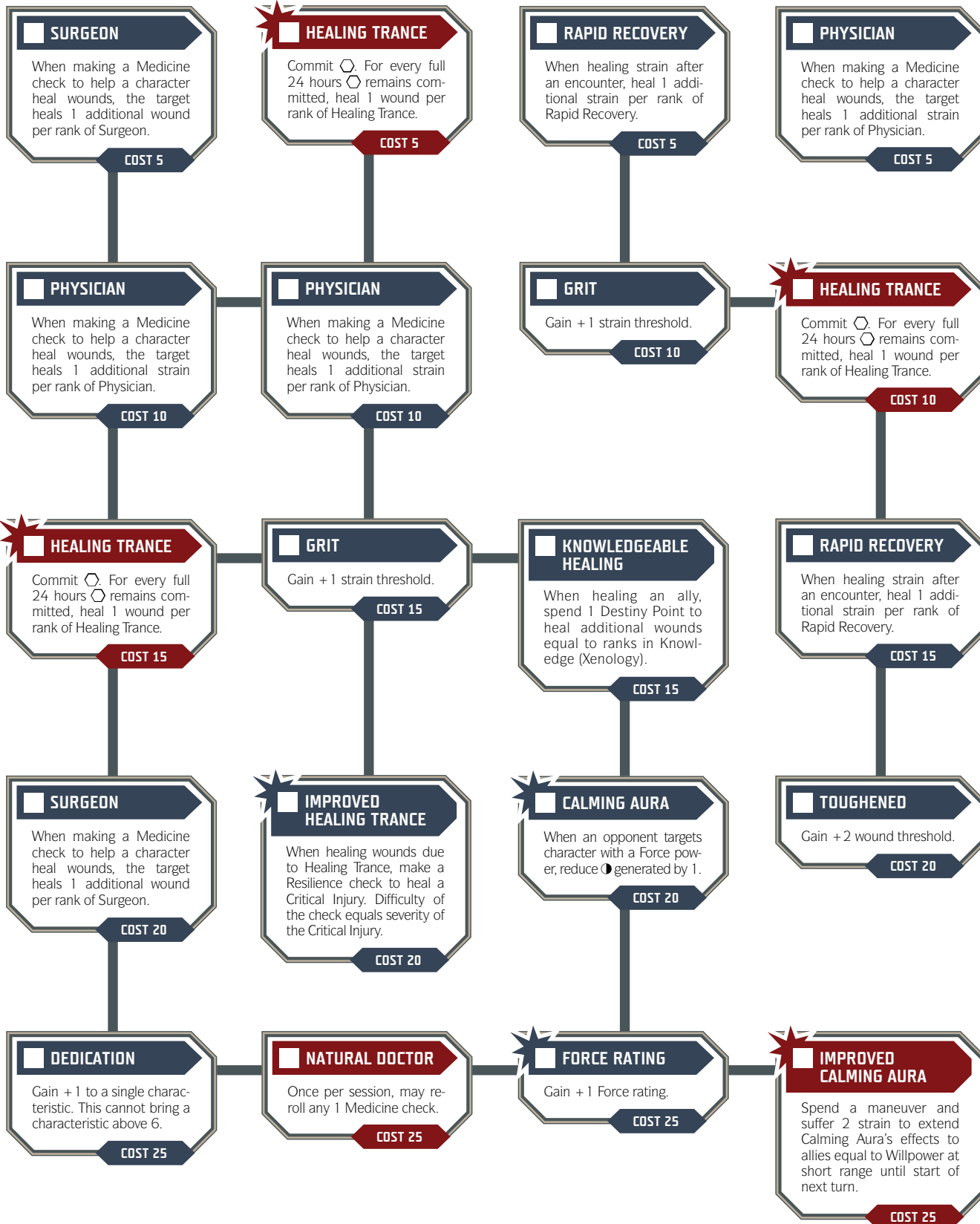
# CONSULAR: Healer

**Career Skills:** Cool, Discipline, Knowledge (Education), Knowledge (Lore), Leadership, Negotiation  
**Additional Career Skills:** Discipline, Knowledge (Education), Knowledge (Xenology), Medicine

ACTIVE

PASSIVE

FORCE TALENT



# CONSULAR: Niman Disciple

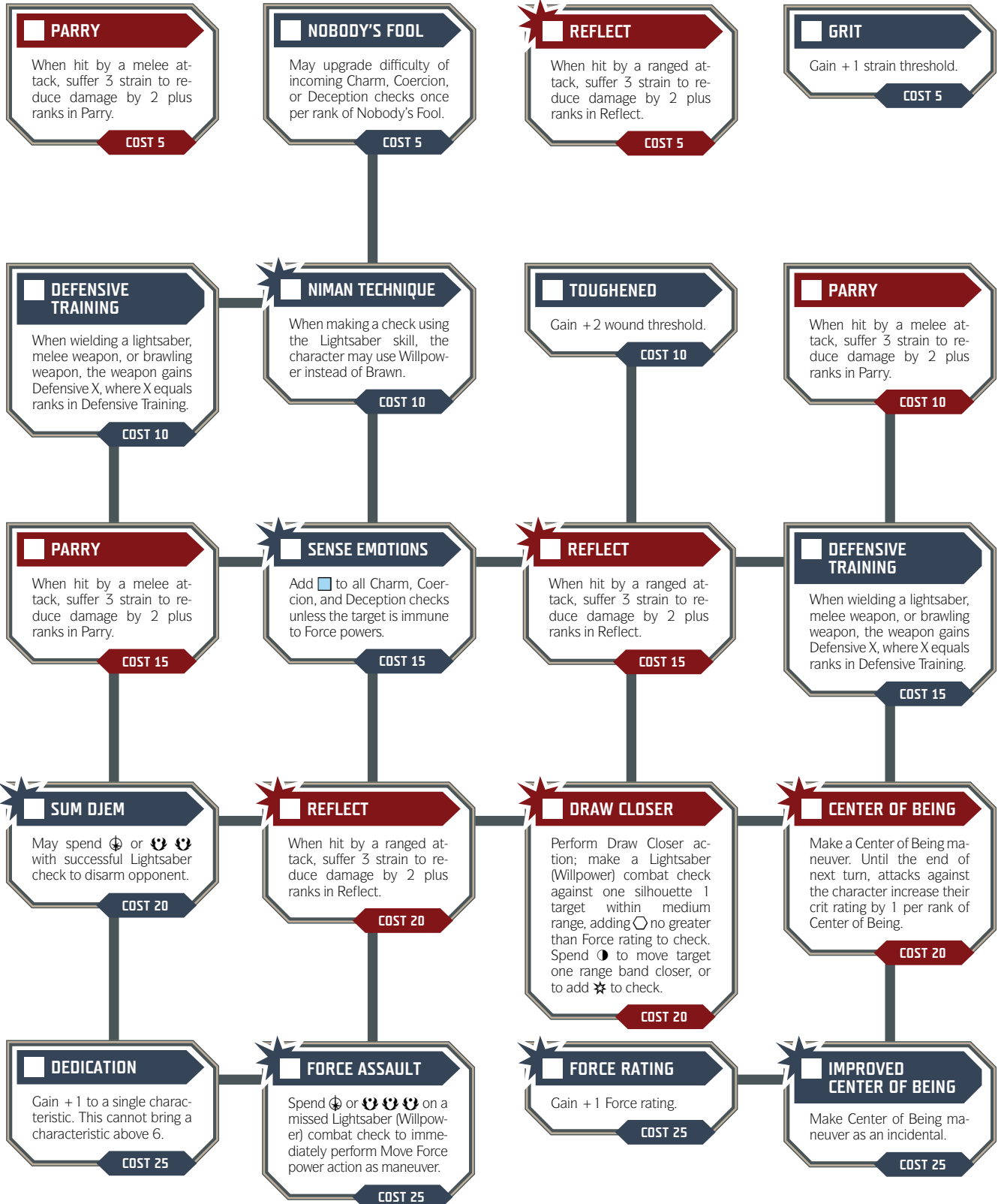
Career Skills: Cool, Discipline, Knowledge (Education), Knowledge (Lore), Leadership, Negotiation

Additional Career Skills: Discipline, Leadership, Lightsaber, Negotiation

ACTIVE

PASSIVE

FORCE TALENT



# CONSULAR: Sage

Career Skills: Cool, Discipline, Knowledge (Education), Knowledge (Lore), Leadership, Negotiation  
 Additional Career Skills: Astrogation, Charm, Cool, Knowledge (Lore)

ACTIVE

PASSIVE

FORCE TALENT

**GRIT**  
 Gain +1 strain threshold.  
 COST 5

**KILL WITH KINDNESS**  
 Remove ■ per rank of Kill with Kindness from all Charm and Leadership checks.  
 COST 5

**RESEARCHER**  
 Remove ■ per rank of Researcher from all Knowledge checks. Researching a subject takes half the time.  
 COST 5

**GRIT**  
 Gain +1 strain threshold.  
 COST 5

**SMOOTH TALKER**  
 When first acquired, choose 1 skill; Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend ☉ to gain additional ✨ equal to ranks in Smooth Talker.  
 COST 10

**RESEARCHER**  
 Remove ■ per rank of Researcher from all Knowledge checks. Researching a subject takes half the time.  
 COST 10

**CONFIDENCE**  
 May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.  
 COST 10

**KNOWLEDGE SPECIALIZATION**  
 When acquired, choose 1 Knowledge skill. When making that skill check, may spend ☉ result to gain additional successes equal to ranks in Knowledge Specialization.  
 COST 10

**VALUABLE FACTS**  
 Once per encounter, perform Valuable Facts action; make an **Average** (◆◆) Knowledge check. If successful, add ☉ to one ally's skill check during the encounter.  
 COST 15

**SMOOTH TALKER**  
 When first acquired, choose 1 skill; Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend ☉ to gain additional ✨ equal to ranks in Smooth Talker.  
 COST 15

**KNOWLEDGE SPECIALIZATION**  
 When acquired, choose 1 Knowledge skill. When making that skill check, may spend ☉ result to gain additional successes equal to ranks in Knowledge Specialization.  
 COST 15

**ONE WITH THE UNIVERSE**  
 Once per session, meditate, then perform One With The Universe action; make **Average** (◆◆) **Astrogation check**. If successful with ☉, add ○ to all Force power checks in next encounter. If successful with ☉, add ● instead.  
 COST 15

**FORCE RATING**  
 Gain +1 Force rating.  
 COST 20

**GRIT**  
 Gain +1 strain threshold.  
 COST 20

**PRE-EMPTIVE AVOIDANCE**  
 May spend 1 Destiny Point to disengage from engaged enemy as an out of turn incidental.  
 COST 20

**KNOWLEDGE SPECIALIZATION**  
 When acquired, choose 1 Knowledge skill. When making that skill check, may spend ☉ result to gain additional successes equal to ranks in Knowledge Specialization.  
 COST 20

**BALANCE**  
 When the character heals strain at the end of the encounter, he may add ○ per Force rating. He heals additional strain equal to ○ generated.  
 COST 25

**THE FORCE IS MY ALLY**  
 Once per session, may suffer 2 strain to perform Force power action as maneuver.  
 COST 25

**NATURAL NEGOTIATOR**  
 Once per session, may re-roll any 1 Cool or Negotiation check.  
 COST 25

**FORCE RATING**  
 Gain +1 Force rating.  
 COST 25

# GUARDIAN

## ソレスウディフェンダー

The Guardian's six career skills are **Brawl**, **Cool**, **Discipline**, **Melee**, **Resilience**, and **Vigilance**. A character who chooses this career automatically gains one free rank in three of these skills without spending experience and gains a discount on increasing them with future experience points. The Guardian begins with a Force rating of 1.

## A GUARDIAN'S ROLE

Adherents of the Guardian career are driven by a strong sense of responsibility and compassion. These individuals see it as their duty to ease—and even prevent—crises they encounter wherever possible. Guardians are seldom subtle in their approaches. Rather, their preferred method for doing so is to resort to direct physical confrontation, relying on their abilities to quickly and thoroughly overwhelm their opponents.

## GUARDIAN SPECIALIZATIONS

Each of the specializations within the Guardian career focuses on exploiting the Force to aid others. Each pursues a different path, though they are complementary, so that an accomplished Guardian may rely on lessons from each specialization.

### PEACEKEEPER

Peacekeepers are Guardian specialists who take direct action through military force to attempt to overthrow despots and bring an end to wars. Recognizing the scope of such conflicts, these characters also focus on working in concert with others, most commonly from a position of authority. Peacekeepers acquire **Discipline**, **Leadership**, **Perception**, and **Piloting (Planetary)** as additional career skills. If this is the character's starting specialization, he may choose two of these skills and gain one free rank in each without spending starting experience. This combination ensures that they can recognize threats and respond to them in an effective and timely manner.

### PROTECTOR

Guardians are often driven by their compassion for the plights of those whom they come to aid. The Protector specialization enables characters to continue to develop their own defensive abilities while also extending them to allies and anyone else

under their protection. Protectors have heightened defensive talents, which they learn in concert with basic medical techniques to aid those who have already suffered injury. Protectors gain the additional career skills of **Athletics**, **Medicine**, **Ranged (Light)**, and **Resilience**. If this is the character's starting specialization, he may choose two of these skills and gain one free rank in each without spending starting experience. This combination enables the character to assist those who are in need during a crisis.

### SORESU DEFENDER

Guardians frequently put themselves into harm's way in order to aid others. Training in the Soresu Defender specialization is a major factor in their ability to overcome these risks. This path is largely focused on keeping the Force adept alive through the most dangerous of physical confrontations. Soresu Defenders earn additional career skill access to **Discipline**, **Knowledge (Lore)**, **Lightsaber**, and **Vigilance**. If this is the character's starting specialization, he may choose two of these skills and gain one free rank in each without spending starting experience. These skills are representative of the specialization's focus on continual awareness of—and preparation for—the challenges that constantly surround the character.

# GUARDIAN: Peacekeeper

Career Skills: **Brawl, Cool, Discipline, Melee, Resilience, Vigilance**



Additional Career Skills: **Discipline, Leadership, Perception, Piloting (Planetary)**

ACTIVE

PASSIVE

FORCE TALENT

**COMMAND**

Add  per rank of Command when making Leadership checks. Affected targets add  to Discipline checks for next 24 hours.

**COST 5**

**CONFIDENCE**

May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.


**COST 5**

**SECOND WIND**

Once per encounter, may use Second Wind incidental to heal strain equal to ranks in Second Wind.


**COST 5**

**COMMANDING PRESENCE**

Remove  per rank of Commanding Presence from Leadership and Cool checks.

**COST 5**

**COMMANDING PRESENCE**

Remove  per rank of Commanding Presence from Leadership and Cool checks.

**COST 10**

**TOUGHENED**

Gain +2 wound threshold.

**COST 10**

**SECOND WIND**

Once per encounter, may use Second Wind incidental to heal strain equal to ranks in Second Wind.

**COST 10**

**CONFIDENCE**

May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.





**COST 10**

**TOUGHENED**

Gain +2 wound threshold.



**COST 15**

**ENHANCED LEADER**

When making a Leadership check, add  equal to Force rating. Spend  to add  or  to the result.

**COST 15**

**COMMAND**

Add  per rank of Command when making Leadership checks. Affected targets add  to Discipline checks for next 24 hours.

**COST 15**

**FIELD COMMANDER**

Take the Field Commander action; make an **Average Leadership check**. A number of allies equal to Presence may immediately suffer 1 strain to perform 1 free maneuver.

**COST 15**

**STEELY NERVES**

Spend 1 Destiny Point to ignore effects of Critical Injuries on Willpower or Presence checks until the end of the encounter.

**COST 20**

**SECOND WIND**

Once per encounter, may use Second Wind incidental to heal strain equal to ranks in Second Wind.

**COST 20**

**TOUGHENED**

Gain +2 wound threshold.





**COST 20**

**IMPROVED FIELD COMMANDER**

Field Commander action affects allies equal to double Presence, and may spend  to allow allies to suffer 1 strain and perform 1 free action instead.

**COST 20**

**UNITY ASSAULT**

If a missed combat check generates  or  or  or , may spend to perform Force power targeting allies as a maneuver.

**COST 25**

**DEDICATION**

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

**COST 25**

**FORCE RATING**

Gain +1 Force rating.

**COST 25**

**NATURAL LEADER**

Once per session, may re-roll any 1 Cool or Leadership check.

**COST 25**

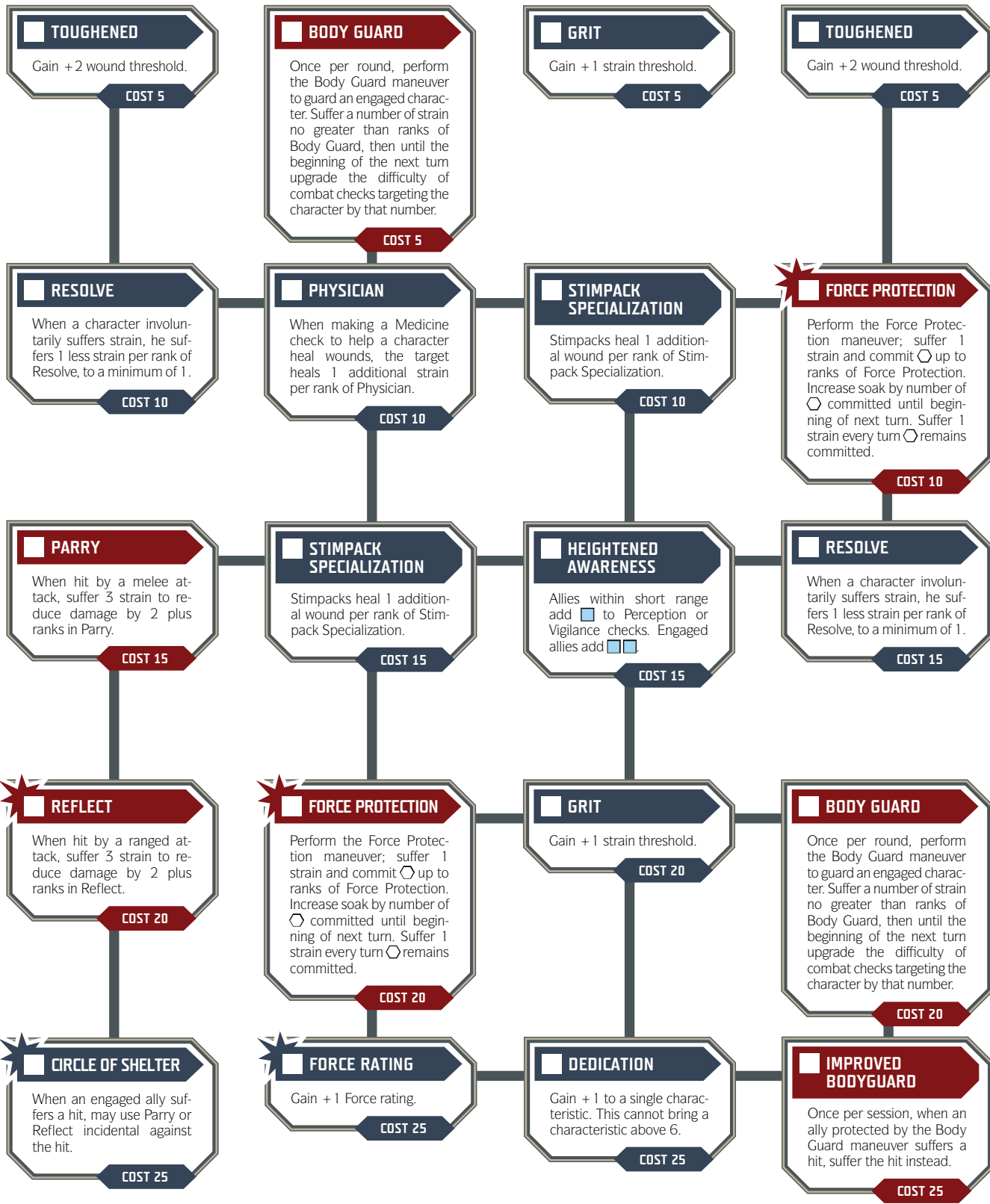
# GUARDIAN: Protector

**Career Skills:** Brawl, Cool, Discipline, Melee, Resilience, Vigilance  
**Additional Career Skills:** Athletics, Medicine, Ranged (Light), Resilience

ACTIVE

PASSIVE

FORCE TALENT





# GUARDIAN: Soresu Defender

Career Skills: Brawl, Cool, Discipline, Melee, Resilience, Vigilance

Additional Career Skills: Discipline, Knowledge (Lore), Lightsaber, Vigilance

ACTIVE

PASSIVE

FORCE TALENT

**PARRY**

When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 5

**PARRY**

When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 5

**TOUGHENED**

Gain +2 wound threshold.

COST 5

**DEFENSIVE STANCE**

Once per round, may perform Defensive Stance maneuver and suffer a number of strain to upgrade difficulty of all incoming melee attacks by an equal number for the next round. Strain suffered this way cannot exceed ranks in Defensive Stance.

COST 5

**SORESU TECHNIQUE**

When making a check using the Lightsaber skill, the character may use Intellect instead of Brawn.

COST 10

**REFLECT**

When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.

COST 10

**GRIT**

Gain +1 strain threshold.

COST 10

**GRIT**

Gain +1 strain threshold.

COST 10

**CONFIDENCE**

May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.

COST 15

**IMPROVED PARRY**

When parrying a hit that generated or , may hit attacker once with his lightsaber (dealing base damage) after original attack resolves.

COST 15

**DEFENSIVE CIRCLE**

May make the Defensive Circle action, making a **Hard (♦♦♦) Lightsaber (Intellect) check**. The character plus one ally within short range per gains X defense until the beginning of next turn. X equals 1, plus 1 per .

COST 15

**PARRY**

When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 15

**PARRY**

When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 20

**REFLECT**

When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.

COST 20

**REFLECT**

When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.

COST 20

**DEFENSIVE STANCE**

Once per round, may perform Defensive Stance maneuver and suffer a number of strain to upgrade difficulty of all incoming melee attacks by an equal number for the next round. Strain suffered this way cannot exceed ranks in Defensive Stance.

COST 20

**SUPREME PARRY**

If the user did not make a combat check during his previous turn, may spend 1 strain to use Parry.

COST 25

**CENTER OF BEING**

Make a Center of Being maneuver. Until the end of next turn, attacks against the character increase their crit rating by 1 per rank of Center of Being.

COST 25

**DEDICATION**

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

COST 25

**STRATEGIC FORM**

May make the Strategic Form action, making a **Hard (♦♦♦) Lightsaber (Intellect) check**, rolling equal to Force rating. If successful, 1 target within short range may only attack character for 1 round. Spend to extend effects for 1 target for 1 round.

COST 25

# MYSTIC



The Mystic's six career skills are **Charm**, **Coercion**, **Knowledge (Lore)**, **Knowledge (Outer Rim)**, **Perception**, and **Vigilance**. Mystics automatically gain one free rank in three of these skills without spending experience and gain a discount on increasing them with future experience points. They begin with a Force rating of 1.

## A MYSTIC'S ROLE

Characters who follow the Mystic career are typically born to accept this mantle. From the time they first open their eyes, a strong connection to the Force colors their perceptions of the world around them. They constantly perceive the ebb and flow of its energies between all living things. To many Mystics, the Force is as important a friend and mentor as any other sentient.

## MYSTIC SPECIALIZATIONS

Each of the specializations of the Mystic career are linked to Mystics' natural comfort with the Force. Their link is intrinsic, and the abilities they learn stem strongly from that. While Mystics may reflect upon the Force and study it, they are willing to let it guide them to the proper outcome.

### ADVISOR

Not everyone who is skilled in the ways of the Force necessarily seeks to hold a position of tremendous authority. Some believe that their abilities are too powerful to restrict to a single region, and so feel obligated to travel, sowing the guidance of the Force wherever they might go. Advisors acquire **Charm**, **Deception**, **Negotiation**, and **Streetwise** as additional career skills. If this is the character's starting specialization, he may choose two of these skills and gain one free rank in each without spending starting experience. This combination enables them to take a very pragmatic approach in working with others.

### MAKASHI DUELIST

The presence and showmanship that can come naturally to all Mystics reflects itself in the way of a duelist. For practitioners of Makashi, dominating a combat through one's presence is just as important as dominating it through martial prowess. Makashi Duelists acquire **Charm**, **Cool**, **Coordination**, and **Lightsaber** as additional career skills. If this is the character's starting specialization, he may choose two of these skills and gain one free rank in

each without spending starting experience. This combination reflects the fact that these characters remain true to their Mystic career focus at the same time that they learn necessary defensive techniques.

### SEER

Some individuals are able to remain constantly aware of the Force's presence, even as they go about their daily lives. They recognize its influence in even the subtlest of ways. For them, minor ripples in the Force reveal deep meanings and forewarn of critical events well in advance of their occurrence. However, this quantity of information—particularly in environments filled with other sentients—can become overwhelming. Because of this, many who follow the path of the Seer soon choose to live lives of relative isolation. Seers acquire **Discipline**, **Knowledge (Lore)**, **Survival**, and **Vigilance** as additional career skills. If this is the character's starting specialization, he may choose two of these skills and gain one free rank in each without spending starting experience.

# MYSTIC: Advisor

Career Skills: Charm, Coercion, Knowledge (Lore), Knowledge (Outer Rim), Perception, Vigilance  
 Additional Career Skills: Charm, Deception, Negotiation, Streetwise

ACTIVE

PASSIVE

FORCE TALENT

**PLAUSIBLE DENIABILITY**  
 Remove ■ per rank of Plausible Deniability from Coercion and Deception checks.  
 COST 5

**KNOW SOMEBODY**  
 Once per session, when attempting to purchase a legally available item, reduce its rarity by 1 per rank of Know Somebody.  
 COST 5

**GRIT**  
 Gain +1 strain threshold.  
 COST 5

**KILL WITH KINDNESS**  
 Remove ■ per rank of Kill with Kindness from all Charm and Leadership checks.  
 COST 5

**TOUGHENED**  
 Gain +2 wound threshold.  
 COST 10

**KNOW SOMEBODY**  
 Once per session, when attempting to purchase a legally available item, reduce its rarity by 1 per rank of Know Somebody.  
 COST 10

**KNOWLEDGE IS POWER**  
 Once per session, count Force rating for one check as equal to ranks in Knowledge (Lore).  
 COST 10

**NOBODY'S FOOL**  
 May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool.  
 COST 10

**GRIT**  
 Gain +1 strain threshold.  
 COST 15

**SMOOTH TALKER**  
 When first acquired, choose 1 skill; Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend ⊕ to gain additional ☆ equal to ranks in Smooth Talker.  
 COST 15

**SMOOTH TALKER**  
 When first acquired, choose 1 skill; Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend ⊕ to gain additional ☆ equal to ranks in Smooth Talker.  
 COST 15

**PLAUSIBLE DENIABILITY**  
 Remove ■ per rank of Plausible Deniability from all Coercion and Deception checks.  
 COST 15

**NOBODY'S FOOL**  
 May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool.  
 COST 20

**NATURAL CHARMER**  
 Once per session, may re-roll any 1 Charm or Deception check.  
 COST 20

**CONTINGENCY PLAN**  
 Spend 1 Destiny Point to recover strain equal to Cunning rating.  
 COST 20

**SENSE EMOTIONS**  
 Add □ to all Charm, Coercion, and Deception checks unless the target is immune to Force powers.  
 COST 20

**DEDICATION**  
 Gain +1 to a single characteristic. This cannot bring a characteristic above 6.  
 COST 25

**STEELY NERVES**  
 Spend 1 Destiny Point to ignore effects of Critical Injuries on Willpower or Presence checks until the end of the encounter.  
 COST 25

**FORCE RATING**  
 Gain +1 Force rating.  
 COST 25

**SENSE ADVANTAGE**  
 Once per session, may add ■■ to 1 NPC's skill check.  
 COST 25

# MYSTIC: Makashi Duelist

Career Skills: Charm, Coercion, Knowledge (Lore), Knowledge (Outer Rim), Perception, Vigilance  
 Additional Career Skills: Charm, Cool, Coordination, Lightsaber

ACTIVE

PASSIVE

FORCE TALENT

**GRIT**  
 Gain +1 strain threshold.  
 COST 5

**RESIST DISARM**  
 Suffer 2 strain to avoid being disarmed or have weapon damaged or destroyed.  
 COST 5

**GRIT**  
 Gain +1 strain threshold.  
 COST 5

**PARRY**  
 When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.  
 COST 5

**PARRY**  
 When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.  
 COST 10

**MAKASHI TECHNIQUE**  
 When making a check using the Lightsaber skill, the character may use Presence instead of Brawn.  
 COST 10

**DUELIST'S TRAINING**  
 Add to Melee and Lightsaber checks when engaged with one opponent, add to Melee and Lightsaber checks when engaged with multiple opponents.  
 COST 10

**FEINT**  
 Spend or generated on a missed melee attack to upgrade difficulty of opponent's next attack targeting character by ranks in Feint.  
 COST 10

**PARRY**  
 When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.  
 COST 15

**FEINT**  
 Spend or generated on a missed melee attack to upgrade difficulty of opponent's next attack targeting character by ranks in Feint.  
 COST 15

**PARRY**  
 When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.  
 COST 15

**PARRY**  
 When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.  
 COST 15

**INTENSE PRESENCE**  
 Spend 1 Destiny Point to recover strain equal to Presence rating.  
 COST 20

**IMPROVED PARRY**  
 When parrying a hit that generated or , may hit attacker once with his lightsaber (dealing base damage) after original attack resolves.  
 COST 20

**GRIT**  
 Gain +1 strain threshold.  
 COST 20

**DEFENSIVE TRAINING**  
 When wielding a lightsaber, melee weapon, or brawling weapon, the weapon gains Defensive X, where X equals ranks in Defensive Training.  
 COST 20

**DEDICATION**  
 Gain +1 to a single characteristic. This cannot bring a characteristic above 6.  
 COST 25

**SUM DJEM**  
 May spend or with successful Lightsaber check to disarm opponent.  
 COST 25

**MAKASHI FINISH**  
 Make the Makashi Finish action. Perform a Lightsaber (Presence) combat check against target within short range, adding no greater than Force rating. Spend add +10 to any resulting Critical Injury rolls.  
 COST 25

**MAKASHI FLOURISH**  
 Once per encounter, perform Makashi Flourish action. Make an **Average** **Lightsaber (Presence) check**. 1 engaged opponent suffers strain equal to , and heal an equal amount of strain.  
 COST 25

# MYSTIC: Seer

Career Skills: Charm, Coercion, Knowledge (Lore), Knowledge (Outer Rim), Perception, Vigilance  
 Additional Career Skills: Discipline, Knowledge (Lore), Survival, Vigilance

ACTIVE

PASSIVE

FORCE TALENT

**FORAGER**

Remove up to ■■ from skill checks to find food, water, or shelter. Survival checks to forage take half the time.

COST 5

**UNCANNY REACTIONS**

Add □ per rank of Uncanny Reactions to all Vigilance checks.

COST 5

**GRIT**

Gain +1 strain threshold.

COST 5

**EXPERT TRACKER**

Remove ■ per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.

COST 5

**RAPID REACTION**

Suffer a number of strain to add an equal number of ✨ to initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction.

COST 10

**KEEN EYED**

Remove ■ per rank of Keen Eyed from Perception and Vigilance checks. Decrease time to search a specific area by half.

COST 10

**UNCANNY REACTIONS**

Add □ per rank of Uncanny Reactions to all Vigilance checks.

COST 10

**TOUGHENED**

Gain +2 wound threshold.

COST 10

**SENSE DANGER**

Once per game, remove ■ from any 1 check.

COST 15

**GRIT**

Gain +1 strain threshold.

COST 15

**FOREWARNING**

Perform the Forewarning action. All allies within medium range increase defense by character's Force rating until they act in the encounter.

COST 15

**PRE-EMPTIVE AVOIDANCE**

May spend 1 Destiny Point to disengage from engaged enemy as an out of turn incidental.

COST 15

**FORCE RATING**

Gain +1 Force rating.

COST 20

**SENSE ADVANTAGE**

Once per session, may add ■■ to 1 NPC's skill check.

COST 20

**THE FORCE IS MY ALLY**

Once per session, may suffer 2 strain to perform Force power action as maneuver.

COST 20

**DODGE**

When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.

COST 20

**RAPID REACTION**

Suffer a number of strain to add an equal number of ✨ to initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction.

COST 25

**TOUGHENED**

Gain +2 wound threshold.

COST 25

**NATURAL MYSTIC**

Once per session, the character may reroll any 1 Force power check.

COST 25

**FORCE RATING**

Gain +1 Force rating.

COST 25

# SEEKER



The Seeker's six career skills are **Knowledge (Xenology)**, **Piloting (Planetary)**, **Piloting (Space)**, **Ranged (Heavy)**, **Survival**, and **Vigilance**. Characters with this career automatically gain one free rank in three of these skills without spending experience and gain a discount on increasing them with future experience points. Seekers begin with a Force rating of 1.

## A SEEKER'S ROLE

An endless need exists for help within population centers, but the need can be just as great far from the heart of galactic civilization. A Force adept who is willing and able to travel and work in these environments can help ease crushing poverty or crippling plagues of hunger and disease. He can also discover new Force techniques, find sensitives in need of training, and at times halt dangerous threats that could otherwise fester in isolation.

## SEEKER SPECIALIZATIONS

Each of the Seeker's specializations focuses on the ability to survive within savage and hostile environments. In many ways, these specializations center around the necessity for these characters to be the apex predator at all times. However, they also reflect the character's intrinsic competence when operating in isolation.

### ATARU STRIKER

When working alone in a hostile environment, every physical conflict must be resolved quickly and decisively. The Ataru Striker embraces this approach. Ataru Strikers acquire **Athletics**, **Coordination**, **Lightsaber**, and **Perception** as additional career skills. If this is the character's starting specialization, he may choose two of these skills and gain one free rank in each without spending starting experience. This fighting style is highly dependent on his ability to quickly assess a situation

and use his natural athleticism to exploit the environment.

### HUNTER

Hunters are Force adepts who are uniquely capable of confronting and overcoming dangerous creatures. Hunters acquire **Coordination**, **Ranged (Heavy)**, **Stealth**, and **Vigilance** as additional career skills. If this is the PC's starting specialization, he chooses two of these skills and gains one free rank in each. These ranks do not cost experience. The combination of the appropriate weapons training with skills that can leave the character undetectable can make a Force-sensitive individual dramatically more dangerous.

### PATHFINDER

Few are as capable of exploring a hostile planet and forcing it to reveal its secrets as a Pathfinder. The combination of Pathfinders' Force talents and their training enables them to quickly and precisely complete a search, even under the most adverse conditions. Pathfinders acquire **Medicine**, **Ranged (Light)**, **Resilience**, and **Survival** as additional career skills. If this is the character's starting specialization, he may choose two of these skills and gain one free rank in each without spending starting experience. These skills are focused on complementing the Seeker's career skills, so that the character becomes even more capable of operating independently.

# SEEKER: Ataru Striker

Career Skills: Knowledge (Xenology), Piloting (Planetary), Piloting (Space), Ranged (Heavy), Survival, Vigilance  
 Additional Career Skills: Athletics, Coordination, Lightsaber, Perception

ACTIVE

PASSIVE

FORCE TALENT

**CONDITIONED**

Remove ■ per rank of Conditioned from Athletics and Coordination checks. Reduce the damage and strain suffered from falling by 1 per rank of Conditioned.

COST 5

**PARRY**

When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 5

**JUMP UP**

Once per round, may stand from seated or prone as an incidental.

COST 5

**QUICK DRAW**

Once per round, draw or holster a weapon or accessible item as an incidental.

COST 5

**DODGE**

When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.

COST 10

**REFLECT**

When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.

COST 10

**ATARU TECHNIQUE**

When making a check using the Lightsaber skill, the character may use Agility instead of Brawn.

COST 10

**QUICK STRIKE**

Add □ per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.

COST 10

**QUICK STRIKE**

Add □ per rank of Quick Strike to combat checks against targets that have not acted yet this encounter.

COST 15

**REFLECT**

When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.

COST 15

**PARRY**

When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 15

**IMPROVED PARRY**

When parrying a hit that generated ☠ or ☠☠☠, may hit attacker once with his lightsaber (dealing base damage) after original attack resolves.

COST 15

**DODGE**

When targeted by combat check, may perform a Dodge incidental to suffer a number of strain no greater than ranks of Dodge, then upgrade the difficulty of the check by that number.

COST 20

**HAWK BAT SWOOP**

Make the Hawk Bat Swoop action. Perform a Lightsaber (Agility) combat check against target within short range, adding ◊ no greater than Force rating. Spend ● to engage target and spend ● to add ☠ to check.

COST 20

**SABER SWARM**

Perform the Saber Swarm maneuver; suffer 1 strain and next Lightsaber (Agility) combat check this turn gains Linked quality equal to Force rating during check.

COST 20

**CONDITIONED**

Remove ■ per rank of Conditioned from Athletics and Coordination checks. Reduce the damage and strain suffered from falling by 1 per rank of Conditioned.

COST 20

**PARRY**

When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 25

**DEDICATION**

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

COST 25

**SABER THROW**

Perform Saber Throw action; make Lightsaber combat check as ranged attack at target within medium range, adding ◊ no greater than Force rating. Must spend ● and succeed to hit target; spend ●● to have weapon return to hand.

COST 25

**BALANCE**

When the character heals strain at the end of the encounter, he may add ◊ per Force rating. He heals additional strain equal to ● generated.

COST 25

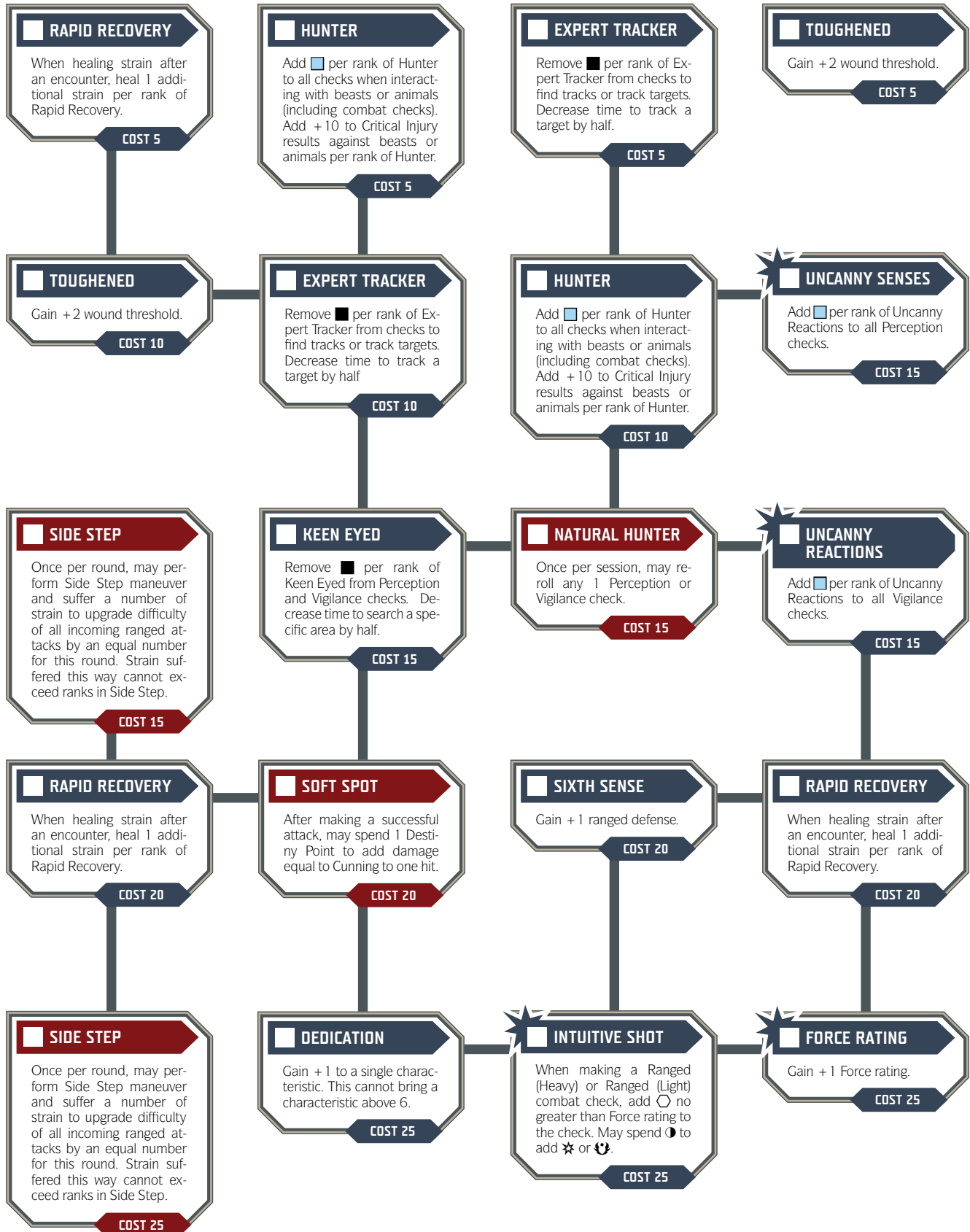
# SEEKER: Hunter

Career Skills: Knowledge (Xenology), Piloting (Planetary), Piloting (Space), Ranged (Heavy), Survival, Vigilance  
 Additional Career Skills: Coordination, Ranged (Heavy), Stealth, Vigilance

**ACTIVE**

**PASSIVE**

**FORCE TALENT**





# SEEKER: Pathfinder

Career Skills: Knowledge (Xenology), Piloting (Planetary), Piloting (Space), Ranged (Heavy), Survival, Vigilance  
 Additional Career Skills: Medicine, Ranged (Light), Resilience, Survival

ACTIVE

PASSIVE

FORCE TALENT

**GRIT**  
 Gain +1 strain threshold.  
 COST 5

**KEEN EYED**  
 Remove ■ per rank of Keen Eyed from Perception and Vigilance checks. Decrease time to search a specific area by half.  
 COST 5

**FORAGER**  
 Remove up to ■■ from skill checks to find food, water, or shelter. Survival checks to forage take half the time.  
 COST 5

**SWIFT**  
 Do not suffer usual penalties for moving through difficult terrain.  
 COST 5

**KEEN EYED**  
 Remove ■ per rank of Keen Eyed from Perception and Vigilance checks. Decrease time to search a specific area by half.  
 COST 10

**OUTDOORSMAN**  
 Remove ■ per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.  
 COST 10

**TOUGHENED**  
 Gain +2 wound threshold.  
 COST 10

**OUTDOORSMAN**  
 Remove ■ per rank of Outdoorsman from checks to move through terrain or manage environmental effects. Decrease overland travel times by half.  
 COST 10

**ANIMAL EMPATHY**  
 When making checks to handle or tame animals, add ○ no greater than Force rating to the check. Spend ● to add ✨ or 🌀 to the check.  
 COST 15

**ANIMAL BOND**  
 Develop long-term bond with single animal of silhouette equal to half Force rating rounded down.  
 COST 15

**GRIT**  
 Gain +1 strain threshold.  
 COST 15

**SLEIGHT OF MIND**  
 Add □ to all Stealth checks unless the opposition is immune to Force powers.  
 COST 15

**MENTAL BOND**  
 May perform the Mental Bond action; commit ○. While committed, may communicate with animal at long range and see and hear through its senses.  
 COST 20

**FORCE RATING**  
 Gain +1 Force rating.  
 COST 20

**QUICK MOVEMENT**  
 Suffer 2 strain and perform the Quick Movement incidental; add ○ no greater than Force rating to next action. May spend ●● to perform one additional Move after action.  
 COST 20

**TOUGHENED**  
 Gain +2 wound threshold.  
 COST 20

**SHARE PAIN**  
 May perform the Share Pain incidental when bonded animal suffers wounds. Reduce wounds suffered to half, then character suffers the difference.  
 COST 25

**ENDURING**  
 Gain +1 soak value.  
 COST 25

**NATURAL OUTDOORSMAN**  
 Once per session, may re-roll any 1 Resilience or Survival check.  
 COST 25

**DEDICATION**  
 Gain +1 to a single characteristic. This cannot bring a characteristic above 6.  
 COST 25

# SENTINEL



The Sentinel's six career skills are **Computers, Deception, Knowledge (Core Worlds), Perception, Skulduggery, and Stealth**. These characters automatically gain one free rank in three of these skills without spending experience and gain a discount on increasing them with future experience points. Sentinels begin with a Force rating of 1.

## A SENTINEL'S ROLE

Wherever sentient beings gather, some of them seek to deceive and manipulate others. Even the most pristine city has an underworld hidden below, filled with people who operate under a less restrictive moral code. Some Force adepts are particularly well-suited to combating the injustices that arise amid these conditions. Their skills are ideal for working within the constraints of a crowded, urban environment. Those who follow this career path are Sentinels.

## SENTINEL SPECIALIZATIONS

In each of their specializations, Sentinels are pragmatic in their approach. They work with the available assets to resolve whatever challenge they face. This applies whether the challenge is physical, mental, or social.

### ARTISAN

Some Force users have an innate skill with tools and machines. These skilled artificers can use their skill with the Force to enhance their abilities, and even intuitively understand a machine's form and function. Artisans acquire **Astrogation, Computers, Knowledge (Education), and Mechanics** as additional career skills. If this is the character's starting specialization he may choose two of these skills and gain one free rank in each, without spending starting experience. In order to fully integrate their Force abilities with the devices they manipulate, they must first have a solid understanding of how those tools work.

### SHADOW

Individuals who are able to operate outside the constraints of a governmental system can sometimes achieve practical resolutions by making use of resources and techniques that step outside of what might be legally permissible. Characters who willingly engage in such actions—acknowledging that the best solution may not always be the

most acceptable one—follow the Shadow specialization. Shadows acquire **Knowledge (Underworld), Skulduggery, Stealth, and Streetwise** as additional career skills. If this is the character's starting specialization he may choose two of these skills and gain one free rank in each without spending starting experience. Shadows firmly believe that their ultimate accomplishments more than justify the tools that they must use.

### SHIEN EXPERT

A lightsaber is a potent weapon. When wielded forcefully, it can even overpower an opponent. Further, its ability to deflect blaster bolts can make it an effective ranged weapon. Those who consider themselves Shien Experts—masters of the Shien lightsaber form—embrace the seeming contradiction between those two uses. They know that true lightsaber masters must possess the cunning to use such weapons to their full potential. Shien Experts acquire **Athletics, Lightsaber, Resilience, and Skulduggery** as additional career skills. If this is the character's starting specialization, he may choose two of these skills and gain one free rank in each, without spending starting experience. In order to effectively follow this path, a character needs to be flexible and to recognize the best combat approaches for different types of physical conflicts.

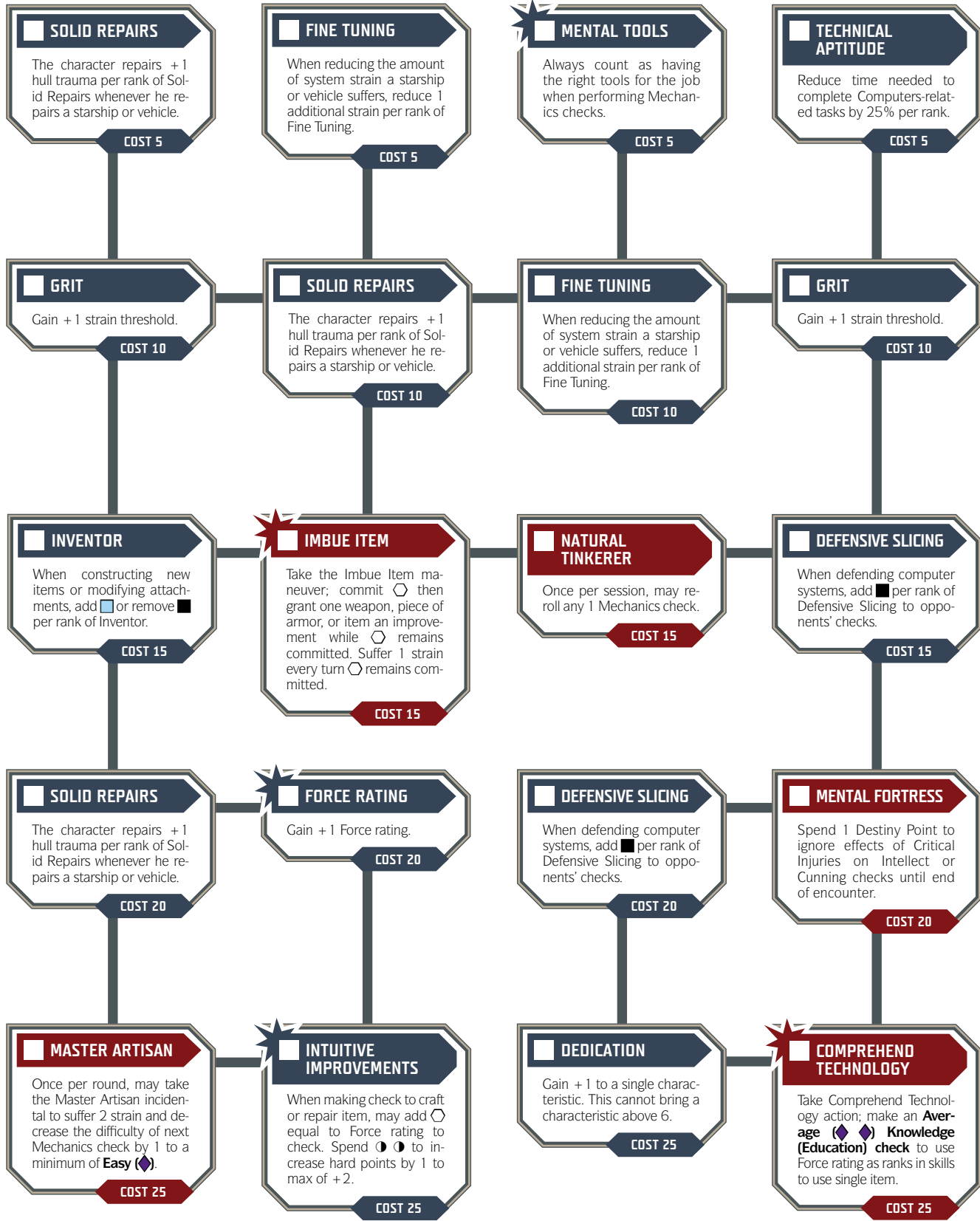
# SENTINEL: Artisan

**Career Skills:** Computers, Deception, Knowledge (Core Worlds), Perception, Skulduggery, Stealth  
**Additional Career Skills:** Astrogation, Computers, Knowledge (Education), Mechanics

ACTIVE

PASSIVE

FORCE TALENT



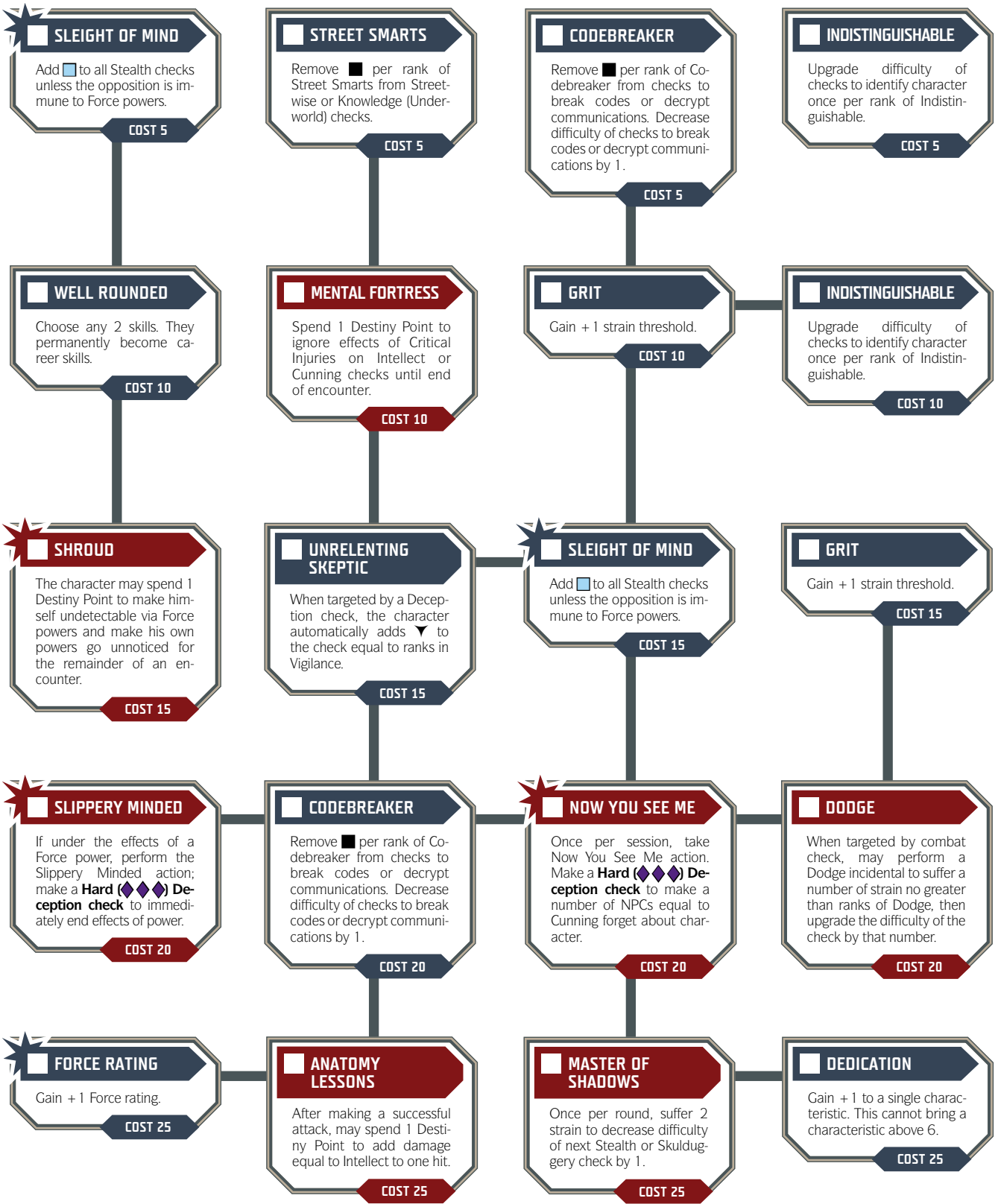
# SENTINEL: Shadow

**Career Skills:** Computers, Deception, Knowledge (Core Worlds), Perception, Skulduggery, Stealth  
**Additional Career Skills:** Knowledge (Underworld), Skulduggery, Stealth, Streetwise

 **ACTIVE**

 **PASSIVE**

 **FORCE TALENT**



# SENTINEL: Shien Expert

**Career Skills:** Computers, Deception, Knowledge (Core Worlds), Perception, Skulduggery, Stealth  
**Additional Career Skills:** Athletics, Lightsaber, Resilience, Skulduggery

ACTIVE

PASSIVE

FORCE TALENT

**DEFENSIVE TRAINING**

When wielding a lightsaber, melee weapon, or brawling weapon, the weapon gains Defensive X, where X equals ranks in Defensive Training.

**COST 5**

**CONDITIONED**

Remove ■ per rank of Conditioned from Athletics and Coordination checks. Reduce the damage and strain suffered from falling by 1 per rank of Conditioned.

**COST 5**

**STREET SMARTS**

Remove ■ per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.

**COST 5**

**REFLECT**

When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.

**COST 5**

**TOUGHENED**

Gain +2 wound threshold.

**COST 5**

**PARRY**

When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

**COST 10**

**SHIEN TECHNIQUE**

When making a check using the Lightsaber skill, the character may use Cunning instead of Brawn.

**COST 10**

**REFLECT**

When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.

**COST 10**

**PARRY**

When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

**COST 15**

**COUNTERSTRIKE**

When an attack misses the character and generates ☼ or ♣, may upgrade next Lightsaber (Cunning) check against attacker during encounter once.

**COST 15**

**GRIT**

Gain +1 strain threshold.

**COST 15**

**IMPROVED REFLECT**

When using Reflect on a hit that generated ♣ or ☼, may hit one target in medium range with the same damage as the initial hit.

**COST 15**

**DJEM SO DEFLECTION**

After using Reflect, may spend 1 Destiny Point to perform Move maneuver as out of turn incidental to close distance with or engage opponent.

**COST 20**

**DEFENSIVE STANCE**

Once per round, may perform Defensive Stance maneuver and suffer a number of strain to upgrade difficulty of all incoming melee attacks by an equal number for the next round. Strain suffered this way cannot exceed ranks in Defensive Stance.

**COST 20**

**SABER THROW**

Perform Saber Throw action; make Lightsaber combat check as ranged attack at target within medium range, adding ○ no greater than Force rating. Must spend ● and succeed to hit target; spend ●● to have weapon return to hand.

**COST 20**

**REFLECT**

When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.

**COST 20**

**FALLING AVALANCHE**

Suffer 2 strain to add damage equal to Brawn to next Lightsaber combat check made that turn.

**COST 25**

**DEDICATION**

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

**COST 25**

**DISRUPTIVE STRIKE**

Perform Disruptive Strike action; make a Lightsaber (Cunning) combat check, adding ○ no greater than Force rating. Spend ● to add ▼ to the next combat check the target makes.

**COST 25**

**SUPREME REFLECT**

If the user did not make a combat check during previous turn, may spend 1 strain to use Reflect.

**COST 25**

# WARRIOR

OK77107

The Warrior's six career skills are **Athletics**, **Brawl**, **Cool**, **Melee**, **Perception**, and **Survival**. Characters with this career automatically gain one free rank in three of these skills without spending experience and gain a discount on increasing them with future experience points. Warriors begin with a Force rating of 1.

## A WARRIOR'S ROLE

One of the most basic roles for a Force adept is to become a master of physical combat. Between Force techniques to enhance the body and the ability to wield a lightsaber, every Force-sensitive individual can become a powerful opponent in a physical conflict. However, some individuals choose to make engaging with and overcoming opponents physically their primary focus. Characters who focus specifically on the offensive aspects of these abilities often embrace the Warrior career.

## WARRIOR SPECIALIZATIONS

Each of these paths focuses on a different aspect of physical conflict. With the aid of the Force, the Warrior can recognize the similarities of technique in the different paths, learning to apply complementary styles in different environments. Often, a skill or ability that a Warrior learns within one specialization can have applications that exceed its originally intended scope.

### AGGRESSOR

The Aggressor relies on fear to intimidate his opposition into surrender or retreat. Aggressors tend to be tough and dangerous combatants. They use their confident, terrifying attitude to convey this to their opponents. Some Aggressors hope their enemies back down without a fight, but others fall into the trap of relishing the fear they inspire.

Aggressors acquire **Coercion**, **Knowledge (Underworld)**, **Ranged (Light)**, and **Streetwise** as additional career skills. If this is the character's starting specialization, he may choose two of these skills and gain one free rank in each without spending starting experience.

### SHII-CHO KNIGHT

Shii-Cho focuses on mastery of the most essential part of a physical conflict. Shii-Cho Knights acquire **Athletics**, **Coordination**, **Lightsaber**, and **Melee** as additional career skills. If this is the character's starting specialization, he may choose two of these skills and gain one free rank in each without spending starting experience. These skills provide them with a solid grounding in the core techniques of any physical conflict. They are familiar with the weapon they wield, but they are also comfortable exploiting their natural athleticism.

### STARFIGHTER ACE

Those who embrace the risks of space combat may pursue the Starfighter Ace specialty. Starfighter Aces acquire **Astrogation**, **Gunnery**, **Mechanics**, and **Piloting (Space)** as additional career skills. If this is the character's starting specialization, he may choose two of these skills and gain one free rank in each without spending starting experience. These provide the essentials needed to successfully pilot a starfighter in combat.

# WARRIOR: Aggressor

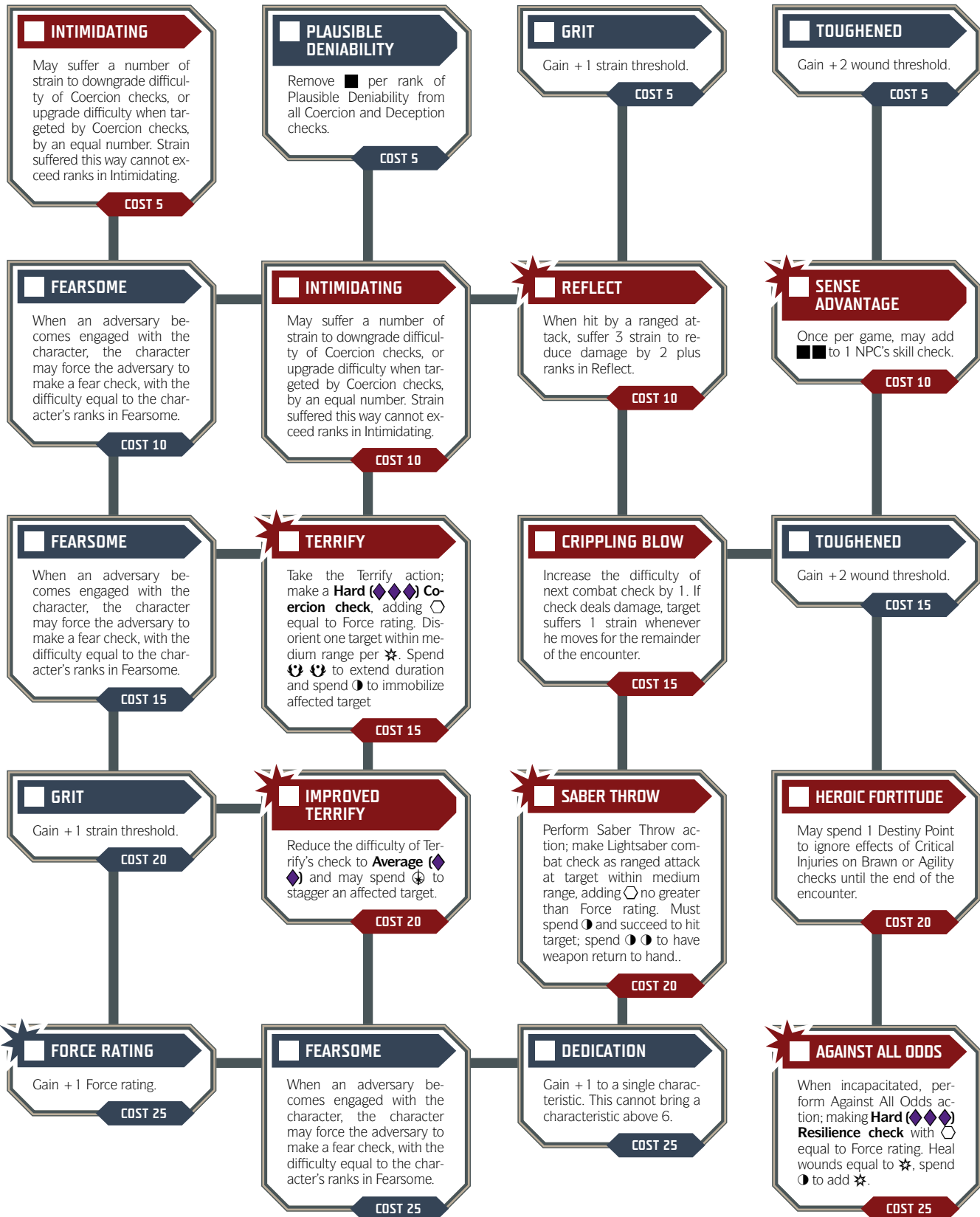
Career Skills: Athletics, Brawl, Cool, Melee, Perception, Survival

Additional Career Skills: Coercion, Knowledge (Underworld), Ranged (Light), Streetwise

ACTIVE

PASSIVE

FORCE TALENT



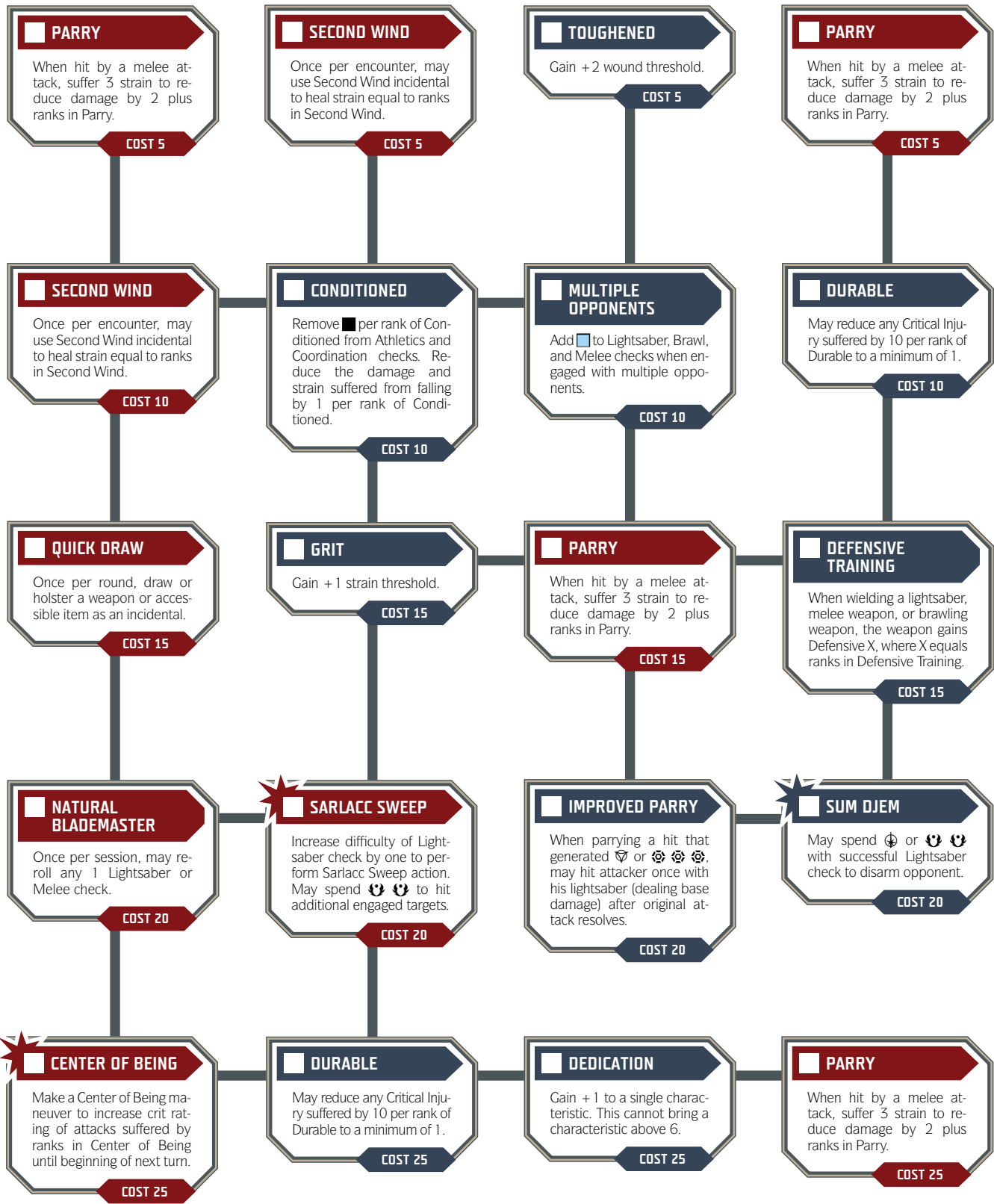
# WARRIOR: Shii-Cho Knight

Career Skills: Athletics, Brawl, Cool, Melee, Perception, Survival  
 Additional Career Skills: Athletics, Coordination, Lightsaber, Melee

 ACTIVE

 PASSIVE

 FORCE TALENT





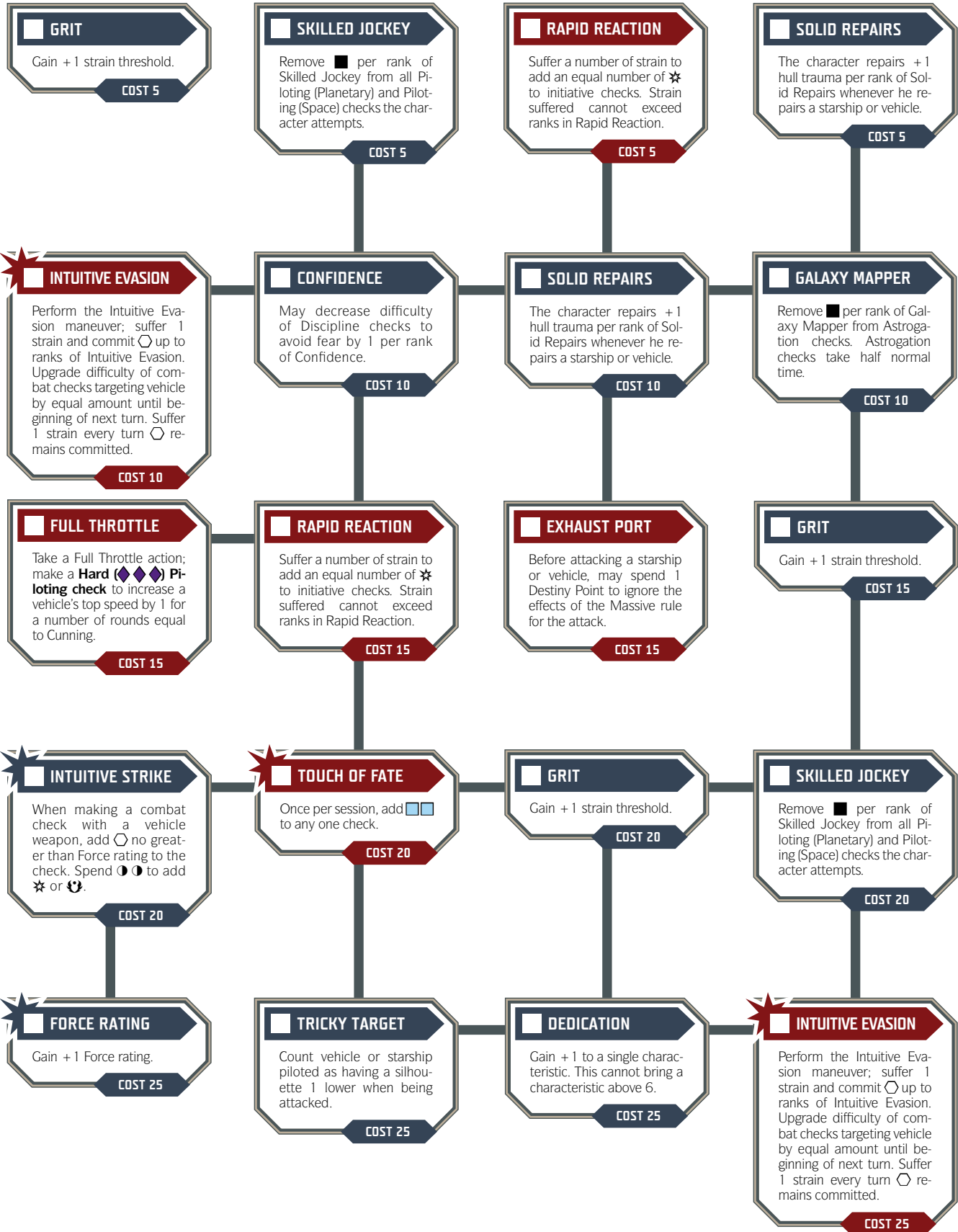
# WARRIOR: Starfighter Ace

Career Skills: Athletics, Brawl, Cool, Melee, Perception, Survival  
 Additional Career Skills: Astrogation, Gunnery, Mechanics, Piloting (Space)

ACTIVE

PASSIVE

FORCE TALENT



# STEP 6: INVEST EXPERIENCE POINTS

Experience is the primary means by which players customize their characters. Each player starts with a beginning pool of experience points that can be used to improve aspects of his character. As they play **FORCE AND DESTINY**, players receive additional experience that also can be spent to improve their characters.

## STARTING EXPERIENCE POINTS

Characters begin with a budget of experience points based on their species. The experience points used during character creation are the same as experience points received during play. If a player chooses to spend less than his total starting experience points during character creation, those points carry over into the game, and the Player Character starts with more experience points to spend once the adventures begin.

### NEED MORE EXPERIENCE?

Remember, a player can always increase his character's starting experience when determining his starting Morality, as described under **Starting Morality Values**, on page 32.

Players may spend experience points in the following primary ways to improve their characters. These are also detailed in **Table 2-2: Spending Starting Experience**.

## IMPROVING CHARACTERISTICS

During character creation, raising a characteristic to the next highest rating costs ten times the value it is being raised to. For example, raising a character's Brawn from 3 to 4 would require 40 experience points.

Each improvement must be purchased separately. This means that raising a character's Brawn from 3 to 5 would cost 90 experience points: 40 for raising it from 3 to 4, then 50 more for raising it from 4 to 5.

During character creation, no characteristic can be increased to higher than 5. During the course of play, no characteristic can be increased above rank 6. Characteristics may only be purchased with experience points during character creation, not at any later time. (During gameplay, however, characteristics can be increased by purchasing specific talents.)

## SKILL TRAINING

Each skill has five ranks of training available. A character may have already acquired several ranks of skill training from a starting career and profession for free. Characters may train additional skills and gain additional ranks during character creation. However, it is important to note that regardless of any species or career bonuses, no skill can be raised higher than rank 2 during character creation unless specifically stated otherwise.

The cost for training skills falls into one of two categories: career skills and non-career skills. The

**TABLE 2-2: SPENDING STARTING EXPERIENCE**

Options	Cost	Character Creation Limits
May spend experience to increase characteristics. Character creation is the only time players can increase characteristics with experience points.	Ten times the purchased rating in experience. Each rating must be purchased sequentially.	May not raise any characteristic above rank 5 during character creation.
May spend experience to purchase ranks in skills.	Five times the purchased rank in experience. Each rank must be purchased sequentially. (Each rank in a non-career skill costs 5 additional XP)	May not raise any skill above rank 2 during character creation.
May spend experience to purchase talents within specializations.	Depends on talent's position within specialization tree.	No special limits; only standard limits apply.
May spend experience to purchase Force powers.	Initial purchase of a Force power costs 10 points. Additional power abilities depend on the position within the tree.	No special limits; only standard limits apply.
May spend experience to purchase new specializations.	Ten times the total number of character's specializations, including new specialization (non-career specialization costs 10 additional XP).	No special limits; only standard limits apply.

## KNIGHT-LEVEL PLAY

Characters created following the stages in this chapter have begun their journey through the Force, but they are far from mastering it. Most are likely to have a limited selection of abilities from their career, and few have more than a single specialization. This is a far more approachable style of play for groups new to the game system or even to roleplaying games. However, some groups may wish to begin their play with characters who are more accomplished.

**Knight-level play** is an alternative approach that gets the characters involved in more complicated situations. At this stage, the Player Characters

are significantly more accomplished and likely to immediately assume a larger role in galactic-scale conflicts. To reflect this, Player Characters gain an extra 150 XP. These points cannot be spent on characteristics, as they are intended to reflect the character's training and worldly experiences rather than inherent abilities.

Further, characters constructed for this gameplay approach gain access to a basic lightsaber (see page 124) or 10,000 credits of starting gear (this can include a vehicle).

More information on knight-level play is presented on page 219.

character should have check marks next to a number of skills based on starting career and profession.

Training a career skill to the next highest rank costs five times the rank it is being raised to. For example, training a career skill from rank 0 (untrained) to rank 1 requires 5 experience points. Improving a rank 1 career skill to rank 2 requires 10 experience points. Each rank must be purchased separately. This means that acquiring a rank 2 career skill during creation costs 15 experience points (5 for raising it from zero to rank 1, then 10 more for raising it from rank 1 to rank 2).

A character can also purchase ranks in non-career skills. Each rank of a non-career skill costs five times the rank it is being raised to, plus 5 additional experience points. For example, training a non-career skill from rank 0 (untrained) to rank 1 requires 10 experience points. Improving a rank 1 non-career skill to rank 2 requires 15 experience points. Each rank must be purchased separately. This means that acquiring a rank 2 non-career skill during creation costs 25 experience points (10 for raising it from zero to rank 1, then 15 more for raising it from rank 1 to rank 2).

Characters may purchase ranks in skills during character creation or later during gameplay.

## ACQUIRING TALENTS

Talents are acquired from characters' available talent trees, which are generally provided by their specialization choices. Talent trees provide a unique format for purchasing talents that comes with several special rules and restrictions.

Each specialization talent tree has four columns and five rows. This means each talent tree has a total of twenty talents that players may purchase. The cost of each talent depends on the row it occupies. The talents in the topmost row are the cheapest, costing 5 experience points each. The next row's choices cost 10 experience points each; the third row costs 15;

the fourth row costs 20; and the fifth and final row's choices cost 25 experience points each.

Note that the choices on each tree are connected by a series of lines that link some talent choices with others. Characters may only purchase talents for which they are eligible. Characters are eligible to select any talents in the topmost row, plus any talents that are connected via one of the aforementioned links to a talent the character has already acquired.

When selecting talents on a talent tree, remember that each selection on the tree may only be purchased once. In the case of ranked talents (talents that may be purchased multiple times and have effects that stack the more times they are purchased), the only way to purchase them multiple times is if there are multiple selections of the same talent on the available talent trees. In some cases, a character may have already acquired a talent in one specialization, but needs to purchase it again in another specialization in order to reach further into the tree. If it is a ranked talent, the character must purchase it again (gaining another rank in the talent). If it is not a ranked talent, he counts as already having purchased it, and he may continue to proceed through the second talent tree.

Characters may purchase talents during character creation or later during gameplay.

## PURCHASING FORCE POWERS

Force powers—as distinct from Force talents—are described more thoroughly in **Chapter VIII: The Force**, beginning on page 196. Characters do not begin with any Force powers, but they may purchase them using experience points during character creation or later in gameplay.

## ACQUIRING NEW SPECIALIZATIONS

Each character starts with a single specialization within his chosen career. However, the player may purchase access to additional specializations.

Purchasing a specialization allows the player to purchase talents within that specialization. In addition, each specialization has career skills. These skills now count as career skills for the character (although the PC does not gain free advances in rank in them, as with a first specialization). Characters may purchase any specialization in any career.

Purchasing an additional specialization within a character's career costs ten times the total number

of specializations he would possess with this new specialization. So, a character with one specialization could purchase a second career specialization for 20 experience points. If he wished to purchase a third career specialization, it would cost another 30 XP.

Characters may also purchase additional specializations outside of their careers. Purchasing non-career specializations costs ten times the total number of specializations the character would possess with this new specialization plus an additional 10 XP. So, a character with one specialization could purchase a second non-career specialization for 30 experience. If the PC has two specializations already, a third specialization that is also a non-career specialization would cost another 40 experience.

## STEP 7: DETERMINE DERIVED ATTRIBUTES

Some attributes of a character are derived from a player's other choices during character creation.

### WOUND THRESHOLD

A character's **wound threshold** represents, basically, how many wounds—how much physical damage—a character can withstand before becoming incapacitated. A character's starting wound threshold is determined by adding the wound threshold for his species to his Brawn rating (after spending starting XP). After determining this initial value, further increases to a character's Brawn rating do not increase his wound threshold—wound threshold improvements are acquired by purchasing talents such as Toughened.

### STRAIN THRESHOLD

A character's **strain threshold** determines how much strain—psychological and mental damage—a character can withstand before becoming exhausted, overwhelmed, or incapacitated. A character's starting strain threshold is determined by adding the strain threshold for his species to his Willpower rating (after spending starting XP). After determining this initial value, further increases to a character's Willpower rating do not increase his strain threshold—strain threshold improvements are acquired by purchasing appropriate talents, such as Grit.

### DEFENSE

**Defense** determines how difficult a character is to hit in combat situations, either as a product of the PC's own training or the protective equipment he employs. Defense is divided into ranged defense and melee defense. A character's default value in each defense rating is zero.

Defense is most commonly gained by wearing armor or by adopting a defensive position in combat (such as gaining cover). Some talents may also increase one of a character's defense ratings.

### SOAK VALUE

**Soak value** determines how much incoming damage a character can shrug off before being seriously wounded. A character's soak value is subtracted from any incoming damage. Any remaining damage after subtracting soak becomes wounds, and is applied toward the character's wound threshold.

A character's default soak value is equal to his Brawn rating. After determining this initial value, subsequent increases to a character's Brawn rating *do* increase his soak value. An addition to soak value is most often gained by wearing armor. Some talents, such as Enduring, may also increase a character's innate soak value.

# STEP 8: DETERMINE MOTIVATION

Motivation provides a means to link all of the different elements of a PC into one coherent persona. It serves to differentiate characters with similar careers by providing different reasons for their decisions. Often, Motivation also sets up a thread that ties together multiple adventures as the character continues to work toward achieving some lofty goal.

Players can either select a Motivation from **Table 2-3: Random Motivation**, particularly if there is one that seems well-suited to their character concept, or they can roll on that table to determine a primary Motivation. Once the primary Motivation is selected, a further roll—or deliberate selection—on the relevant table in the following pages provides added detail. Of course, with the GM’s permission, players can simply create their own Motivation, as long as it is consistent in tone with the ones presented here.

Whereas Morality has distinct game effects, Motivation is intended to add depth to the character’s roleplaying. Players should focus on linking the character’s species, career, Morality, and background together with Motivation to create a detailed persona. For more information on Motivation and how it’s used in play, see **Chapter IX: The Game Master**.

**TABLE 2-3: RANDOM MOTIVATION**

d10	Motivation Result
1–3	Ambition (see <b>Table 2-4: Specific Ambition</b> )
4–6	Cause (see <b>Table 2-5: Specific Cause</b> )
7–9	Faith (see <b>Table 2-6: Specific Faith</b> )
10	Roll once on each of any two categories

## TYPES OF MOTIVATION

**FORCE AND DESTINY** presents Ambition, Cause, and Faith as the three primary categories of Motivation. After determining the primary category, players can then roll or select from the specific category tables that follow. These are intended to offer an array of different options.

### AMBITION

A character with this Motivation is driven by a specific goal. This Motivation is internal and often abstract, and possibly selfish in nature. The player should determine the character’s ultimate goal and why he does things the way he does to get there. An ambition should be something a character strives for with enthusiasm.

**TABLE 2-4: SPECIFIC AMBITION**

d10	Ambition Result
1	Revenge
2	Wealth
3	Power
4	Become a Jedi
5	Survival
6	Glory
7	Destroy the Sith
8	Enlightenment
9	Expertise
10	Discovery

### CAUSE

Many characters prefer to have a discrete and attainable goal toward which they devote their lives. Even generalized ideas can have incremental steps that can be achieved over time. Characters devoted to a cause often remain focused on it throughout their lives. On those rare occasions when the cause might be accomplished, they typically either begin to work to expand it or to see that its existence is maintained.

**TABLE 2-5: SPECIFIC CAUSE**

d10	Cause Result
1	Freedom
2	Restore the Jedi
3	Galactic Peace
4	Justice
5	Stop the Rebellion
6	Equality
7	Help the Helpless
8	Free Enterprise
9	Overthrow the Empire
10	Knowledge

### FAITH

Characters who select this Motivation have a deep and abiding trust in some recurring facet of galactic existence. They dedicate their lives to spreading this belief,

in the hope that they can bring other beings to come to a similar understanding. In many cases, their proselytizing becomes a central focus. In other cases, spreading their belief is far less important than simply reveling in it.

**TABLE 2-6: SPECIFIC FAITH**

d10	Faith Result
1	Natural World
2	Goodness of People
3	Friends and Family
4	The Cosmic Force
5	Science and Reason
6	The Jedi Code
7	Imperial Rule
8	The Rebellion
9	Religious Code
10	Nothing

## MOTIVATIONS IN PLAY

Motivations exist to offer a player an additional framework for how the PC interacts with the world. They establish the character's priorities, but they

need not be a restriction. Rather, Motivations help to suggest the character's intuitive response to the challenges he encounters. Notably, a PC's reactions must be colored by mitigating factors, so that a response is seldom based solely on a Motivation.

### CHANGING MOTIVATIONS

Over time, a character's attitudes can shift. Sometimes a single dramatic event can force the character to reprioritize. Alternatively, an extended series of minor frustrations can be enough to change how the character views the world. Of course, if a player discovers that he does not enjoy his character's Motivation, this can also be an important reason to justify the change. Ultimately, changing Motivations is simply a matter of discussing the issue with the GM, so he can offer input, and then making the appropriate change. New Motivations should be selected or created rather than determined randomly.

### SECRET MOTIVATIONS

Players can choose to share their characters' Motivations with one another or to keep them secret. Motivations for different characters can, at times, be in direct conflict. By keeping these secret from one another, the players create opportunities for potentially intense roleplay between their characters. Alternatively, by sharing their Motivations, the characters can better focus on the times when their characters can collaborate.

# STEP 9: CHOOSE GEAR AND APPEARANCE

**B**y this point, the Player Characters' game statistics and personalities should be well-established. The key remaining issues are to determine both their personal equipment and physical appearances. These elements combine to add visual elements to the characters' personae. Often, they should reflect the personality traits that have already been established. For example, a character focused on stealth or operating under the radar probably wouldn't wear garish clothing and carry a conspicuous weapon. Players should consider this an opportunity to add additional depth to their characters.

## STARTING GEAR

Player Characters start out with 500 credits to spend on personal gear. Characters could also have earned additional credits depending on their Morality choices at Step 2. Refer to **Chapter V: Gear and Equipment** for a thorough listing of available options. Note that players

### SHORT ON CASH?

**R**emember, a player can always increase his character's starting credits when determining his starting Morality as described under **Starting Morality Values**, on page 32.

may not elect to purchase anything that is listed as Restricted (R) without the Game Master's explicit approval.

Characters may keep any credits that are not spent on gear as part of their starting equipment. In addition, after all spending is complete, each player rolls 1d100. The value of the die roll is added to any remaining starting funds, and represents the "pocket money" characters may possess. Note that those additional starting funds cannot be spent until gameplay actually begins.

## PHYSICAL DESCRIPTION

There is little uniformity of appearance within a group of **FORCE AND DESTINY** characters. The anatomical fea-

tures of the different species vary significantly. Even within a species, there exists a broad range of different colorations and physiques. Players are encouraged to have fun with this range, creating appearances that reflect their characters' personalities.

# STEP 10: DETERMINE GROUP RESOURCE

**A**t this point, the group should have some idea as to what has brought them together and caused them to join forces against galactic tyranny. Selecting a group starting resource helps cement this bond. While this should not be the sole reason the group works together, it can provide a springboard or convenient initial pretext.

During this step, the group should jointly select one of the three options from the following list. It could be that they trained under the same master, or possibly they are from the same small community and learned about the Force together. Perhaps the group discovered each other while all were trying to track down an obscure Jedi relic, such as a holocron. Or maybe the group initially joined forces simply because fate and the Force worked to have them all aboard the same vessel.

## JEDI HOLOCRON

The Jedi Order was vast, and its members were spread across the galaxy. Even after all of the members were eliminated, some of their resources remained hidden. The characters came into possession of a Jedi holocron. Perhaps it was found among an ancestor's possessions, in the refuse at a waste-processing plant, or among a hidden trove that the characters discovered. Information from the holocron guided the characters in developing their Force abilities, likely providing information about the Jedi philosophy in the process. The holocron is not all-knowing, as it contains only a limited amount of information, likely from the perspective of a single Jedi. However, it represents a valuable information resource.

The group starts with one holocron (see page 132).

## STARSHIP

Getting around the galaxy and avoiding the Empire can be difficult at the best of times, and even more so if the individuals are wanted fugitives by their very nature. Having a starship at a group's disposal can allow them to slip through Imperial blockades and avoid unnecessary and unpleasant complications. They can

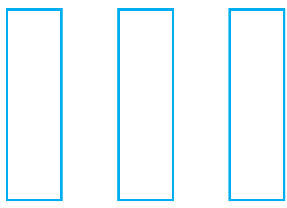
also use their ship to explore strange new worlds and travel beyond known space.

If the group selects this option, they begin the game with one G-9 Rigger light freighter (or another starship that can transport everyone in the group and costs 60,000 credits or less).

## MENTOR

The characters trained in the ways of the Force with a mentor. Perhaps this mentor was a former Jedi now exiled or even a Padawan who never completed his training. Perhaps he came of age after the Purges and is self-taught. The mentor may even belong to a Force tradition other than the Jedi Order. If so, the tradition is most likely limited to members of a particular species, and it is probably from only one particular world.

The mentor does not travel with the group, and it is up to the GM as to whether he is alive or dead. If he is alive, he can contact the group to give them advice or help with their ongoing training. If he is dead, he may still appear to the group in dreams or visions. In either case, the particulars of the mentor's species, gender, Force tradition, and other pertinent information are left to the GM's discretion. However, he should only facilitate and aid the group's adventures, not dominate sessions or control the group's actions.



# SKILLS

When playing **FORCE AND DESTINY**, characters have plenty of opportunities for bold and exciting action, from flying a starfighter through a solar storm to dodging traps in the depths of an ancient evil temple. Whether characters succeed or fail in these actions is determined by their skills.

The vast majority of characters' actions are governed by abilities they have acquired through education or experience. Any time PCs attempt an action that has a reasonable chance of success or failure, their skills come into play as a means of determining the result. In some instances, the task may be so trivial, or the character so capable, that the Game Master may not call for a check. At other times, the task might be so improbable that the player might choose to act differently once the odds are calculated. Ultimately, when there is a reasonable chance of failure, players must depend on their characters' skills to see them through to success.

Skill values fulfill this role in conjunction with characteristics. These two values interact to establish the number of Ability and Proficiency dice used when attempting any action. A character's innate abilities are generally described by characteristics, while skills require learning and practice. In this way, the intersection of education and natural ability contributes to a character's chances of success or failure.

## WHAT ARE SKILLS?

Anything that a character might learn could be considered a skill. The galaxy is a vast place, however, and not everything a person might learn has applications that fit well within a dramatic game. To reflect this, **FORCE AND DESTINY** includes a list of the skills that are most likely to be useful in the course of dramatic adventures set within the *Star Wars* galaxy. The list may not cover every imaginable situation, but it should address the majority of actions that occur often during a typical game session.

Skills are divided into three categories based on their general application and use. **Knowledge skills** are entirely cerebral. They do not govern action—only understanding. **Combat skills** deal with how a character may act and react in a direct physical confrontation. Other skills may be useful during an altercation, but Combat skills can seldom be employed without violence. All skills that deal with non-combat actions are considered **General skills**.

## SKILL RANKS

When a character chooses to attempt an action, the player begins by forming a dice pool. The higher of the relevant characteristic and skill values is used to determine the total number of Ability dice in the pool.



The smaller of these two values indicates how many of those dice are upgraded to Proficiency dice. A character who has no ranks in a skill is considered to be unskilled. This character has a value of zero for the skill in question, so his checks for that skill are made without upgrading any Ability dice to Proficiency dice.

Aside from the game terms, it may also be useful to consider what skill ranks represent in a more narrative sense. Even a single rank in a skill represents a significant amount of time spent learning and honing these skills. It's generally reasonable to assume that other characters in the game world rely heavily on their characteristics for actions outside their field of expertise. For example, almost everyone can pilot a speeder in routine traffic, but most characters do not have a rank of Piloting (Planetary). Instead, they default to using their Agility characteristic for this type of routine task.

Each rank of a skill represents a substantial degree of training and practice. Further, that practice must often come under strenuous conditions. A character who spends endless days performing the same task on a droid assembly line does not improve his Mechanics skill. However, if that same character were regularly working on a range of different droids that came in for repairs after being exposed to harsh environmental conditions, it's likely that he could soon improve his skill rank.

The first two ranks of a skill represent a thorough grounding in that skill but little practical experience. Such a character may have just completed a formal education, taken part in an apprenticeship, or begun an entry-level job. At this level of competency, the PC knows the basics of the skill but hardly realizes how little he knows. He may accomplish routine tasks on a regular basis, but he is often overwhelmed by complex ones.

The third and fourth ranks are indicative of a true professional. These are individuals who have honed the skill thoroughly and can make their living at it. They might be talented and capable physicians, respected pilots, or gifted mechanics. They are aware of how much more they have to learn, but they are quite capable of handling most tasks when they have prepared for them.


Only a handful of individuals attain the fifth rank of a skill. Few can adequately appreciate the artistry of a master's craft, so those who attain this level must deliberately challenge themselves to perfect their expertise. Characters with this degree of proficiency may have a reputation for their particular talents that extends far beyond their community. These individuals are generally driven and passionate about the skill that they have mastered.




## CUSTOM SKILLS

At the Game Master's discretion, new skills may be introduced to a campaign. The most common of these might pertain to Knowledge. The six Knowledge skills included in this book represent a broad overview, but a campaign focused within a particular portion of the galaxy or on a particular style of play might benefit from alternative options. Similarly, games that focus on other aspects of *Star Wars* might also consider alternative General skills. If the Player Characters regularly visit worlds where beasts serve as the primary form of transportation, then Animal Handling might be in order. Alternatively, if the characters travel incognito as a troupe of actors, then Perform might be an appropriate skill. Before adding such skills, Game Masters should carefully consider whether an addition is critical for the campaign tone and how often it might come into play. Each new skill rank that a character needs to purchase represents XP that might have been spent on existing skills.

When adding a new skill, the Game Master and players work together to decide which careers and specializations might offer it as a career skill. In some cases, it might be most effective to remove a standard skill from the list prior to adding a new skill, so as to maintain comparable levels of flexibility between archetypes. In other cases, a more generalized skill might be available to everyone at career skill pricing.

## SKILL DESCRIPTIONS

This section details all of the skills used throughout the game. Each skill is presented with clarifications on how it may best be used, along with notes on its key differences from similar skills. In addition, examples are provided highlighting potential ways that a skill might use .

Sometimes, through particular fortune, a character's check may generate more  than are needed to accomplish a task. Each entry presents ways in which these additional  may be used. These are not necessary but are intended to add additional flavor. Game Masters and players are encouraged to work together to create alternative ways in which extra  might appropriately and dramatically modify a given situation.

**TABLE 3-1: SKILL LIST**

<b>Skill</b>	<b>Characteristic</b>	<b>Type</b>	<b>Page</b>
Astrogation	Intellect	General	75
Athletics	Brawn	General	76
Brawl	Brawn	Combat	88
Charm	Presence	General	76
Coercion	Willpower	General	77
Computers	Intellect	General	78
Cool	Presence	General	79
Coordination	Agility	General	79
Core Worlds	Intellect	Knowledge	90
Deception	Cunning	General	80
Discipline	Willpower	General	80
Education	Intellect	Knowledge	91
Gunnery	Agility	Combat	88
Leadership	Presence	General	81
Lightsaber	Brawn	Combat	89
Lore	Intellect	Knowledge	91
Mechanics	Intellect	General	82
Medicine	Intellect	General	82
Melee	Brawn	Combat	89
Negotiation	Presence	General	83
Outer Rim	Intellect	Knowledge	91
Perception	Cunning	General	83
Piloting (Planetary)	Agility	General	84
Piloting (Space)	Agility	General	84
Ranged (Heavy)	Agility	Combat	89
Ranged (Light)	Agility	Combat	90
Resilience	Brawn	General	85
Skulduggery	Cunning	General	85
Stealth	Agility	General	86
Streetwise	Cunning	General	86
Survival	Cunning	General	87
Underworld	Intellect	Knowledge	92
Vigilance	Willpower	General	87
Xenology	Intellect	Knowledge	92

# CHOOSING SKILLS

**D**uring character creation, it's vital that each player select the skills that cover his character's core area of expertise. A Warrior must be able to use his weapon, a Consular must be able to negotiate, and a Peacekeeper must be able to lead. This doesn't mean that every Player Character should maximize his core skills, but those who fail to take at least one rank are likely to regret it.

Skills beyond a Player Character's central focus must be chosen carefully. Those related to a PC's profession are substantially more economical than those outside his career. Players who spread their characters too thin at the early stages may discover that the sacrifices necessary were not worthwhile. Routine

uses of a skill do not generally require a dice roll. A retired Sage may not need to be a talented pilot if he only uses his speeder for transport and is unlikely to be piloting in a high-speed chase.

At the same time, some skills are much more likely to come up during the course of a hero's adventures. Injuries that require Medicine are common. In some situations, it can be critical to move with Stealth. At other times, a PC's life may depend upon his Vigilance or Athletics. Often, it's in a group's best interest to discuss skills collectively, so that the players and the Game Master have a shared expectation about how often particular skills are likely to be used.

## GENERAL SKILLS

**T**his group of skills represents the majority of the actions that a character attempts. In dramatic situations, the entire success or failure of a mission might ride on how effectively a given character uses one of these skills. Though General skills do not focus on violent pursuits or combat, life and death can certainly hinge on the success of an Athletics check or an effective application of medical expertise.

### ASTROGATION (INTELLECT)

There are many billions of stars populating the galaxy, all of which are in motion relative to one another. Planets and smaller masses are in constant orbit around many of these stars. Vast numbers of nebulae and other astronomical anomalies are also present throughout the galaxy. Traveling between the worlds of the galaxy requires at least a rudimentary knowledge of the galaxy's organization and composition. It also requires a navicomputer that is up to date on the current time and relative motion of all of these objects. The Astrogation skill represents a character's ability to use his knowledge of the galaxy to most effectively program the hyperspace coordinates for any jump.

- Programming a navicomputer for a hyperspace jump requires a successful Astrogation check.
- Astrogation governs a character's basic knowledge of galactic geography. It may be checked any time a character wonders what other systems are nearby.
- In the event that characters arrive in an unknown

system, they may use a navicomputer and their Astrogation skill to identify their location.

- Astrogation also covers familiarity with the galaxy's hyperspace routes and the types of craft and commerce most common along those routes.

The difficulty of a hyperspace jump is based on the area targeted and the distance traveled. Travel to a nearby system along a well-established route is generally an **Easy** (◆) check. The difficulty increases based on the accuracy of navigational information and other factors. See page 183 for more information on hyperspace travel.

Additional ✨ beyond those required to calculate a hyperspace jump may be used to better target the location. While a single net ✨ reaches the target system without incident, extras might place the character's vessel directly into orbit around the target planet. Alternatively, characters may use additional ✨ to reduce the time spent calculating, when rushed.

🌀 generated as part of an Astrogation check are most commonly used to reduce travel time. On extended journeys, they might be used to identify convenient stopovers en route, where the vessel can resupply or conduct additional business to help defray the cost of the trip. A ⚡ could be spent either to complete Astrogation calculations in the minimum amount of time or to greatly reduce the travel time involved. It could also reveal some highly valuable but previously unknown information, such as safer or quicker alternative route.

Conversely, 🌀 generated on an Astrogation check could decrease the accuracy or increase the travel

time of a hyperspace jump, or it could simply cause a character to miss relevant details when analyzing hyperspace routes or galactic maps. ⚔ can be spent in the same way but to greater magnitude, or it could trigger some truly disastrous occurrence, such as jumping out of hyperspace into the path of an asteroid.

## ATHLETICS (BRAWN)

Player Characters lead dramatic lives filled with constant physical confrontation. Often, that confrontation comes from an enemy with a blaster, but sometimes it may be a mountain to be scaled, a river to be swum, or a chasm that must be leapt. The Athletics skill governs these actions. It serves as a measure of the character's overall fitness and physical conditioning. Those who actively engage in a regimen of physical training, such as field infantry or scouts, are the most likely to have a high rank in Athletics.

- All aspects of climbing—including rappelling and swinging on a line—fall under the purview of the Athletics skill. The difficulty of these tasks is calculated based on the surface incline and other basic conditions of the surface being climbed.
- Characters who attempt to swim in difficult conditions must check their Athletics. Water conditions—particularly waves, current, and tides—dictate the overall challenge of any effort to swim.
- A character's vertical and horizontal jump are both determined through use of an Athletics check. Gravitational conditions and the distance required factor into the difficulty.
- Any character can run, but sprinting or running for an extended time falls under the purview of an Athletics check.

The difficulty of an Athletics check is set by the severity of the task. Attempting to perform a routine task under normal conditions should never require a check. A more demanding task—jumping more than a person's body length or staying afloat for hours—should require ◆ equal to the equivalent difficulty of the task. Adverse conditions—extreme rain, rough winds, or aggressive pursuit—could impose one or more ■. A combination of these elements can make a check significantly more challenging. Extremely adverse conditions—hurricane force winds or a surface covered in oil—and attempts at superhuman feats may introduce one or more 🔴, in addition to increasing the difficulty.

Additional ✨ on an Athletics check can either reduce the time required to make the check or increase the distance traveled with that check.

👣👣 on an Athletics check may be used to grant the character an additional maneuver during the course of his turn. The maneuver should be one that involves movement or some sort of physical activity.

See page 144 for more information, and remember that characters can take a maximum of only two maneuvers during their turn. Advantage can also generate bonus 🟩 on other physical checks performed by allies during that round or on physical checks the character performs later.

🌀 results on successful checks should allow the character to perform the check with truly impressive outcomes. Instead of heaving a boulder aside, he hurls it into the air; instead of grabbing onto the edge of a hovering platform, he uses his momentum to flip atop it, landing on his feet.

As Athletics is generally used to perform physical actions, 🌀 and ⚔ results should most often result in physical penalties. Small amounts of 🌀 may cause the character to suffer strain, while larger amounts of 🌀 may cause the character to fall prone, or even suffer a wound from sprains and bruises. ⚔ could even inflict a Critical Injury, either chosen by the GM to fit the circumstances or rolled randomly.

## CHARM (PRESENCE)

For a character with a warm smile and a silver tongue, it might be possible to travel the galaxy simply by depending on the kindness of others. An individual with this knack is capable of giving just the right compliment to his target—often by deciphering the subject's social and cultural background. Note that the use of the Charm skill requires the acting character to maintain a degree of sincerity in his statements. A character who employs flagrant flattery with no basis in reality would be better suited to the Deception skill. See **Social Skill Interactions** on the next page for more information. Politicians, salespeople, and con artists are all renowned for their Charm.

- Persuading an individual to make a special exception to his usual practices through flattery, flirtation, and grace typically relies on Charm.
- Appeals to a target's better nature—even if it does not exist—generally require a character to use Charm. These sorts of requests may require the target to go out of his way to aid the characters without any hope of remuneration.
- Seduction attempts for most species typically rely on Charm, but for situations in which the interest is entirely feigned, it is usually more appropriate to use Deception.

Charm is often an opposed check against the subject's Cool. An exception is a situation in which the PC is trying to Charm a large group, in which case a set difficulty is usually employed. Of course, situational modifiers may also apply based upon the character's style of dress, species, and other characteristics. For instances in which the desired outcome is directly opposed to the target's interests, an additional ◆ may be added.

For situations involving multiple subjects or a target predisposed to react favorably toward the character, the character does not make an opposed check. Instead, the difficulty of the check is determined by the number of subjects and their disposition. Larger crowds or groups who are predisposed against the character's desired outcome require a more difficult check, while charming those already partial to the character may require few, if any, ◆.

Extra ✨ on a Charm check may be used to extend the target's support for additional encounters. Each ✨ spent in this way gains the character an extra scene in which the target is willing to support him.

🌀 may be spent to affect unexpected subjects beyond the original target. These may be bystanders or others who are not directly involved in the scene but who may be able to aid the character in their own way. With a 🌀, the player may choose to have a target NPC become a recurring character who remains predisposed to assist his character. This NPC may not join the character's crew, but might offer a better than usual price for fencing goods, or may share certain Imperial secrets.

🌀 and 🌀 are, conversely, harmful to a character's standing with those he is trying to sway. 🌀 may be spent to reduce the number of people the character is able to influence or to turn those affected negatively against the character. The GM may use 🌀 to turn a single NPC against the character and to make that NPC a minor recurring adversary.

## COERCION (WILLPOWER)

Some people believe that the only way to maintain respect is to be feared. Others may only grant respect to those whom they fear. When characters attempt to instill obedience in a target through the use of threats or acts of physical intimidation, they use Coercion. A Sith Lord or an Imperial interrogator may use Coercion to frighten the weak or force innocents to do his bidding. However, even decent individuals may use Coercion to intimidate opponents into surrendering rather than fighting and killing their enemies. See **Social Skill Interactions** sidebar below for more information. Imperial Intelligence agents, dark side Force adepts, and organized crime leaders are all known for their ability to coerce their subjects.

- Any time a character issues a threat, whether or not it's accompanied by hostile actions, he is using Coercion against the subject. An implied threat—such as gesturing toward a weapon—is sufficient to invoke Coercion.
- If a target is questioned or persuaded under conditions of physical captivity, the acting character should make a Coercion check.
- Acts of physical torture always invoke Coercion. Of course, physical violence may also induce strain or wounds in a subject. Such actions are separate from the actual Coercion attempt.

Coercion is an opposed check, resisted by the subject's Discipline. Situational modifiers, such as the

### SOCIAL SKILL INTERACTIONS

Not every conflict must be resolved by force of arms. In fact, it can often be in a character's best interest to resolve a situation amicably.


Whenever one character attempts to convince another character to act in a specific way, it requires a check, often referred to as a Social skill check. Social skill checks generally use one of the following skills: Charm, Coercion, Deception, Leadership, or Negotiation. These checks are commonly used to determine how the target reacts to the attempt. They are often opposed checks, although not when dealing with groups. If the acting character is successful, the target is swayed to his point of view—at least for the duration of the scene. Upon failure, the arguments presented fail to influence the opposing character.


If the characters have a previous relationship, this may add 🟩 or 🟪 to the check. If the target has prior evidence that the acting character is trustworthy, then he is much more likely to cooperate. However, if there are prior acts of betrayal, the situation may become far more challenging.




Ultimately, the different social skills are indicative of the way that a character might attempt to manipulate his target. Charm governs trying to persuade a target by being nice to him. Coercion represents efforts to scare an opponent into submission. Deception entails lying to the target so that he might cooperate. Leadership reflects the use of authority, real or imagined. Negotiation covers persuading someone to cooperate by offering him something that he wants. **Table 3–2: Social Skill Interactions** illustrates the Social skill oppositions. Refer to the individual skill descriptions for additional details on the various Social skills involved.




**TABLE 3–2: SOCIAL SKILL INTERACTIONS**





Acting Skill	Opposing Skill
Coercion, Deception, Leadership	Discipline
Charm	Cool
Negotiation	Negotiation, Cool

degree to which a subject is helpless or a degree of threat that is less significant than expected, may significantly affect the dice pool. Attempting to persuade a subject to betray his core beliefs should always add  to the pool.

In situations in which the character is attempting to intimidate multiple subjects or a target who is already threatened by the character, the character need not make an opposed check. In such circumstances, the difficulty of the check is determined by the number of subjects and their disposition. Larger crowds or groups that are more likely to resist authority require a more difficult check, while using Coercion on those already cowed by the character may require few, if any, .

Extra  on a Coercion check may be used to inflict strain upon the target at a rate of one strain per  .

By spending  , the character may affect unexpected subjects beyond the original target. These may be bystanders or others not directly involved in the scene, but who may be cowed by the character as a result of witnessing the Coercion attempt. With , the character may completely break the subject's will. The target's allegiance shifts, and he becomes a subjugated ally of the acting character, at least temporarily. The newfound follower may be exploited to gain additional information or assets, or even to serve as a spy within the ranks of a foe. However, if the follower's betrayal is discovered by the foe, this forced loyalty may not prove permanent.

Intimidation and strong-arm tactics are only as successful as the strength and thought behind the attempt. The GM may spend  and  to undermine the outcome of a character's Coercion attempt. Extra  may be spent by the GM to represent a building resentment toward the coercing character. Regardless of the success or failure of the Coercion attempt, the subject may grow to despise the character as a result of having been strong-armed. , on the other hand, may be spent to represent the character's slipping up and revealing something about his goals and motivations to the target. For instance, a character attempting to coerce a target to give up security codes for an Imperial base might let slip information concerning movement of the Alliance Fleet within the region around the characters.


## COMPUTERS (INTELLECT)





The galaxy could scarcely function without the constant assistance of computers. Devices everywhere are linked together and coordinated by computers and droid brains. Those talented in computing can sometimes exploit these resources, or they might know how best to avoid those systems under computer control. Many people are so unconsciously dependent upon computers that those who can cleverly

manipulate them may commit crimes without their victims even becoming aware of the offenses. Even using the HoloNet for communications or entertainment requires the use of computers—particularly if there are forces interfering with the system. This skill also governs the repair of a damaged computer system, defensive actions against an intruding slicer, and routine maintenance necessary to keep the software on a computer or droid running effectively.



- Attempts to open a locked door, control an elevator, or bypass a security system make use of the Computers skill.
- Searching through a subject's records, particularly if those notes are encrypted, makes use of Computers to overcome any security measures and interpret the material's organizational structure and any external links.
- Investigating what actions a slicer might have taken against a computer system requires the Computers skill to identify the files that have been accessed or altered.
- Efforts to alter a droid's programming or gain access to its memories require the acting character to make a Computers check.
- Characters must make a Computers check to recover data from a system that has suffered physical damage.




The difficulty for a Computers check is calculated based on any defenses present within the system and the inherent sophistication of the system against intrusion. Slicing into a tapcafé's systems to alter a transaction might be trivially easy, while a military outpost could be hardened and prepared for a slicer's assault. In general, the more vital the materials protected by the system, the more difficult the system should be to overcome.

Additional  may be spent to reduce the time required for the action undertaken. This is generally representative of the character's extensive familiarity with systems of the type targeted.

 may be spent to uncover additional information about the system. The character might discover additional assets that could be targeted, the owner's personal journal entries, or the presence of well-concealed defenses. Once the presence of such systems is discovered, a character may attempt to gain access to them with further Computers checks. A  may be spent to conceal any actions the character may have taken while slicing the system. Each  may be spent to add  to the check if another slicer should attempt to detect or identify the character's actions with a Computers check.

The GM may spend  generated on a character's Computers check to represent the character's doing a



poor job of concealing his presence in the system. Security systems are alerted to the electronic intrusion, while other slicers attempting to discover evidence of the character's actions may add  to their check for each  generated by the character's initial Computers check.


 may be spent by a GM to represent the character's leaving behind of trace information about his own system in the system he was attempting to slice. For each  generated by the character's Computers check, the GM may add  to any future Computers checks in which an NPC uses the target system to slice the character's own system.

## COOL (PRESENCE)



The life of a Force sensitive within the Empire is never easy. The ability to stay calm and think while one's life hangs in the balance can be essential for survival amid the constant stream of Imperial threats. By maintaining a calm and placid temperament, the character is much more likely to be able to effectively prioritize issues and solve the most critical problems first. These characters are also better able to remember and focus on achieving their goals, allowing outside influences to have much less effect.




- In some combat situations, a character's Initiative may be determined by his Cool skill. This is applicable under circumstances in which the acting character has calmly prepared to take action. See page 142 for full details.
- A character's Cool is used to resist Charm and Negotiation, and it may permit him to ignore many of the lies that come as part of a discussion. See **Social Skill Interactions** on page 77 for more information.
- Often, when someone is trying to be overly kind, authenticity becomes lost among the niceties. Characters can use Cool to resist these efforts, penetrating through to the truth.
- If a character has set a trap for a target, carefully lining up a shot on an unsuspecting foe, he may check for Initiative using Cool, as he calmly selects the optimal time to begin the engagement.
- If multiple characters are engaging one another in a debate in which the timing of the argument matters, Cool may be used to determine Initiative, as that character is better prepared.

There is rarely any extra  on a Cool check, as it's generally used to oppose another's actions, or to determine Initiative, which takes all  into account.

An  from a Cool check may be spent to give the character an additional insight into the situation at hand. He may notice an extra complication before it comes into play against him or identify an object that can be used directly against his opponent. The char-

acter might spot a rogue asteroid during a dogfight, notice a security officer near a sniper's target, or pick up on a magistrate's predilection for a particular style of argument.

A character who generates a  result during a Cool check has not only stood unflinching as chaos erupts around him, but has actually come away the better for it. For each  result on a Cool check, the character may recover 3 strain.

Sometimes a situation is so frantic that it can overwhelm even the most steadfast of souls. The GM may spend  generated as a result of a Cool check to cause the character to miss a vital detail or event. For instance, if a character generates a  during a duel, he may be so focused on his target that he fails to notice the target's ally on the sidelines pulling a weapon of his own. If the situation goes badly enough, the character may lose all sense of where he is and what he is doing, effectively succumbing to minor shell shock. The GM may spend any  generated on a Cool check to stagger the character for one round as he is overwhelmed by the chaos around him.

## COORDINATION (AGILITY)

When a character needs to go somewhere without being seen, it often requires him to remain stable on unsteady surfaces, crawl through narrow openings, or even tumble down safely from a dangerous height. Overcoming these types of challenges requires a tremendous sense of balance and a heightened degree of flexibility. While both of those abilities depend heavily on a person's natural characteristics, they can be further developed through regimens of practice and exercise.

Any time a character needs to contort his body into an unusual position, Coordination is used to calculate the dice pool. Note that some species may be inherently more flexible than the norm. This benefit is discussed in their species description, where applicable.

Many Shadows and Hunters become known for their natural flexibility and grace. For some, their lives may frequently depend on their expertise in the skill. For others, the skill serves as an important complement to their other abilities.

- A character may attempt to reduce damage suffered from falling, diminishing the impact by rolling into a tumble upon a successful Coordination check. See *Falling* on page 157 for more information.
- Walking across a narrow surface, whether a wide beam or a thin pipe, requires a tremendous sense of balance and a successful Coordination check.
- Characters can use Coordination to escape from restraints, contorting their limbs at unusual angles so that bindings slip free.

- Crawling through the twists and turns of a sewage pipe, ventilation duct, or garbage chute may require a successful Coordination check to avoid a sudden fall or—worse yet—becoming stuck in place.

Any additional ✨ received when using Coordination may be spent to increase the distance traveled during the action or to decrease the time it takes to perform the action. Each ✨ spent in this way can increase the distance moved by 25%, up to a maximum of ✨ ✨ ✨ ✨.

🌀 🌀 on a Coordination check may be used to grant the character an additional maneuver during the course of his turn. (However, during an encounter, a character can only use two maneuvers per turn.)

⚡ on a Coordination check may be spent to accomplish the task with truly impressive results, either with narrative flair, or granting additional benefits in the course of completing it. For example, instead of walking across a rope to get across a chasm, the character could cut the rope, swing across, and in doing so deny anyone the ability to follow him.

To represent harm done to a character's body in the process of a Coordination check, the GM could spend 🌀 generated during that check to cause the character to lose his free maneuver for one round per 🌀. 🌀 represents something truly harmful happening to the character during his check. A character could suffer a wound as a result of 🌀 during a Coordination check or could drop a vital piece of equipment.

## DECEPTION (CUNNING)

Sometimes a character needs to persuade someone to act a certain way but lacks any leverage for the discussion. In times like this, a certain degree of moral flexibility may be necessary. Whether it's an effort to persuade someone to make a purchase, do a favor, or simply go somewhere else, a well-timed and convincing lie can make the difference between success and failure. When a falsehood plays the central role in a persuasive effort, the character making use of it is employing the Deception skill. Advisors, Shadows, and many less-than-reputable merchants are all masters of Deception. Many individuals outside of these fields make use of this skill, but it's seldom a critical focus of their development.

Attempts to deceive are subject to the perceptions of the target. Deception is opposed by the subject's Discipline; see **Social Skill Interactions** on page 77 for more information. In situations in which the character is attempting to trick multiple subjects or a target who believes that character to be trustworthy, the character need not make an opposed check. In such circumstances, the difficulty of the check is determined by the number of subjects or their disposition (or both). Larger crowds or groups that are more likely to disbelieve the character require a more dif-

ficult check, while deceiving those already fooled by the character may require a lower difficulty.

- If a character wishes to mislead a buyer or seller about an object's value so that he may adjust the purchase price to his advantage, he uses Deception.
- Any time a character wishes to distract an opponent through guile—even within the context of a physical confrontation—he may make use of Deception.
- When pursued, a character may choose to use Deception as a means to lay a false trail, in the hope that the tracker might make a wrong turn. This may leave the character ample time to escape.

Extra ✨ on a Deception check may be spent to extend the duration of the Deception. This could give the acting character ample time to travel offworld before the treachery is discovered, or it might even leave the target less likely to notice the fraud and more susceptible to further deceptions.

🌀 may be used to increase the value of any goods or services gained through the action. The subject might simply believe that he is agreeing to fair terms with the liar. ⚡ may be spent to fool the target into believing that the character is a trustworthy sort. Future Deception checks against the target do not require an opposed check; they are simply made at a baseline difficulty depending on the nature of the lie.

🌀 during a Deception check gives away a portion of the lie. Perhaps the target realizes that he has been lied to but is unable to identify how much of the interaction is false, thereby prompting him to become more suspicious of the character. 🌀 may represent a more extreme example of this phenomenon; for instance, the target not only distrusts the character but spreads the word of his deceit and harms his reputation among a small community of people. Additionally, the target may realize that he is being lied to and use the situation to his advantage, perhaps to insert some false information of his own. Perhaps the target is able to slip shoddy gear past the character by playing along with the lie.

## DISCIPLINE (WILLPOWER)

The ability to focus one's mind is vital to a Force user. Though one must be sensitive to the Force in order to use it, if a character has no Discipline, he can never hope to master his abilities. In addition, characters may confront countless horrors as they explore the galaxy. Some of these are natural, if terrifying: the rancor, the krayt dragon, and the wampa, to name a few. Others, such as the Death Star, may be constructions or artifacts, and still others—such as a verge of the dark side of the Force—may be supernatural. The ability to maintain composure and react in an effective manner is also governed by Discipline. This skill represents a character's ability to control his biological instincts, so



that he can overcome things that might induce abject panic in a person of lesser resolve.

A character's Discipline is used to resist Leadership, Coercion, and Deception. It may also enable him to overcome treachery and threats that others attempt to impose upon him. See **Social Skill Interactions** on page 77 for more information.

Discipline plays a key role in the development of Force abilities. See **Chapter VIII: The Force** for a full explanation.

- If a character is pinned down by heavy fire, he may need to pass a Discipline check in order to act normally.
- Often, when summoning the Force in order to throw objects at people, influence the mental state of others, or otherwise affect individuals, a character may also need to succeed on a Discipline check.
- When confronted by a creature with inherently horrifying aspects, a character's ability to engage the foe rather than flee before its might is governed by the Discipline skill.
- Sometimes, a business contact might offer a character a deal that seems far too good to be true. The ability to resist such temptations is based upon Discipline.
- Mentally sorting truth from fiction and determining when someone is lying (and not letting oneself be swayed by those lies) are often a function of Discipline.
- Discipline is often used to oppose another's actions—thus, the roll is made by the opposing player—so it may not always be possible to generate an extra ✨. In situations in which an extra ✨ can be earned, they may be spent to downgrade a 🔴 to a 🔵 on the character's next action.

🌀 from a Discipline check may be spent to give the character an additional insight into the situation at hand. He might notice a particular vulnerability on a seemingly indomitable foe, or an unusual pattern to the suppressing fire that gives the character a moment to leap from cover. Often, the sight of an ally looking danger in the eye and refusing to blink is all it takes to bolster one's resolve. 🌀 generated during a Discipline check may be spent to add 🟡 to any Discipline checks made by the character's allies during the following round.

The GM may spend 🌀 generated during a Discipline check to undermine the character's resolve, perhaps inflicting a penalty on further actions in the face of distressing circumstances. 🌀 may be spent to overwhelm the character entirely. In this case, the character is unable to perform more than a single maneuver during the following round of combat.

## LEADERSHIP (PRESENCE)

Even great heroes sometimes need the assistance of others to complete their goals. Certainly the foulest villains consistently use legions of flunkies to assist them in their rampages. The ability to lead such companions and devotees can play a crucial part in the success or failure of any endeavor. While some may follow out of fear or the promise of tremendous riches, ultimately most individuals choose to work with a person in whom they have faith and trust. The Leadership skill represents a character's ability to instill that belief in the people with whom he chooses to interact. Politicians, military officers, and crime bosses all determine their degree of success based upon their abilities to lead others.

Leadership is a combination of making smart decisions, being firm and decisive when doing so, and instilling a sense of loyalty and respect in one's subordinates. See **Social Skill Interactions** on page 77 for more information.

- If a character's allies have become subject to the effects of fear (see page 221), they may be rallied through a Leadership check.
- When acting in a public venue, a character may use Leadership to sway a crowd to take action, most commonly of a political nature.
- If a character's underlings have fallen before the guile of an opponent, the character may realign their loyalty to his cause by making a successful Leadership check.

The difficulty of a Leadership check is based on the complexity of the orders a character is attempting to convey. It is also based on the intelligence and professionalism of the subjects he is attempting to command. Particularly complex orders, or stubborn or particularly dull subjects, require a larger number of 🔵, while a simple order given to a loyal servant may require few, if any, 🔵.

When a character attempts to command a target to perform an action that could result in harm to the target, or is in some other way against the target's nature or best interest, an opposed check is required. The character's Leadership check is opposed by the Discipline of the target, depending on the particulars of the order given.

Extra ✨ on a Leadership check may be used to extend the target's support for additional scenes or may increase the efficiency or effectiveness of the target during the ordered actions.

🌀 may be used to affect bystanders in addition to the target. With 🌀, the player may choose to have the target NPC become a recurring character who decides to faithfully follow the acting character. This individual may decide to join the character's crew, offering his services as a permanent aide-de-camp.

The GM may spend ⚙️ generated during a Leadership check to decrease the efficiency of the ordered actions, causing them to take longer or be done poorly. 🗡️ may be used to undermine the character's authority, damaging the character's ability to command the target or those who witnessed the attempt. Should a character accrue multiple 🗡️ on a single leadership check, the target may become a recurring thorn in the character's side, either by refusing future orders outright or turning others against the character.

## MECHANICS (INTELLECT)

Space travel is fraught with dangers. A failed life-support system can leave a crew desperate to find any haven where they might safely land. A failed hyperspace engine might strand them hopelessly far from the nearest repair yard. Individuals who accept these dangers need to have tremendous faith in either the quality of their craft or the mechanical skills of its crew. Even in those cases where confidence is based upon a craft's quality and maintenance regimen, the presence of a capable mechanic can still be crucial to the ship's ultimate survival.

Planetary and atmospheric craft, droids, and even a trusty blaster can break down at the least convenient moment possible. These devices use vastly different technologies, but they share core concepts that any technical expert can carry over from one device to another. The Mechanics skill represents the expertise required for these repairs. The skill plays a critical role for an Artisan, but nearly any character who has to work in the modern galaxy can find Mechanics useful.

- Any device that suffers physical damage can be repaired using this skill, with the proper tools.
- A character may use Mechanics prior to beginning a repair job, so that he can identify the parts and tools necessary for the job, along with their approximate cost. This information may be particularly useful to a character seeking to pay for repairs.
- Sometimes, a character may have access to an extensive supply of varied components or damaged devices. In this situation, attempts to construct a completely new device are dependent on the Mechanics skill.

At the Game Master's discretion, it might be impossible to complete a repair without the necessary tools or components. Alternatively, the Game Master may choose to apply additional 💎 to represent the instability of temporary fixes.

Additional ✨ on a Mechanics check may be used to increase the efficiency of the action. Each additional ✨ may be used to reduce the time required to make the check by 10 to 20 percent.

🔧 generated during a Mechanics check can mean

especially high-quality repairs, possibly making the item higher in quality than it originally was. This may grant 🟩 when using the item, or it may even make the item count as having the Superior quality for a session. ⚙️ earned on a Mechanics check may give a device an additional function that is good for only a single use. Examples might include a temporary engine speed boost or a more powerful blaster shot. The nature and precise details of this temporary function are subject to the Game Master's discretion. Mechanics checks may have specific rules when applied to repairing starships and vehicles (see page 183).

⚙️ generated during a Mechanics check may represent particularly shoddy repairs or temporary measures. The GM may spend ⚙️ to cause the target object or system to malfunction shortly after the Mechanics check is completed. 🗡️ may be spent to cause further harm to the target object or system or to cause other components of the target to begin to malfunction.

## MEDICINE (INTELLECT)

Through the course of their travels, characters are certain to suffer injuries. Minor injuries may not require medical intervention, but more serious ones may need the attentions of a trained professional. The Medicine skill constitutes that training, and it can be used to heal cuts and bruises as well as life-threatening injuries.

- Routine first aid, including use of medpacs, depend upon a character's abilities in Medicine. Medpacs are mercifully simple to use, but the difficulty may be complicated by the severity of the wound.
- The ability to treat for poison—or to inflict one—falls under the Medicine skill. This also governs the use of pharmaceutical and recreational drugs.
- Many planets harbor unique infectious diseases as well as parasites. A well-traveled medical technician may become familiar with both the symptoms and treatments for many such planetary syndromes.
- More serious treatments, such as surgeries, cybernetic augmentations, and psychotherapy, are governed by Medicine, but they generally require additional pharmaceuticals and medical instruments.

The difficulty of the check is based on the target's current state of health. See **Table 3–3: Medicine Check Difficulty**. On a successful check, the target recovers a number of wounds equal to the number of ✨ generated by the Medicine roll, as well as an amount of strain equal to the number of 🌀 generated. A character may attempt only one Medicine check per week when helping a character to recover from Critical Injuries. Note also that droids may not benefit from Medicine, but they may substitute the Mechanics skill for these same healing checks. Characters attempting to treat their own injuries increase the difficulty of the Medicine check by 💎💎.

Each ✨ on a Medicine check normally heals a single wound, up to the maximum number of wounds the target is currently suffering. Beyond that, additional ✨ have no mechanical effect but may represent particularly competent medical aid.

🔪 generated during a Medicine check may be spent to eliminate 1 strain from the target. 📍 generated during a Medicine check to heal a Critical Injury may also heal additional wounds, or vice versa.

A GM may use 📍 during a Medicine check to increase the amount of time the procedure takes or to inflict strain on the target to represent the shock of the procedure. 📍 represents a truly terrible accident: perhaps the character unintentionally inflicts further wounds on a target whom he was attempting to heal.

**TABLE 3-3: MEDICINE CHECK DIFFICULTY**

State of Health	Difficulty
Current wounds equal half or less of wound threshold	Easy (◆)
Current wounds equal more than half of wound threshold	Average (◆◆)
Current wounds exceed wound threshold	Hard (◆◆◆)
Recover Critical Injury	Critical Injury severity rating

## NEGOTIATION (PRESENCE)

Often, the easiest way to get someone's cooperation is by giving him exactly what he wants. The art of Negotiation deals with determining exactly how much of what a subject wants must be surrendered in order to get a particular good or service in return. A master negotiator might need to make only the most minimal of sacrifices in exchange for a vital service, while a novice could be forced to dramatically overpay—particularly if he lets his desperation show. This skill is essential for anyone who regularly acquires new equipment, and it is vital to characters who must mediate between warring parties or other hostile factions.

Characters need to effectively negotiate at times to accomplish their goals and potentially to avoid gaining Conflict through needless bloodshed. Negotiation is opposed by the subject's Negotiation or Cool. See **Social Skill Interactions** on page 77 for more information.

- Any time a character wishes to purchase goods or services, he must either pay the seller's asking price or use the Negotiation skill.
- If a character wishes to sell goods or services, the final price is determined by a Negotiation check.
- When two individuals create an agreement or treaty, they may make an opposed or competitive Negotiation check. The winner gains the better end of the resulting agreement.

Negotiation is usually an opposed check, using the target's Cool or Negotiation. Situational modifiers may also apply, based on any past relationship between the characters involved and the desirability of the goods and services. The cases in which this skill may be used without an opposed check are exceedingly rare.

Extra ✨ on a Negotiation check may be used to increase the acting character's profit by 5 percent per ✨. It may alternatively be used to modify the scope of the agreement, so that the contract can extend for a longer period of time or so more goods may be obtained for a given price. Additional rules for how extra ✨ may benefit characters when buying or selling goods can be found on page 113.

🔪 generated during a Negotiation check may be spent to earn unrelated boons from the target, either concessions if the check is failed, or extra perks if it is passed. With a 📍, the player may choose to have the target NPC become a regular client or specialist vendor. The NPC might thereafter keep an eye out for specific goods the PC may be interested in or he may refer other potential clients to the PC, emphasizing to them the quality of the PC's goods or services.

📍 during a Negotiation check may be spent to increase the cost of goods the character is attempting to purchase, to decrease the value of those he is trying to sell, or to shorten contracts he is trying to negotiate. A GM may spend 📍 to seriously sabotage the character's goals during the interaction.

## PERCEPTION (CUNNING)

Characters must often maintain a careful awareness of their environment. Subtle clues can hint at imminent danger or unexpected advantage. The Perception skill represents the character's constant, passive state of awareness. This is how a character notices concealed or inconspicuous signs of danger or other items of significance when not actively seeking them out. The skill is critical for anyone who faces peril on a regular basis—whether he is in the wilds of a frontier world or among the urban jungle of a sprawling city.

Note that Perception encompasses all of a character's natural senses. Humans without cybernetic augmentation are limited to five. However, many alien races have additional means to perceive their surroundings.

- A character who is unprepared for a trap or an ambush may have an opportunity to make a Perception check to avoid being surprised. Alternatively, this might oppose an attacker's Stealth check.
- Skulduggery checks are often opposed by a target's Perception.
- The character can make a Perception check if he wants to check his surroundings for a subtle clue—an overheard conversation, the telltale scent of explosives, or a drug introduced to a beverage.

- Perception can be used in surveillance situations, in which the user is trying to observe an unaware target from a distance.

Perception may be opposed by skills used for concealment, or it might have a difficulty set by the environment. The noise of a loud factory could conceal a conversation, just as a spicy drink might prevent a character from noticing a poison.

Extra ✨ on a Perception check may be spent to reveal additional details. Perhaps the character recognized the speaker's accent, the flash burns from a certain kind of blast, or the number of attackers lying in ambush.

An 🗨️ may be spent to recall additional information associated with the object noticed. Perhaps a passing familiarity with a field of study is the reason why the character initially realized that something was out of place. A 🕒 may be spent to notice details that could be useful later, allowing characters can gain a 📅 on future interactions with the noticed element.

🔍 resulting from a Perception check may be spent by the GM to conceal a vital detail about the situation or environment from the character. A 🗨️ may be spent to cause the character to obtain false information about the surroundings or the target in question.

## PILOTING (PLANETARY) (AGILITY)

When characters travel across the surface of one of the galaxy's numerous worlds, they often stray far from their spacecraft. Smaller craft, particularly ones best suited to a given planet's habitats, are commonly used for surface transportation. These can include repulsorlift vehicles, watercraft, and aircraft. No matter how the vehicle moves—by rolling, gliding, walking, flying, or floating—the skill that governs its use is Piloting (Planetary).

Under normal traffic and environmental conditions, a character should never need to actually check the Piloting (Planetary) skill. Its use is reserved for more extreme conditions. These might include a high-speed pursuit, travel in treacherous weather conditions, the use of a failing vehicle, or any combination of such complications. For some, this skill is a passion and a livelihood; for others, it's simply a necessity of their lifestyle.

- If a character is confronted by a completely foreign type of atmospheric craft, he must make a Piloting (Planetary) check to decipher its basic controls.
- Any time two characters are involved in a vehicle race upon a world's surface, the results are determined by a competitive check using Piloting (Planetary).
- If a character is either chasing another or being chased, losing the follower or maintaining the tail is done through an opposed Piloting (Planetary) check.

The difficulty of a Piloting (Planetary) check may be determined based on the difficulty of the relevant maneuver, the size and speed of the vehicle being piloted, and any features or failures of the vehicle involved.

Extra ✨ on a Piloting (Planetary) check allows the acting character to gain insights into the situation. Alternatively, the PC might deduce a way that the vehicle could be modified so that it could be more effective in the future.

🗨️ generated during a Piloting (Planetary) check may be spent to reveal a vulnerability in an opponent's piloting style or vehicle, giving the character a benefit in later rounds of combat. 🕒 on a Piloting (Planetary) check may be used to let the character take an additional maneuver while continuing to pilot the vehicle.

A GM may spend 🛠️ 🛠️ during a Piloting (Planetary) check to give opponents 📅 on checks against the character and vehicle to represent a momentary malfunction in one of the vehicle's systems. 🗨️ may be spent to deal actual damage to the vehicle, as the character strains systems throughout the vehicle during the check.

## PILOTING (SPACE) (AGILITY)

Those involved in the conflict between the stars often find the ability to pilot a starship paramount. Some use starships to travel to distant planets and explore long-lost regions of space. Others fly in swift snubfighters or even heavily armed patrol boats, fighting with laser cannons and proton torpedoes in the cold void. Whether a crew is attempting to bring down enemy fighters or slip past a blockade undetected, its success or failure most often depends upon the person at the helm.

Routine actions—like taking off or landing without additional complications—do not require a Piloting (Space) check. When those actions are complicated by such conditions as a blinding sandstorm, a failed motivator, or enemy fire, then skill checks come into play.

- Whenever two or more spaceships race, a competitive Piloting (Space) check determines the results.
- Chases, whether they are through asteroid belts, within a crowded battlefield, or skirting the edge of a gravimetric instability, are resolved with an opposed Piloting (Space) check.
- During a space conflict, pilots may jockey for position to determine which shields face the enemy and which weapons may be brought to bear. When opponents attempt to negate these efforts and the ships are too large, slow, or cumbersome to benefit from certain specific vehicle maneuvers or actions, the winner can be determined via an opposed Piloting (Space) check.

The difficulty of a Piloting (Space) check may be determined based on the difficulty of the particular maneuver, any unusual navigational hazards, and any features or failures on the spacecraft involved.

Extra ✨ on a Piloting (Space) check allow the acting character to gain insights into the situation. Alternatively, the character might deduce a clever way that his vehicle could be modified so that it could be more effective in the future.

🌀 generated during a Piloting (Space) check may be spent to reveal a vulnerability in an opponent's piloting style or vehicle, giving the character a benefit in later rounds of combat. A ⚡ may be used to let the character take an additional maneuver action while continuing to pilot the vehicle.

A GM may spend ⚙️ ⚙️ during a Piloting (Space) check to give opponents 📊 on checks against the character and vehicle to represent a momentary malfunction in one of the vehicle's systems. 🛠️ may be spent to deal actual damage to the vehicle, as the character strains systems throughout the vehicle during the check.

## RESILIENCE (BRAWN)

The galaxy doesn't stop moving just because a character needs a break. To achieve their objectives, characters must have the perseverance to overcome the most challenging obstacles. These can include sleep deprivation, hideous climates, and malnutrition. Characters might also ingest toxins, either inadvertently when scavenging for food or due to the malicious actions of an infiltrator.

Resilience represents a character's physical fortitude against all threats of this sort. This skill reflects the body's ability to function when pushed beyond reasonable limits. When characters make a Resilience check, their actions are typically taking them into situations that most would consider bad ideas.

- When a character attempts to go without sleep for significantly longer than is healthy for his species, he must make a Resilience check to remain awake.
- If a character ingests a toxin, he uses Resilience to resist its effects.
- When a character endures prolonged exposure to a hostile environment—such as heat, cold, or toxic pollution—the consequences may be mitigated with a successful Resilience check.
- Dehydration and malnutrition can quickly leave a character badly fatigued, and Resilience protects against this.

The difficulty for a Resilience check is based on the severity of the effects that the character is attempting to overcome. Going twenty-four hours without sleep

could add only a single ⬠, but marching across Hoth in a vicious blizzard should be far more difficult.

Extra ✨ on a Resilience check may be used to extend the effects of the success, so that the character may persevere for a longer period of time before needing to make an additional check.

An 🌀 earned on a Resilience check may be used to identify a way for the character and his allies to reduce the difficulty of future checks against the same threat, while a ⚡ may be spent to recover 3 strain as the character resolves to work through the adversity.

The GM may spend ⚙️ generated during a Resilience check to overburden the character, inflicting penalties on subsequent checks. 🛠️ may be spent to inflict a wound or a minor Critical Injury on the character as he succumbs to harsh conditions.

## SKULDUGGERY (CUNNING)

Skulduggery encompasses a broad range of skills that are used to engage in covert or criminal activity. These skills encompass both the physical abilities to perform such actions and the mental familiarity needed to execute various techniques. Activities covered by Skulduggery include picking locks, breaking into and out of secure facilities, covert operations, wearing disguises, setting traps, and other underhanded actions. At the Game Master's discretion, particular Skulduggery checks may use Agility instead of Cunning, to reflect a more physical approach.

- If a character attempts to pick a lock or pocket, he usually uses Skulduggery. Some electronic locks could require Computers, Skulduggery, or both.
- Once an imprisoned character slips his bonds using Coordination, escaping from a cell depends on Skulduggery for picking locks and avoiding any security systems he might encounter.
- Identifying the most vulnerable aspects of a security scheme can be nearly intuitive for a character who has become practiced in Skulduggery.
- Skulduggery is often opposed by a target's Perception. In instances in which another character is not directly involved, the quality of the object being overcome should determine the check's degree of difficulty.

One or more ✨ on a Skulduggery check should indicate additional insights that the acting character gains about the nature of the opposition. A Shadow could use Skulduggery to plan a strategy against a current foe that avoids future complications.

A character may spend 🌀 earned on a Skulduggery check to identify an additional target or gain additional items. Perhaps as the characters make their

escape, they discover their captor's cache of Imperial Intelligence reports. A ⚔ may be spent to earn the character an unexpected boon. For instance, the value of an item stolen might exceed his original estimation, and it might also provide vital information. When using Skulduggery to pick a lock, the character might devise a near-permanent means of overcoming it, perhaps by crafting a makeshift key or by obtaining access to the actual key itself.

By generating ⚔ during a Skulduggery check, a character gives an NPC the opportunity to catch him immediately after the act. Depending on the amount of ⚔ spent by the GM, the character will be in varying degrees of danger; the more ⚔, the more immediate the discovery and the greater the ensuing jeopardy and difficulty of escape. The GM may spend ⚔ to cause the character to leave behind some evidence of his larceny that directly ties him to the crime. Perhaps a recognizable piece of equipment traceable by its serial numbers slips off into the target's pocket as the character attempts to pick it.

## STEALTH (AGILITY)

Often, a character may have business to conduct that is best completed with a certain degree of privacy. It might be that there are powerful individuals—perhaps Imperial agents or dangerous dark side adepts—who are directly opposed to his choice of actions. At other times, a character might be avoiding an Imperial bounty hunter. Under such conditions, a successful mission may depend entirely on how talented the character is at not being noticed. The Stealth skill reflects this ability in virtually all situations.

- Any Shadow or other stealthy character who depends upon physical insertion must be a master of this trade. Stealth also encompasses wilderness camouflage skills, which may be crucial to any Hunter.
- Attempts to hide from all of an opponent's senses are dependent upon Stealth, though difficulties may be modified by ambient conditions and any applicable gear.
- Stealth can allow characters to shadow or follow individuals without being detected.
- Characters may attempt to hide people or objects from the attentions of others, either through concealment or misdirection. Such actions are dependent upon their Stealth skill.

The difficulty of a Stealth check often depends on the abilities of those the character is attempting to avoid. Members of species that are more dependent upon smell, hearing, or other senses may be more susceptible to Stealth under different weather conditions or distracted by events that seem trivial to a species focused on visual cues.

Stealth checks are typically opposed by Perception, based on whether the opponent is passively or actively searching for the hidden character. If the opponent is actively searching for the character, the character's Stealth check would be opposed by the opponent's Perception. Otherwise, it would be opposed by the opponent's Vigilance.

Extra ✨ on a Stealth check may be used to aid any allied characters who are infiltrating at the same time. Effectively, the successful character points out a factor that might otherwise have caused the ally to fail.

⚔ may be spent to decrease the amount of time required to perform a given task while using the Stealth skill. This could represent the character's finding superior cover, enabling him to move faster while remaining out of sight, or successfully distracting a key figure to obtain access to his target. Under the right circumstances, a character may spend a ⚔ to identify a way to completely distract an opponent for the duration of the scene. This could allow the character to drop all pretense of Stealth in favor of completing a task faster.

The GM may spend ⚔ generated during a Stealth check to hinder the character as he attempts to remain hidden. The character may need to overcome a particularly unpleasant obstacle or take extra time to remain out of sight. The GM may increase the time it takes for the PC to perform the desired action while remaining hidden by 25 percent per ⚔ spent in this way. The GM may spend ⚔ to cause the character to leave behind some evidence of his passing. While this has no bearing on the success or failure of the Stealth check, some object, clue, or information about the character's identity, and possibly even motive, is accidentally left behind.

## STREETWISE (CUNNING)

The Streetwise skill represents the instinctive understanding that comes from many years of living in the less-than-savory parts of the galaxy. While a few manage to learn the signs and develop gut instincts through careful study and association with those who have lived this hard life, most come about this information through the school of hard knocks. If a character expects to use the complex network of the criminal underworld (and survive), he must learn to speak its language and recognize the roles of those involved.

- If a character is looking for a merchant who specializes in unsavory goods or illicit services, such a merchant may be located through a Streetwise check.
- Streetwise represents a character's instinct for picking up on subtle cues in the language and attitudes of those who operate outside of legal structures. It may be used to understand particular references within conversations.

- When dealing with criminals or underworld elements, knowing how to approach them and open a conversation without coming across as a threat uses Streetwise.

Generally, Knowledge (Underworld) governs specific information and facts involving criminals and underworld elements. Streetwise governs how to use that information effectively and how to operate in any criminal environment. Extra ✨ on a Streetwise check may be used to reduce the time or funds required to obtain the item, service, or information sought.

👂 may reveal additional rumors or alternative sources that can be used to find something. 🗨️ may be spent to earn the character a semipermanent contact on the street, someone to whom the character may turn for information regularly with a reasonable assurance of trust.

The GM may spend 🎲 generated during a Streetwise check to seed the gathered information with minor falsehoods, representing the ever-changing nature of information passed by word of mouth on the street. 🗨️ may be spent to represent a character letting slip details about himself or the information he seeks, information that may be picked up by an adversary.

## SURVIVAL (CUNNING)

It's not uncommon for characters to become isolated far from civilized worlds. Sometimes this is by choice; at other times, they could be stranded on a world, hoping for some sort of rescue. Learning to recognize the dangers of the natural environment, as well as determining how to exploit its resources, is dependent upon the Survival skill.

Characters who spent their formative years on wilderness planets often have this skill as part of their background. Others may learn it as part of military training. Some may be completely dependent upon it, as their jobs focus on traveling to untamed worlds so that they may exploit their natural resources.

- Identifying safe food, potable water, or shelter in a natural environment requires the character to make a Survival check.
- Characters who are skilled at Survival understand weather patterns, recognize the signs of imminent dangerous conditions, and know how to prepare.
- Tracking a subject through the wilderness—whether the subject is game or an enemy combatant—is dependent upon Survival.
- Survival governs a character's ability to handle domesticated animals, so that they may be used as beasts of burden or as transport.

The difficulty of a Survival check is dependent upon the severity of the environment. Key factors are the

biocompatibility of a world's native life with the PC, the type of local environment (a barren desert versus a temperate forest, for example), and the basic tools on hand.

✨ that exceed the difficulty on a Survival check may be used to assist other characters in surviving. Alternatively, the character may choose to stockpile goods so that he may go a longer period of time between checks.

👂 may be spent to gain an insight into the environment that makes future Survival checks easier. Examples include locating a watering hole where prey are common, an abandoned cave that makes an excellent shelter, or a grove of biocompatible fruit trees. When tracking, an 👂 may be spent to learn a detail about the target, its numbers, its species, or how recently tracks were made. 🗨️ generated during a Survival check to handle animals may be spent to permanently predispose the target animal toward the character in a positive way, effectively earning the character a loyal companion. While tracking, 🗨️ may be spent to learn a vital clue about the target, such as destination, disposition, or the presence of prisoners or cargo.

The GM may spend 🎲 generated on a Survival check to represent the character's spending of vital resources during the check, perhaps using food as bait to catch game or losing fuel in an attempt to make a fire. 🗨️ may be spent to inflict wounds, Critical Injuries, or high levels of strain on the character as he succumbs to one of the untamed environments of the galaxy.

## VIGILANCE (WILLPOWER)

In uncertain times, individuals who are constantly prepared to face a variety of challenges are far more likely to succeed than those who simply react to the ever-changing circumstances. This sort of preparedness requires mental discipline, and it can facilitate the making of sound instantaneous decisions when disaster or unexpected events suddenly strike.

Characters who must remain alert because of the nature of their lifestyles are often particularly vigilant. This includes those who live within hostile environments—either urban jungles or dangerous wildernesses—and those who live as professional soldiers. This skill is often associated with a high degree of self-assuredness.

- In combat situations, outside of those times when a character has patiently prepared to begin the engagement, Vigilance is used to calculate Initiative.
- Vigilance represents how fastidious a character is about preparing for unexpected crises. Any time there is a question regarding whether a small piece of gear might be available, a Vigilance check can be made to confirm its presence.
- Sometimes a character may have a chance to notice small but important details in his surround-

ings while not specifically looking for them. In this case, the GM might have the player make a Vigilance check to see if his character notices this.

The difficulty for a Vigilance check is typically modified by the likelihood of the incident that occurs. A character might be prepared for an ambush when traveling through a darkened alley, but he is unlikely to expect a groundquake in the middle of the night. A poor result on such a check might leave the character momentarily unable to act as he mentally attempts to decipher the current situation.

When calculating Initiative, all ✨ are generally used as part of the calculation. In other situations for which this check is critical, extra ✨ may indicate that the character was particularly well-prepared for that sort of conflict. Alternatively, it could indicate that an important supply might be readily accessible.

Characters may spend ⚡ on a Vigilance check to notice an environmental factor that could play a key part in the relevant scene. This might be excellent cover, a convenient escape route, or something that could be used to distract a foe. ⚡ may be spent to allow the character to take an extra maneuver during the first round of a combat, as his keen awareness alerts him to a situation before it even arises. See page 144 for more information, and remember that characters can take a maximum of only two maneuvers during their turn.

The GM may spend ⚡ generated during a Vigilance check to cause the character to miss a key piece of information about the situation or environment, blinding him to a possible advantage. The GM may spend ⚡ to make the character unable to perform more than a single maneuver during the first round of combat.

## COMBAT SKILLS

**S**kills that are tightly focused on use during physical confrontations are considered Combat skills. Application of these abilities is almost always violent, but need not be deadly. Full details on using Combat skills during conflicts are presented in **Chapter VI: Conflict and Combat**. **Chapter VI** also contains information concerning how a character may make use of extra ✨, ⚡, and ⚡ generated during a Combat skill check, as well as how the GM may spend ⚡ and ⚡ in such circumstances.

### BRAWL (BRAWN)

During some physical confrontations, a character seeks to incapacitate a foe without causing seriously injury. At other times, a melee erupts with little preparation, and a character may not have any weapons at hand. Some individuals are thoroughly trained in unarmed combat or have natural weapons that they prefer to use during physical altercations. In any of these situations, Brawl is the skill used to determine success or failure in the combat.

Most characters who grew up in a hostile environment have some knack for Brawl. All wildlife, particularly creatures with natural weapons, use Brawl when forced into a confrontation. Anyone who participates in military or law enforcement training learns some basic martial arts, which fall under the Brawl skill. Even more advanced or esoteric martial arts fall under the auspices of this skill as well. However, improvised weapons—such as a bottle or a table leg—are used with the Melee skill.

In some conflicts, characters may be bound by legal or social restrictions to fight only without weapons. Drawing a weapon here could quickly escalate matters to a lethal fight and might have other repercussions, forcing the characters to depend upon their Brawl skill.

The Brawl skill is most often used to make combat checks in melee combat while unarmed or using a weapon specifically designed to augment unarmed combat (see page 115), though there may be other uses for this skill, at the GM's discretion. The difficulty of Brawl checks is **Average (◆◆)**, the difficulty of all melee attacks. If the opponent is incapable of resisting, the check might be easier, at the GM's discretion. See page 147 for more details on melee attack difficulties.

### GUNNERY (AGILITY)

Many weapons are simply too large for a person to carry. In order to bring such a weapon to bear against an opponent, it may be mounted aboard a vehicle, hastily assembled where needed, or even built into a substantial defensive emplacement. Weapons of this sort might require a team to transport, assemble, and ultimately operate.

Characters seldom gain experience with weapons of this magnitude outside of military training. Weapons of this caliber are also difficult to acquire by anything but government entities. Only the most dangerous worlds have natural predators that require a weapon of this power as a proportionate response. Gun-



nergy applies to laser cannons and proton torpedoes mounted on starships. Larger mounted weapon systems like heavy laser turrets and ion cannons are also fired using this skill.

- If a character is piloting a starfighter, the ship may have weapons that are mounted on it with a fixed orientation. Prior to making a Gunnery check, the pilot may need to maneuver the craft in order to achieve a firing solution.
- Characters using Gunnery to fire turret-mounted weapons may need to hold their action until a pilot can maneuver the vehicle such that targets are within the weapon's firing arc.
- Complex targeting computers and automated weapons mounts are often used with large-scale weapons. Operating this equipment also falls under Gunnery.

The Gunnery skill is most often used to make combat checks while using an appropriate ranged weapon, though there may be other uses for this skill, at the GM's discretion. Gunnery check difficulties are determined by the distance to the target or by relative silhouettes, depending on the weapon fired. The difficulty may be modified by maneuvers the character makes and specific combat situational modifiers, as described in **Chapter VI: Conflict and Combat**.

## LIGHTSABER (BRAWN)

Lightsabers (and derivative weapons) are quite unlike any other weapons in the galaxy. While most close-combat weapons have some sort of blade or striking edge attached to a grip or handle, an inactive lightsaber seems to be nothing more than a simple weapon hilt. However, when activated, the hilt projects a humming "blade" of intense energy. Such weapons are difficult for even an accomplished swordfighter to use. Some say that only an individual in tune with the Force can truly sense the blade of a lightsaber and master this elegant weapon.

Although the Lightsaber skill is linked to the Brawn characteristic, many characters may have access to talents that can link the skill to a different characteristic instead, representing unique forms and fighting styles. The Lightsaber skill governs melee attacks made with lightsabers as well as with derivative weapons such as lightsaber pikes, shotos, and training sabers.

The Lightsaber skill is most often used to make combat checks while using these weapons, though there may be other uses for this skill, at the GM's discretion. The difficulty of Lightsaber combat checks is **Average** (◆◆), the difficulty of all melee attacks. If the opponent is incapable of resisting, the check might be easier, at the GM's discretion. The difficulty may

be modified by maneuvers the character makes and specific combat situational modifiers, as described in **Chapter VI: Conflict and Combat**.

## MELEE (BRAWN)

All ranged weapons require some sort of ammunition, and many are loud. They typically have fragile components or require regular maintenance, which may require its own set of tools. By contrast, most Melee weapons are inexpensive, virtually silent, and require little maintenance and no power beyond the strength of their wielder's limbs.

The majority of Melee weapons depend upon the wielder's strength to inflict damage, but a few have their own energy sources. These weapons, such as vibroblades and force pikes, are much more technically sophisticated than a simple club. However, their core principles remain the same. When a character masters the art of striking with one Melee weapon, the core concepts translate effectively to other Melee weapons.

Any military training includes at least a basic course in melee combat preparation. In addition, characters who have spent time on primitive worlds may have learned to defend themselves with Melee weapons. Aristocrats and nobles, in some systems, may also learn a number of melee techniques as part of their cultural traditions.

The Melee skill is most often used to make combat checks while using a Melee weapon, though there may be other uses for this skill, at the GM's discretion. The difficulty of Melee checks is **Average** (◆◆), the difficulty of all melee attacks, including Brawn and Lightsaber. If the opponent is incapable of resisting, the check might be easier, at the GM's discretion. The difficulty may be modified by maneuvers the character makes and specific combat situational modifiers, as described in **Chapter VI: Conflict and Combat**.

## RANGED (HEAVY) (AGILITY)

When firing upon a target, weapons that are held with two hands offer a more stable firing platform than those that are held in a single hand. These also often have longer barrels, providing a consistent fire pattern out to a much longer range. In the larger space required for such armaments, designers can often include a significantly larger ammunition reserve and may also make the weapon far more potent than smaller weapons. This combination can yield weapons that are substantially more deadly and accurate.

Countless varieties of rifles are used throughout the galaxy. Some are simple slugthrowers, while common blaster rifles range in size from carbines to extended barrel sniper rifles. There are also a number of unique

weapons, such as the Wookiee bowcaster. Any of these weapons depends upon the Ranged (Heavy) skill in its operation.

In addition to combat uses, Ranged (Heavy) weapons are commonly used for hunting purposes. As a result, these types of weapons are seen on frontier worlds far more frequently than Ranged (Light) weapons. Characters who are focused on wilderness survival skills may prefer the additional range that a rifle offers when confronting predators.

- Ranged (Heavy) weapons inflict wounds upon targets by default. A subset of the weapons in this category may have a Stun option, as do some specialized Stun-only weapons.

The Ranged (Heavy) skill is most often used to make combat checks while using an appropriate ranged weapon, though there may be other uses for this skill, at the GM's discretion. Ranged (Heavy) check difficulties are determined by the distance to the target. The difficulty may be modified by maneuvers the character makes and specific combat situational modifiers as described in **Chapter VI: Conflict and Combat**.

## RANGED (LIGHT) (AGILITY)

Many characters prefer to use a weapon that can be wielded effectively with one hand, rather than carrying something larger. This may be a preference based on the ease of concealment, or it could be simply a stylistic choice. Alternatively, some individuals feel that they must be able to keep a hand free, allowing them to, for example, pilot a speeder bike and fire a blaster pistol at the same time.

A broad selection of weapons falls under the category of the Ranged (Light) skill. It includes any weapon that can be fired with one hand without the benefit of a brace or other support element. Specific examples include countless pistols, but also spears, nets, and thermal detonators. Some are so small as to be easily concealed, while others can only be wielded by the strongest of individuals.

The Ranged (Light) skill reflects the hand-eye coordination that a character has developed in conjunction with an intuitive grasp of wind resistance, gravity, and distance. Upon first arriving on a planet, an expert in this field may wish to practice his abilities so that he can learn how the world's environs might affect him.

- The vast majority of Ranged (Light) weapons inflict wounds on targets. Those that are capable of inflicting strain are specifically indicated and typically must be adjusted for use in that firing mode.
- Characters may wield a Ranged (Light) weapon in each hand, or a Melee weapon that can reasonably be used one-handed and a Ranged (Light) weapon in the other hand. See page 153 for more information.

The Ranged (Light) skill is most often used to make combat checks while using an appropriate ranged weapon, though there may be other uses for this skill, at the GM's discretion. Ranged (Light) check difficulties are determined by the distance to the target. The difficulty may be modified by maneuvers the character makes and specific combat situational modifiers, as described in **Chapter VI: Conflict and Combat**.

# KNOWLEDGE SKILLS

The actions that a character takes are often performed in reaction to his knowledge about a situation. Players can never be expected to know as much about life in the game setting as the characters who have lived there. Knowledge skills serve to bridge this gap. They enable a player to make decisions about his character's actions that are informed by what his character might know.

✦, 🌀, 📍, 📖, and 🗺 may be spent among the different Knowledge skills with similar results for each. Additional ✦ represents the character's recalling information or completing research with remarkable haste, while 🌀 may be spent to learn minor but possibly useful information about the subject. 📍 may be spent to learn relevant, beneficial information concerning the subject, perhaps an understanding of a beast's particular weakness in the case of Knowledge

(Xenology), or information concerning the familial strife between crime syndicates in the case of Knowledge (Underworld). 📖 may be spent by the GM to omit a vital detail about the subject at hand, while 🗺 may be used to seed the character with misinformation and outright falsehoods.

## CORE WORLDS (INTELLECT)

Those worlds closest to the Galactic Core are generally considered to represent the pinnacle of galactic culture and civilization—especially by those who dwell within those systems. Cultural traditions vary substantially from system to system (and even between planets within a given system). A few notions are particularly common among the worlds of the Core, but even

with those, there are distinct exceptions. Perfectly acceptable behavior on one planet may be considered grossly disruptive manners on another, even within this culturally distinct region of the galaxy.

Many hyperlanes connect the Core Worlds with the other portions of the galaxy. Because of this, visitors from foreign worlds are far more common here than in many other places. The Core Worlds represent centers of trade and diplomacy that can connect planets in disparate portions of the galaxy.

- If a character needs to identify a person's planet of origin without asking, he may make a Core Worlds check. This allows him to recognize accents, dress, and mannerisms that are associated with a particular world.
- When interacting with someone from a Core World, a character might make a Core Worlds check to know what behaviors are considered necessary and polite and what could be considered offensive.
- Characters who specialize in the acquisition and delivery of goods can make this check to identify which markets are the best places to sell or purchase a particular cargo. They may also recognize any worlds where such goods could be illegal.

The difficulty of a Core Worlds check is generally proportionate to the rarity of the information involved. Common knowledge about Coruscant, for example, is far easier to recall than an obscure fact about a minor moon.

## EDUCATION (INTELLECT)

Among most of the races and cultures of the galaxy, achieving literacy is a crucial first step toward adulthood. Even on the worlds held most firmly in the Empire's grip, most individuals achieve at least this standard long before they reach physical maturity. Once literacy is attained, an individual's education generally expands to cover additional areas of expertise.

Typically, such an education includes at least a solid grounding in mathematics, the basic sciences, and enough understanding of engineering principles to perform basic repairs. Many also study the fundamentals of philosophy, politics, and galactic history. From there, an understanding of the various dominant species and cultures across the galaxy provides a complement to a well-rounded education.

Characters must often rely on these essentials in order to appropriately interact with the broader galaxy. To the uneducated, places beyond their home seldom make sense. Basic cultural variances may become overwhelming challenges.

- Any time a character needs to interact with a government entity, an Education check may be made

to identify the best way to proceed.

- If a character needs to employ basic scientific knowledge in an analysis, his understanding of this field is represented by his Education skill.

Education also represents a default Knowledge skill. Any time a question comes up that doesn't obviously fall under one of the other Knowledge skills, an Education check may be used to determine the character's understanding of a particular subject matter.

The difficulty for an Education check is typically best represented by the rarity of the data in question. Characters who have a reference document at hand may receive substantial bonuses, but even using such a work requires an understanding of core principles.

## LORE (INTELLECT)

Parts of the galaxy have been inhabited for more than a million years. During that time, countless civilizations have arisen, and many have gone extinct. Those civilizations that achieved interstellar travel communicated with one another and shared their histories. Over the millennia, some of these tales changed and grew into myths and legends. Many have a strong basis in truth, so much so that some of these stories still conceal a great deal of valuable information.

Characters with a particular interest in lost cultures and ancient legends may decide to try to turn this interest into a profession. Forgotten military outposts, ancient technologies, and half-remembered folk stories could all reveal past secrets that are now highly valuable. At other times, a character might stumble across an artifact connected to one of these legends—an item whose utility could far exceed its initial appearance. Lore is also the skill most often related to knowledge of the Force and ancient Jedi traditions.

- Any time a character needs to decipher an ancient piece of writing or identify its context, he must make a Lore check.
- A character's knowledge of the legends associated with the exploits of an ancient hero is represented by the Lore skill.
- A character trying to learn about ancient Jedi traditions or attempting to master a Force technique would make a Lore check.

A Lore check's difficulty is assigned by the obscurity of the information. Well-known legends may not even require a check, but the tales of a race that died out millennia ago may be nearly forgotten.

## OUTER RIM (INTELLECT)

The systems of the Outer Rim are filled with independent worlds, many inhabited by those who enjoy their isolation and relative freedom. Because of this, the var-

ied worlds exhibit an incredibly diverse mix of cultures and political systems. In many instances, they also exhibit a broad spectrum of different species that have developed a shared community founded on this diversity.

Because the range of cultures is so great, anything learned about the culture of one world is not necessarily relevant to those of other systems in the Outer Rim—even ones that are relatively close. However, there are common attitudes and archetypal settings that are consistent throughout this region of the galaxy. Further, those who travel regularly among these worlds do get to learn of one another, and there are countless dunes frequented by those who ply the spacelanes.

- If a character needs to find a planet with a particular resource or service among the systems of the Outer Rim, he could make an Outer Rim check to identify the most appropriate and closest options.
- When determining the best location to acquire critical supplies, an Outer Rim check might reveal locations where the goods can be found at a reasonable price without Imperial scrutiny.
- At times when a character must interact with a person from an Outer Rim world, this Knowledge skill could be used to determine the most appropriate social actions to take to establish a beneficial relationship.

The difficulty for an Outer Rim check is based upon the obscurity of the world and goods in question. This may also be modified based upon the specificity of the question posed.

## UNDERWORLD (INTELLECT)

In some places, criminal elements control the government through less-than-legal machinations. In others, crime families function as the only effective ruling force. In more traditionally governed areas, seedier elements are dependent upon secrecy and deception as the core elements of their practices. Before a character can even begin to establish contacts among a world's criminal elements, he must first understand which of these organizational structures are in play.

Once a character deciphers how he might establish a contact, he must next find out with whom he needs to speak. Different groups or individuals might control different parts of the criminal trade. A contact for gambling may not also deal in illicit pharmaceuticals, while a second individual probably serves as the point of contact for military-grade weapons. Depending on a character's needs and the criminal elements active on a world, finding the right contact could be trivial or extremely time-consuming.

- The Underworld skill may be used to know which nearby worlds are the best locations for a particular type of illegal business.
- A familiarity with Underworld may be useful if the characters need to determine the most common methods that an opponent might use for a particular type of criminal activity.

When the criminal nature of a location or individual is well-known, recalling the relevant data should be relatively simple. The difficulty of the task should be much more challenging if the individual has gone to lengths to conceal illegal activities.

## XENOLOGY (INTELLECT)

The motivations, biological origins, and philosophies of the galaxy's varied species are highly divergent. An object that is desirable to members of one species could be repugnant to another. Even within a species, the cultures from different systems can have completely different ideological and social practices. Those who have mentally cataloged the different species of the galaxy and learned their distinctive traits are skilled in Xenology.

Anyone who regularly interacts with the inhabitants of the galaxy's varied worlds must become adept at Xenology. This is particularly vital for anyone who might need to offer medical treatment to members of varied species, as differences in basic anatomy and biochemistry can make drugs that are effective in one species lethal to another. Knowledge of various cultural traits is also vital for a character who interacts in a social fashion. A bargaining tactic that is perfectly effective with a Twi'lek might be disastrous when used on a Wookiee.

- When a character first encounters a member of an unfamiliar race, a Xenology check can be made to identify the typical way to interact with that character socially. This may be used to avert major gaffes.
- If a character needs to either help or harm a member of another species, Xenology may assist in identifying a type of injury or in pointing out a characteristic vulnerability.
- Different species need substantially different environmental conditions and foodstuffs. A Xenology check may allow a character to offer the appropriate considerations to a guest.

The difficulty for a Xenology check should be based both on how often the acting character interacts with the members of the species in question and on the relative rarity of that species.

# IV TALENTS

**P**layer Characters are often distinguished by their special abilities. Where a minor character might surrender to overwhelming odds, a hero is expected to dramatically defeat the foe and triumph. Talents set the PCs apart from the galaxy's rank and file, providing a game mechanic by which Player Characters may perform tasks with superhuman flair and ability. These generally represent specialized techniques that a character has mastered, typically through intense practice and study. Talents are tightly linked to a character's identity, particularly his identity as represented by his profession. A character is likely to be more successful when engaged in actions for which he has both a skill and a talent appropriate to the situation.

It's important to note also that talents are focused for situational use. Generally speaking, talents have more narrow applications than skills. A character who intends to use a particular skill in a broad variety of ways might be better suited by advancing the skill as opposed to learning a talent. At the same time, a character involved in a situation for which his talents are appropriate could enjoy exceptional degrees of success.

## TALENT TYPES

There are many different types of talents. Some are associated with an individual skill or closely related group of skills. These tend to be particular knacks

that a character has acquired through the process of mastering that skill. In many cases, talents represent operational shortcuts—corners an experienced individual knows can be safely cut or particularly effective methods he can follow. Other such talents are simply natural abilities that fit in especially well with the use of that skill. These could include a certain mental process, a physical knack, or a learned pattern.

A number of talents are specifically associated with physical conflict. These combat talents represent techniques that a character likely learned through practice and experience. In a few instances, these abilities even seem superhuman to the uninitiated. However, their origins generally come from rigorous training and personal experience. Many are principally associated with the abilities required to overcome a particularly capable opponent. Others are more focused on avoiding the brunt of another's attacks. The nature of combat talents within a particular talent tree reinforces the archetypal nature of a particular specialization. Specializations that focus on avoiding physical conflict have fewer combat talents than those that are devoted to it, for example.

Every specialization has access to **Force talents**, talents that may only be used by Force-sensitive characters (see page 196 for more information about these talents). Force talents may grant new abilities that characters could not use otherwise, they could

**TABLE 4-1: TALENT LIST**

Name	Activation	Ranked
Adversary	Passive	Yes
Against All Odds	Active (Action)	No
Anatomy Lessons	Active (Incidental)	No
Animal Bond	Passive	No
Animal Empathy	Passive	No
Ataru Technique	Passive	No
Balance	Active (Maneuver)	No
Body Guard	Active (Maneuver)	Yes
Body Guard (Improved)	Active (Out of Turn)	No
Calming Aura	Passive	No
Calming Aura (Improved)	Active (Maneuver)	No
Center of Being	Active (Maneuver)	Yes

Name	Activation	Ranked
Center of Being (Improved)	Passive	No
Circle of Shelter	Passive	No
Codebreaker	Passive	Yes
Command	Passive	Yes
Commanding Presence	Passive	Yes
Comprehend Technology	Active (Action)	No
Confidence	Passive	Yes
Contingency Plan	Active (Out of Turn)	No
Counterstrike	Passive	No
Crippling Blow	Active (Incidental)	No
Dedication	Passive	Yes
Defensive Circle	Active (Action)	No

grant bonuses to skill checks due to the character's innate Force sensitivity, or do anything else a talent could do. Force talents may not be used by characters who are not Force-sensitive.

Most specialization trees offer access to Dedication. This talent is the only way that a character can increase a characteristic rating after character creation is complete. It appears only once on each tree and generally is in one of the last slots. In addition, most specialization trees in **FORCE AND DESTINY** offer access to Force Rating. This talent permanently increases a character's Force Rating by one and is the only way a character can increase his Force rating. The Force Rating talent appears only once in most, though not all, of the specialization trees, and generally it's also in one of the last slots on the tree.

## TALENT RANKS AND PURCHASING THE SAME TALENT MULTIPLE TIMES

Many trees have multiple entries for a single talent. This is because many of the talents can be learned repeatedly. When characters learn a talent for the second—or later—time, they gain an additional rank in the talent. With few exceptions, there is no set limit to the number of ranks that a character can possess in a given talent. Instead, characters can learn as many ranks of each talent as are present on their currently available talent trees.

Talents that are not ranked can only be purchased a single time. If a character is advancing through a specialization's talent tree and reaches a talent without ranks that he has already acquired from another specialization's talent tree, then he counts as having purchased

that talent on his new talent tree for the purpose of purchasing additional talents in that tree. (This does not require him to spend any experience points.)

### EXAMPLE: PURCHASING RANKED TALENTS

Mary's character, Sarenda, has two ranks of Parry from the Soresu Defender specialization tree. When she later selects the Shii-Cho Knight specialization tree, she may purchase up to three additional ranks of Parry, bringing Zal to a total of five ranks of Parry. However, if she had purchased the Improved Parry talent (which is not ranked), she would not have to spend XP for Improved Parry again when she reached it on the tree.

## TALENT TREES

Any time a player wishes to select a new talent for a character, he must first make certain that it is currently accessible from one of the character's available specialization trees. Initially, characters can only purchase talents in the top row of the tree. In order to navigate to a new talent, the character must have already purchased all of the preceding talents listed on the tree, so that he can draw a "line" from the top of the tree, through purchased talents, to the new talent. All such descents must follow the available lines shown on each tree. Note that for some trees, directly descending a column is not possible, because there is a break in the listing. In these cases, the character must first descend a neighboring column, and then follow the line over before moving up or down the tree to access a desired talent.

**TABLE 4-1: TALENT LIST (CONT.)**

Name	Activation	Ranked
Defensive Slicing	Passive	Yes
Defensive Stance	Active (Maneuver)	Yes
Defensive Training	Passive	Yes
Disruptive Strike	Active (Action)	No
Djem So Deflection	Active (Out of Turn)	No
Dodge	Active (Out of Turn)	Yes
Draw Closer	Active (Action)	No
Drive Back	Passive	No
Duelist's Training	Passive	No
Durable	Passive	Yes
Enduring	Passive	Yes
Enhanced Leader	Passive	No
Exhaust Port	Active (Incidental)	No
Expert Tracker	Passive	Yes
Falling Avalanche	Active (Incidental)	No
Familiar Suns	Active (Maneuver)	No
Fearsome	Passive	Yes
Feint	Passive	Yes
Field Commander	Active (Action)	No
Field Commander (Improved)	Passive	No
Fine Tuning	Passive	Yes
Forager	Passive	No
Force Assault	Passive	No
Force Deflection	Active (Maneuver)	No
Force Protection	Active (Maneuver)	Yes
Force Rating	Passive	Yes
Forewarning	Active (Action)	Yes
Full Throttle	Active (Action)	No
Galaxy Mapper	Passive	Yes
Grit	Passive	Yes
Hawk Bat Swoop	Active (Action)	Yes
Healing Trance	Active (Action)	Yes
Healing Trance (Improved)	Passive	No
Heightened Awareness	Passive	Yes
Heroic Fortitude	Active (Incidental)	No

Name	Activation	Ranked
Hunter	Passive	Yes
Imbue Item	Active (Maneuver)	No
Indistinguishable	Passive	Yes
Intense Presence	Active (Out of Turn)	No
Intimidating	Active (Out of Turn)	Yes
Intuitive Evasion	Active (Maneuver)	Yes
Intuitive Improvements	Passive	No
Intuitive Shot	Passive	No
Intuitive Strike	Passive	No
Inventor	Passive	Yes
Jump Up	Active (Incidental)	No
Keen Eyed	Passive	Yes
Kill with Kindness	Passive	Yes
Know Somebody	Active (incidental)	Yes
Knowledge is Power	Active (Incidental)	No
Knowledge Specialization	Active (Incidental)	Yes
Knowledgeable Healing	Passive	No
Makashi Finish	Active (Action)	No
Makashi Flourish	Active (Action)	No
Makashi Technique	Passive	No
Master Artisan	Active (Incidental)	No
Master of Shadows	Active (Incidental)	No
Mental Bond	Active (Action)	No
Mental Fortress	Active (Incidental)	No
Mental Tools	Passive	No
Multiple Opponents	Passive	No
Natural Blademaster	Active (Incidental)	No
Natural Charmer	Active (Incidental)	No
Natural Doctor	Active (Incidental)	No
Natural Hunter	Active (Incidental)	No
Natural Leader	Active (Incidental)	No
Natural Mystic	Active (Incidental)	No
Natural Negotiator	Active (Incidental)	No
Natural Outdoorsman	Active (Incidental)	No
Natural Tinkerer	Active (Incidental)	No
Niman Technique	Passive	No

**TABLE 4-1: TALENT LIST (CONT.)**

Name	Activation	Ranked
Nobody's Fool	Passive	Yes
Now You See Me	Active (Action)	No
One with the Universe	Active (Action)	No
Outdoorsman	Passive	Yes
Parry	Active (Out of Turn)	Yes
Parry (Improved)	Passive	No
Parry (Supreme)	Passive	No
Physician	Passive	Yes
Plausible Deniability	Passive	Yes
Point Blank	Passive	Yes
Precise Aim	Passive	Yes
Pre-emptive Avoidance	Active (Out of Turn)	No
Quick Draw	Active (Incidental)	No
Quick Movement	Active (Incidental)	No
Quick Strike	Passive	Yes
Rapid Reaction	Active (Out of Turn)	Yes
Rapid Recovery	Passive	Yes
Reflect	Active (Out of Turn)	Yes
Reflect (Improved)	Passive	No
Reflect (Supreme)	Passive	No
Researcher	Passive	Yes
Resist Disarm	Active (Out of Turn)	No
Resolve	Passive	Yes
Saber Swarm	Active (Maneuver)	No
Saber Throw	Active (Action)	No
Sarlacc Sweep	Active (Action)	No
Saw It Coming	Active (Out of Turn)	No
Second Wind	Active (Incidental)	Yes
Sense Advantage	Active (Out of Turn)	No
Sense Danger	Active (Incidental)	Yes
Sense Emotions	Passive	Yes
Share Pain	Active (Out of Turn)	No

Name	Activation	Ranked
Shien Technique	Passive	No
Shroud	Active (Incidental)	No
Side Step	Active (Maneuver)	Yes
Sixth Sense	Passive	Yes
Skilled Jockey	Passive	Yes
Sleight of Mind	Passive	Yes
Slippery Minded	Active (Action)	No
Smooth Talker	Active (Incidental)	Yes
Soft Spot	Active (Incidental)	No
Solid Repairs	Passive	Yes
Soresu Technique	Passive	No
Steeley Nerves	Active (Incidental)	No
Stimpack Specialization	Passive	Yes
Strategic Form	Active (Action)	No
Street Smarts	Passive	Yes
Sum Djem	Passive	No
Surgeon	Passive	Yes
Swift	Passive	No
Technical Aptitude	Passive	Yes
Terrify	Active (Maneuver)	No
Terrify (Improved)	Passive	No
The Force Is My Ally	Active (Incidental)	No
Touch of Fate	Active (Incidental)	No
Toughened	Passive	Yes
Tricky Target	Passive	No
Uncanny Reactions	Passive	Yes
Uncanny Senses	Passive	Yes
Unity Assault	Active (Maneuver)	No
Unrelenting Skeptic	Passive	No
Valuable Facts	Active (Action)	No
Well Rounded	Passive	Yes



# TALENT DESCRIPTIONS

A description for each of the talents used in **FORCE AND DESTINY** follows. Every entry includes the information required for game play:

- **Activation** explains whether a talent is always in use (Passive) or if a character must take action to activate it (Active). If activation is required, the type of action necessary is indicated (see **Actions**, page 146). Some talents can be activated on other characters' turns. If this is the case, the Activation line also includes the "Out of Turn" note.
- **Ranked** indicates whether a talent can be purchased multiple times (Yes) or only once (No).
- **Trees** references the specialization talent trees that provide access to the particular talent. Note that for ranked talents, some of these trees may allow the character to purchase the talent more than one time.
- **Force talent** indicates that a character must be Force-sensitive (have a Force rating of 1 or higher) to use the talent. The mechanics that govern their use are discussed in **Chapter VIII: The Force**. Some Force talents involve the use of Force powers (which are described in the same chapter), the Force die  $\square$ , and/or spending Force Points  $\bullet$ . Note that a character without a Force Rating (a non Force-sensitive) can purchase a Force talent, however he cannot use it or gain any benefits from it.

The final paragraph details the specific game mechanics involved in using the described talent.

## ADVERSARY

**Activation:** Passive

**Ranked:** Yes

**Trees:** NPC only

Upgrade the difficulty of any combat check targeting this character once per rank of Adversary.

## AGAINST ALL ODDS

**Activation:** Active (Action)

**Ranked:** No

**Trees:** Aggressor

*Force talent.* Once per session, if the character is incapacitated due to exceeding his wound threshold, he may perform the Against All Odds action (this action may be performed even though characters are normally barred from performing actions when incapacitated). The character makes a **Hard** ( $\blacklozenge\blacklozenge\blacklozenge$ ) **Resilience check**, rolling a number of  $\square$  equal to his Force rating as part of the check. If successful, the character heals wounds equal to  $\star$ . The character may spend Force points  $\bullet$  to add  $\star$  to the result.

## ANATOMY LESSONS

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Shadow

After a successful attack with a personal (non-starship/vehicle) weapon, the character may spend one Destiny Point to add damage equal to his Intellect to one hit of the attack.

## ANIMAL BOND

**Activation:** Passive

**Ranked:** No

**Trees:** Pathfinder

*Force talent.* Through the Force, the character creates a bond with a single animal he is currently interacting with. This cannot be done during structured encounters. This animal must have a silhouette equal to or smaller than half the character's Force rating when the bond is created, rounded down (this means a character with Force rating 1 could only bond with a silhouette 0 animal). The bond persists as long as the character chooses it to, although at the GM's discretion, the bond may also be broken due to abusive treatment or other extenuating circumstances.

As long as the bond persists, the animal remains near the character, and the controlling player dictates the animal's overall behavior (although, since the animal is only bonded with the character, not dominated, it may still perform certain inconvenient actions such as scratching furniture, consuming rations, and marking territory). Once per round in structured encounters, the character may spend one maneuver to direct his animal in performing one action and one maneuver. The animal must be within hearing and visual range of the character (generally medium range) to do this. Otherwise, the animal does not contribute to the encounter. The specifics of its behavior are up to the player and GM.

## ANIMAL EMPATHY

**Activation:** Passive

**Ranked:** No

**Trees:** Pathfinder

*Force talent.* When making checks to handle, tame, or control animals, the character may add a number of  $\square$  no greater than his Force rating to the check. The character may spend  $\bullet$  to add  $\star$  or  $\smiley$  (character's choice) to the result.

## ATARU TECHNIQUE

**Activation:** Passive

**Ranked:** No

**Trees:** Ataru Striker

*Force talent.* When making a Lightsaber skill check, the character may use Agility instead of Brawn.

### BALANCE

**Activation:** Active (Maneuver)

**Ranked:** No

**Trees:** Ataru Striker, Sage

*Force talent.* When the character recovers from strain at the end of each encounter, he may roll his Force rating in Force dice. He recovers additional strain equal to the **1** generated.

### BODY GUARD

**Activation:** Active (Maneuver)

**Ranked:** Yes

**Trees:** Protector

Once per round on the character's turn, the character may perform a Body Guard maneuver to protect one ally with whom he is engaged. He then suffers a number of strain no greater than his ranks in Body Guard. Until the start of the character's next turn, upgrade the difficulty of all combat checks targeting the protected ally a number of times equal to the strain suffered by the character.

### BODY GUARD (IMPROVED)

**Activation:** Active (Incidental, Out of Turn)

**Ranked:** No

**Trees:** Protector

Once per session, when an ally protected by the character's Body Guard maneuver would suffer a hit from a combat check, the character may choose to suffer that hit instead of the ally.

### CALMING AURA

**Activation:** Passive

**Ranked:** No

**Trees:** Healer

*Force talent.* When an opponent targets the character with a Force power, after the opponent generates **1**, reduce the total **1** generated by one to a minimum of zero.

### CALMING AURA (IMPROVED)

**Activation:** Active (Maneuver)

**Ranked:** No

**Trees:** Healer

*Force talent.* The character may spend a maneuver and suffer 2 strain to extend the effects of Calming Aura to a number of allies within short range equal to his Willpower. This lasts until the beginning of his next turn.

### CENTER OF BEING

**Activation:** Active (Maneuver)

**Ranked:** Yes

**Trees:** Niman Disciple, Shii-Cho Knight, Soresu Defender

*Force talent.* When wielding a lightsaber, the character can make a Center of Being maneuver. Until the beginning of his next turn, whenever an enemy makes a melee attack against the character, the critical rating of the enemy's weapon counts as one higher per rank of Center of Being.

### CENTER OF BEING (IMPROVED)

**Activation:** Passive

**Ranked:** No

**Trees:** Niman Disciple

*Force talent.* The character may voluntarily suffer 1 strain to perform Center of Being as an incidental instead of a maneuver.

### CIRCLE OF SHELTER

**Activation:** Passive

**Ranked:** No

**Trees:** Protector

*Force talent.* When an ally engaged with the character suffers a hit from a combat check, the character may use a Parry or Reflect incidental to reduce the damage the hit deals (even though he is not the target of the combat check).

### CODEBREAKER

**Activation:** Passive

**Ranked:** Yes

**Trees:** Shadow

The character removes **1** per rank of Codebreaker from his attempts to break codes or decrypt communications. In addition, the character decreases the difficulty of his Computers or Intellect checks made to break codes or decrypt communications by one (this does not increase with additional ranks of Codebreaker).

### COMMAND

**Activation:** Passive

**Ranked:** Yes

**Trees:** Peacekeeper

The character gains **1** per rank of Command when making Leadership checks (or other checks to inspire, lead, or rally an audience). Inspired targets also add **1** per rank to any subsequent Discipline checks they make over the next twenty-four hours (this does not increase with additional ranks of Command).

### COMMANDING PRESENCE

**Activation:** Passive

**Ranked:** Yes

**Trees:** Peacekeeper

The character removes **1** per rank of Commanding Presence from his Leadership and Cool checks.

### COMPREHEND TECHNOLOGY

**Activation:** Active (Action)

**Ranked:** No

**Trees:** Artisan

*Force talent.* Once per session, the character may take the Comprehend Technology action, making an **Average (◆◆) Knowledge (Education) check** to intuitively understand one weapon, armor set, or other item. Success means that for the remainder of the encounter, when the character makes any skill checks to use or repair the item, he may count his ranks in the applicable skill as equal to his current Force rating.

For example, a character may use Comprehend Technology to count his ranks in Mechanics as equal to his Force rating when repairing a broken lightsaber, or he can count his ranks in Ranged (Light) as equal to his Force rating when firing a blaster pistol.

### CONDITIONED

**Activation:** Passive

**Ranked:** Yes

**Trees:** Ataru Striker

The character removes ■ per rank of Conditioned from his Athletics and Coordination checks. He reduces the damage and strain suffered from falling by one per rank of Coordination.

### CONFIDENCE

**Activation:** Passive

**Ranked:** Yes

**Trees:** Peacekeeper, Sage, Soresu Defender, Starfighter Ace

The character may decrease the difficulty of any Discipline check to avoid the effects of fear by one per rank of Confidence. If he decreases the difficulty to zero, he does not have to make a Discipline check.

### CONTINGENCY PLAN

**Activation:** Active (Incidental, Out of Turn)

**Ranked:** No

**Trees:** Advisor

The character may spend one Destiny Point to recover strain equal to his Cunning rating.

### COUNTERSTRIKE

**Activation:** Passive

**Ranked:** No

**Trees:** Shien Expert

*Force talent.* Whenever an attack misses the character and generates ☠ ☠ or ☠, the character may upgrade the next Lightsaber (Cunning) combat check he makes against the attacker during this encounter once.

### CRIPPLING BLOW

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Aggressor

The character may voluntarily increase the difficulty of a combat check by one to deal a crippling blow. If he succeeds and deals damage to the target's wound threshold, the target suffers one strain whenever he moves for the remainder of the encounter.

### DEDICATION

**Activation:** Passive

**Ranked:** Yes

**Trees:** Advisor, Aggressor, Artisan, Ataru Striker, Healer, Hunter, Makashi Duelist, Niman Disciple, Pathfinder, Peacekeeper, Protector, Shadow, Shien Expert, Shii-Cho Knight, Soresu Defender, Starfighter Ace  
Each rank permanently increases a single characteristic of the player's choice by one point. This cannot bring a characteristic above six.

### DEFENSIVE CIRCLE

**Activation:** Active (Action)

**Ranked:** No

**Trees:** Soresu Defender

*Force talent.* While wielding a lightsaber, the character may take the Defensive Circle action, making a **Hard (◆◆◆) Lightsaber (Intellect) check**. If successful, the character plus one ally per ✨ within short range gain defense X until the beginning of the character's next turn. X equals 1, plus 1 for every 🛡 🛡.

### DEFENSIVE SLICING

**Activation:** Passive

**Ranked:** Yes

**Trees:** Artisan

When attempting to defend a computer system against intrusion (or when an opponent attempts to slice a computer owned or programmed by the character), the character adds ■ per rank of Defensive Slicing to his opponent's checks.

### DEFENSIVE STANCE

**Activation:** Active (Maneuver)

**Ranked:** Yes

**Trees:** Shien Expert, Soresu Defender

Once per round on the character's turn, the character may perform a Defensive Stance maneuver to defend against incoming melee attacks. He then suffers a number of strain no greater than his ranks in Defensive Stance. Until the start of the character's next turn, upgrade the difficulty of all melee combat checks targeting the character a number of times equal to the strain suffered by the character in this way.

### DEFENSIVE TRAINING

**Activation:** Passive

**Ranked:** Yes

**Trees:** Makashi Duelist, Niman Disciple, Shien Expert, Shii-Cho Knight

When the character wields a Lightsaber weapon, Melee weapon, or Brawl weapon, that weapon gains ranks in the Defensive item quality equal to the character's ranks in Defensive Training (this replaces any ranks in Defensive the weapon already has).

### DISRUPTIVE STRIKE

**Activation:** Active (Action)

**Ranked:** No

**Trees:** Shien Expert

*Force talent.* The character may take a Disruptive Strike action, making a Lightsaber (Cunning) combat check against one engaged target and adding ◯ no greater than Force rating to the check. The character may spend ● to add ▼ to the target's next combat check made during this encounter.

### DJEM SO DEFLECTION

**Activation:** Active (Incidental, Out of Turn)

**Ranked:** No

**Trees:** Shien Expert

*Force talent.* After using the Reflect incidental, the character may spend one Destiny Point to perform a Move maneuver as an out of turn incidental to move closer to or engage an opponent. This incidental may be performed once per round.

### DODGE

**Activation:** Active (Incidental, Out of Turn)

**Ranked:** Yes

**Trees:** Ataru Striker, Seer, Shadow

When targeted by a combat check (ranged or melee) the character may choose to immediately perform a Dodge incidental to suffer a number of strain, then upgrade the difficulty of the combat check by that number. The number of strain suffered cannot exceed his ranks in Dodge.

### DRAW CLOSER

**Activation:** Active (Action)

**Ranked:** No

**Trees:** Niman Disciple

*Force talent.* The character may take a Draw Closer action, making a Lightsaber (Willpower) melee combat check against one silhouette 1 (or smaller) target within medium range and adding a number of  $\square$  no greater than Force rating to the check. The character may spend  $\bullet$  before resolving the success or failure of the check to move the target one range band closer to the character. He may also spend  $\bullet$  to add  $\star$  to the combat check. If the character cannot move his target to engage him, the combat check automatically misses.

### DUELIST'S TRAINING

**Activation:** Passive

**Ranked:** No

**Trees:** Makashi Duelist

The character adds  $\square$  to his Melee and Lightsaber checks when engaged with a single opponent, but adds  $\blacksquare$  to his Melee and Lightsaber checks when engaged with multiple opponents.

### DURABLE

**Activation:** Passive

**Ranked:** Yes

**Trees:** Shii-Cho Knight

The character may reduce a Critical Injury result he suffers by 10 per rank of Durable, to a minimum of one.

### ENDURING

**Activation:** Passive

**Ranked:** Yes

**Trees:** Pathfinder

The character gains +1 soak value per rank of Enduring.

### ENHANCED LEADER

**Activation:** Passive

**Ranked:** No

**Trees:** Peacekeeper

*Force talent.* When making a Leadership check, the character may add  $\square$  equal to Force rating to the check. The character may spend  $\bullet$  to add  $\star$  or  $\odot$  (character's choice) to the result.

### EXHAUST PORT

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Starfighter Ace

Before attacking a starship or vehicle, the character may spend 1 Destiny Point to ignore the effects of the Massive rule for the attack.

### EXPERT TRACKER

**Activation:** Passive

**Ranked:** Yes

**Trees:** Seer, Hunter

The character removes  $\blacksquare$  per rank of Expert Tracker from his checks to find or follow tracks. Survival checks made to track targets take 50% less time than normal (this does not decrease with additional ranks of Expert Tracker).

### FALLING AVALANCHE

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Shien Expert

*Force talent.* The character may suffer 2 strain to add additional damage equal to Brawn to one hit of a successful Lightsaber combat check.

### FEARSOME

**Activation:** Passive

**Ranked:** Yes

**Trees:** Aggressor

When an adversary becomes engaged with the character, the character may force the adversary to make a fear check (see page 221), with the difficulty equal to the character's ranks in Fearsome. At the GM's discretion, some adversaries may be immune to this talent based on the type of adversary or the ongoing circumstances.

### FEINT

**Activation:** Passive

**Ranked:** Yes

**Trees:** Makashi Duelist

Upon missing an opponent with a Lightsaber, Brawl, or Melee combat check, the character may spend  $\oplus$  or  $\odot$   $\odot$   $\odot$  to upgrade the difficulty of the opponent's next combat check targeting the character during this encounter by the character's ranks in Feint.

## FIELD COMMANDER

**Activation:** Active (Action)

**Ranked:** No

**Trees:** Peacekeeper

The character may take a Field Commander action. By successfully passing an **Average** (◆◆) **Leadership check**, a number of allies equal to his Presence may immediately suffer one strain to perform one maneuver. This does not count against the number of maneuvers they may perform in their turn. If there are any questions as to the order in which allies act, the character using Field Commander is the final arbiter.

## FIELD COMMANDER (IMPROVED)

**Activation:** Passive

**Ranked:** No

**Trees:** Peacekeeper

When taking a Field Commander action, the character may affect allies equal to twice his Presence. In addition, he may spend ⊕ generated on his Leadership checks to allow one ally to suffer one strain to perform an action, rather than a maneuver.

## FINE TUNING

**Activation:** Passive

**Ranked:** Yes

**Trees:** Artisan

Whenever the character repairs system strain on a starship or vehicle, he repairs one additional system strain per rank of Fine Tuning.

## FORAGER

**Activation:** Passive

**Ranked:** No

**Trees:** Pathfinder, Seer

The character removes up to ■■ from his skill checks to find food, water, or shelter. Survival checks to forage take half the time.

## FORCE ASSAULT

**Activation:** Passive

**Ranked:** No

**Trees:** Niman Disciple

*Force talent.* Upon missing an opponent with a Lightsaber (Willpower) attack, the character may spend ⊕ or ⊕⊕⊕ to perform a Move Force power action as a maneuver this turn (the character must still be able to perform maneuvers and still may not perform more than two maneuvers in a turn).

The character must have already purchased the Move Force power to use it as part of this ability.

## FORCE PROTECTION

**Activation:** Active (Maneuver)

**Ranked:** Yes

**Trees:** Protector

*Force talent.* The character may take the Force Protection maneuver, suffering 1 strain and committing a number of ◻ no greater than Force rating or ranks

## COMMITTING FORCE DICE AS PART OF FORCE TALENTS

Most Force talents are not as powerful as full Force powers and only grant very specific and limited abilities. One of the ways this is reflected in the rules is that most Force talents only provide their benefits for a discrete period of time.

Some Force talents require the character to commit one or more Force dice, effectively reducing the character's Force rating by the number of dice committed. When the effects of these talents end, the Force dice also become uncommitted as an incidental. If the effects end at a time other than the PC's turn, this is an out of turn incidental. For the full rules on committing Force dice, see page 196.

of Force Protection. The character then increases his soak value by an equal amount. The character suffers 1 strain at the beginning of each of his turns in which he keeps these dice committed.

## FOREWARNING

**Activation:** Active (Action)

**Ranked:** Yes

**Trees:** Seer

*Force talent.* The character may take the Forewarning action. All allies within medium range increase their melee and ranged defense by a number equal to the character's Force rating until they take their first turn during an encounter. If they have already taken their first turn, Forewarning has no effect.

## FORCE RATING

**Activation:** Passive

**Ranked:** Yes

**Trees:** Advisor, Aggressor, Artisan, Healer, Hunter, Niman Disciple, Pathfinder, Peacekeeper, Protector, Sage, Seer, Shadow, Starfighter Ace

*Force talent.* Each rank permanently increases the character's Force rating by one.

## FULL THROTTLE

**Activation:** Active (Action)

**Ranked:** No

**Trees:** Starfighter Ace

The character may push a ship or vehicle past its limits of speed. He may perform the Full Throttle action, attempting a **Hard** (◆◆◆) **Piloting check**. With success, the ship's top speed increases by one for a number of rounds equal to Cunning. The ship still cannot perform actions or maneuvers it could not perform normally (e.g., actions that have a minimum speed requirement).

### **GALAXY MAPPER**

**Activation:** Passive

**Ranked:** Yes

**Trees:** Starfighter Ace

The character removes ■ per rank of Galaxy Mapper from his Astrogation checks. In addition, Astrogation checks take 50% less time (this does not decrease with additional ranks of Galaxy Mapper).

### **GRIT**

**Activation:** Passive

**Ranked:** Yes

**Trees:** Advisor, Aggressor, Artisan, Healer, Makashi Duelist, Niman Disciple, Pathfinder, Protector, Sage, Seer, Shadow, Shien Expert, Shii-Cho Knight, Soresu Defender, Starfighter Ace

Each rank of Grit increases a character's strain threshold by one.

### **HAWK BAT SWOOP**

**Activation:** Active (Action)

**Ranked:** Yes

**Trees:** Ataru Striker

*Force talent.* The character may take a Hawk Bat Swoop action, performing a Lightsaber (Agility) melee combat check against one target within short range and adding ◊ no greater than Force rating to the pool. The character may spend ● before resolving the success or failure of the check to engage the target immediately as an incidental, and may spend ● to add ☹ to the check. If the character cannot move to engage the target, the attack automatically misses.

### **HEALING TRANCE**

**Activation:** Active (Action)

**Ranked:** Yes

**Trees:** Healer

*Force talent.* The character may commit ◊. For every full twenty-four hours ◊ remains committed, the character heals 1 wound he is suffering per rank of Healing Trance. This is in addition to wounds healed due to natural rest or other abilities.

### **HEALING TRANCE (IMPROVED)**

**Activation:** Passive

**Ranked:** No

**Trees:** Healer

*Force talent.* Whenever the character heals wounds as a result of Healing Trance, if the character is suffering from a Critical Injury, he makes a Resilience check with the difficulty equal to the Critical Injury's severity rating. On a successful check, the character recovers from the Critical Injury. If the character is suffering from multiple Critical Injuries, he chooses which one to attempt to recover from.

### **HEIGHTENED AWARENESS**

**Activation:** Passive

**Ranked:** Yes

**Trees:** Protector

Allies within short range of the character add ◻ to their Perception and Vigilance checks. Allies engaged with him add ◻◻ instead.

### **HEROIC FORTITUDE**

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Aggressor

The character may spend one Destiny Point to ignore the effects of ongoing Critical Injuries on any Brawn or Agility-related checks until the end of the encounter. He still suffers from the injury itself.

### **HUNTER**

**Activation:** Passive

**Ranked:** Yes

**Trees:** Hunter

The character adds ◻ per rank of Hunter to all skill checks when interacting with wild beasts and animals, including combat checks. The character adds +10 per rank of Hunter to all of his Critical Injury rolls against animals.

### **IMBUE ITEM**

**Activation:** Active (Maneuver)

**Ranked:** No

**Trees:** Artisan

*Force talent.* The character may take the Imbue Item maneuver, suffering 1 strain and committing ◊. He then grants one weapon or item at short range a temporary enhancement chosen from the following options: increase weapon's damage by one, decrease the ☹ cost for its Critical or for any other single effect by one to a minimum of 1, or increase a piece of armor's ranged or melee defense by one. Alternatively, the character can decrease an item's encumbrance by two to a minimum of 1. The character suffers 1 strain at the beginning of each of his turns in which he keeps this die committed.

### **INDISTINGUISHABLE**

**Activation:** Passive

**Ranked:** Yes

**Trees:** Shadow

The character's appearance is so common that people have a hard time identifying distinguishing traits. Opposing characters upgrade the difficulty of any checks made to identify him once per rank of Indistinguishable.

### **INTENSE PRESENCE**

**Activation:** Active (Incidental, Out of Turn)

**Ranked:** No

**Trees:** Makashi Duelist

The character may spend one Destiny Point to recover strain equal to his Presence rating.

### INTIMIDATING

**Activation:** Active (Incidental, Out of Turn)

**Ranked:** Yes

**Trees:** Aggressor

When attempting a Coercion check, the character may suffer a number of strain to downgrade the difficulty of the check a number of times equal to the strain suffered. This number cannot exceed his ranks in Intimidating. When the character is the target of a Coercion check, the character may suffer a number of strain to upgrade the difficulty of the check a number of times equal to the strain suffered. This number cannot exceed his ranks in Intimidating.

### INTUITIVE EVASION

**Activation:** Active (Maneuver)

**Ranked:** Yes

**Trees:** Starfighter Ace

*Force talent.* When piloting a vehicle of silhouette 5 or smaller, the character may take the Intuitive Evasion maneuver, suffering 1 strain and committing a number of  $\square$  no greater than his Force rating or his ranks of Intuitive Evasion. He then upgrades the difficulty of combat checks targeting his vehicle by an equal amount. The character suffers one strain at the beginning of each of his turns in which these dice remain committed.

### INTUITIVE IMPROVEMENTS

**Activation:** Passive

**Ranked:** No

**Trees:** Artisan

*Force talent.* When making a check to repair or craft an item, the character may add  $\square$  no greater than Force rating to the check. The character may spend  $\bullet$   $\bullet$  to permanently increase the number of hard points the item has by one, to a maximum of two additional hard points. An item may only be improved in this way once.

### INTUITIVE SHOT

**Activation:** Passive

**Ranked:** No

**Trees:** Hunter

*Force talent.* When making a Ranged (Heavy) or Ranged (Light) combat check, the character may add  $\square$  no greater than Force rating to the check. The character may spend  $\bullet$  to add  $\star$  or  $\text{☹}$  (character's choice) to the result.

### INTUITIVE STRIKE

**Activation:** Passive

**Ranked:** No

**Trees:** Starfighter Ace

*Force talent.* When making a combat check with a vehicle weapon, the character may add  $\square$  no greater than Force rating to the check. The character may spend  $\bullet$  to add  $\star$  or  $\text{☹}$  (character's choice) to the result.

### INVENTOR

**Activation:** Passive

**Ranked:** Yes

**Trees:** Artisan

When constructing new items or modifying existing attachments (see **Chapter V: Gear and Equipment**), the character may choose to add  $\square$  or remove  $\blacksquare$  from the check per rank of Inventor.

### JUMP UP

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Ataru Striker

Once per round on the character's turn, the character may stand up from prone or a seated position as an incidental.

### KEEN EYED

**Activation:** Passive

**Ranked:** Yes

**Trees:** Hunter, Pathfinder, Seer

The character removes  $\blacksquare$  per rank of Keen Eyed from his Perception and Vigilance checks. Checks made to search a specific area take 50% less time than normal. This does not decrease with additional ranks of Keen Eyed.

### KILL WITH KINDNESS

**Activation:** Passive

**Ranked:** Yes

**Trees:** Sage

The character removes  $\blacksquare$  per rank of Kill with Kindness from his Charm and Leadership checks.

### KNOW SOMEBODY

**Activation:** Active (Incidental)

**Ranked:** Yes

**Trees:** Advisor

Once per game session, when attempting to purchase a legally available item, the character may reduce its rarity by one step per rank of Know Somebody.

### KNOWLEDGE IS POWER

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Advisor

*Force power.* Once per session, when making a single check, the character may treat his Force rating as being equal to his ranks in Knowledge (Lore).

### KNOWLEDGE SPECIALIZATION

**Activation:** Active (Incidental)

**Ranked:** Yes

**Trees:** Sage

When the character first acquires this talent, he may choose one Knowledge skill. When making checks with that skill, he may spend  $\text{⚡}$  to gain additional  $\star$  equal to his ranks in Knowledge Specialization.

### KNOWLEDGEABLE HEALING

**Activation:** Passive

**Ranked:** No

**Trees:** Healer

When the character performs a successful Medicine check to heal an ally, the character may spend 1 Destiny Point to allow the target to heal additional wounds equal to the character's ranks in Knowledge (Xenology).

### MAKASHI FINISH

**Activation:** Active (Action)

**Ranked:** No

**Trees:** Makashi Duelist

*Force talent.* The character may take the Makashi Finish action, making a Lightsaber (Presence) combat check, adding ◻ no greater than Force rating to the check. The character may spend ● to add +10 to any Critical Injury roll resulting from the check.

### MAKASHI FLOURISH

**Activation:** Active (Action)

**Ranked:** No

**Trees:** Makashi Duelist

*Force talent.* Once per encounter, the character may take the Makashi Flourish action, making an **Average (◆◆) Lightsaber (Presence) check**. If successful, one engaged opponent suffers strain equal to ✨ (ignoring soak), and the character recovers an equal amount of strain. The character may also spend ☯ ☯ or ☯ generated on the check to stagger the opponent until the end of the target's next turn.

### MAKASHI TECHNIQUE

**Activation:** Passive

**Ranked:** No

**Trees:** Makashi Duelist

*Force talent.* When making a check using the Lightsaber skill, the character may use Presence instead of Brawn.

### MASTER ARTISAN

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Artisan

Once per round, the character may voluntarily suffer two strain to decrease the difficulty of his next Mechanics check (or his next check to build or mod an item) by one, to a minimum of **Easy (◆)**.

### MASTER OF SHADOWS

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Shadow

Once per round, the character may voluntarily suffer two strain to decrease the difficulty of the next Stealth or Skulduggery check by one, to a minimum of **Easy (◆)**.

### MENTAL BOND

**Activation:** Active (Action)

**Ranked:** No

**Trees:** Pathfinder

*Force talent.* The character may take the Mental Bond action, committing ◻. As long as ◻ remains committed, he may communicate mentally with an animal bonded to him via the Animal Bond talent. He can see and hear what it sees and hears, and in structured encounters, he may direct his animal (see the Animal Bond talent, page 97) at up to extreme range.

### MENTAL FORTRESS

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Artisan, Shadow

The character may spend one Destiny Point to ignore the effects of ongoing Critical Injuries on any Intellect or Cunning-related checks until the end of the encounter. He still suffers from the injury itself.

### MENTAL TOOLS

**Activation:** Passive

**Ranked:** No

**Trees:** Artisan

*Force talent.* The character always counts as having the right tools for the job (see page 127) when performing Mechanics checks.

### MULTIPLE OPPONENTS

**Activation:** Passive

**Ranked:** No

**Trees:** Shii-Cho Knight

The character adds ◻ to his Brawl, Melee, and Lightsaber combat checks when engaged with multiple opponents. This includes single groups of multiple minions.

### NATURAL BLADEMASTER

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Shii-Cho Knight

Once per game session, the character may reroll any one Lightsaber or Melee check.

### NATURAL CHARMER

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Advisor

Once per game session, the character may reroll any one Charm or Deception check.

### NATURAL DOCTOR

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Healer

Once per game session, the character may reroll any one Medicine check.



### NATURAL HUNTER

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Hunter

Once per game session, the character may reroll any one Perception or Vigilance check.

### NATURAL LEADER

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Peacekeeper

Once per game session, the character may reroll any one Cool or Leadership check.

### NATURAL MYSTIC

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Seer

*Force talent.* Once per session, the character may reroll any one Force power check.

### NATURAL NEGOTIATOR

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Sage

Once per game session, the character may reroll any one Cool or Negotiation check.

### NATURAL OUTDOORSMAN

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Pathfinder

Once per game session, the character may reroll any one Resilience or Survival check.

### NATURAL TINKERER

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Artisan

Once per game session, the character may reroll any one Mechanics check.

### NIMAN TECHNIQUE

**Activation:** Passive

**Ranked:** No

**Trees:** Niman Disciple

*Force talent.* When making a Lightsaber skill check, the character may use Willpower instead of Brawn.

### NOBODY'S FOOL

**Activation:** Passive

**Ranked:** Yes

**Trees:** Advisor, Niman Disciple

The difficulty of any Charm, Coercion, and Deception checks attempted against the character is upgraded once for each rank of Nobody's Fool.

### NOW YOU SEE ME

**Activation:** Active (Action)

**Ranked:** No

**Trees:** Shadow

*Force talent.* Once per session, the character may take the Now You See Me action, making a **Hard** (◆◆◆) **Deception check**. If successful, a number of NPCs equal to his Cunning within medium range forget any interactions they had with the character during the last thirty minutes.

At the GM's discretion, multiple ☞ or ☜ may give the NPCs in question unpleasant side effects, such as confusion, nightmares, or a persistent and maddening suspicion that they've forgotten something important.

### ONE WITH THE UNIVERSE

**Activation:** Active (Action)

**Ranked:** No

**Trees:** Sage

*Force talent.* Once per session, the character may spend several minutes meditating, then take the One with the Universe action, making an **Average** (◆◆) **Astrogration check**. If successful, during the next encounter he adds ○ to all Force power checks. However, if he succeeded with ☞, he adds ● to all Force power checks instead.

### OUTDOORSMAN

**Activation:** Passive

**Ranked:** Yes

**Trees:** Pathfinder

The character removes ■ per rank of Outdoorsman from his checks to move through terrain or to manage terrain or environmental effects. Decrease overland travel times by 50% (this does not decrease with additional ranks of Outdoorsman).

### PARRY

**Activation:** Active (Incidental, Out of Turn)

**Ranked:** Yes

**Trees:** Ataru Striker, Makashi Duelist, Niman Disciple, Protector, Shien Expert, Shii-Cho Knight, Soresu Defender  
When the character suffers a hit from a Brawl, Melee, or Lightsaber combat check, after damage is calculated (but before soak is applied, so immediately after step 3 of **Perform a Combat Check**, page 148), the character may take a Parry incidental. He suffers 3 strain and reduces the damage dealt by that hit from the attack by a number equal to two plus his ranks in Parry. This talent may only be used when the character is wielding a Lightsaber or Melee weapon.

### **PARRY (IMPROVED)**

**Activation:** Passive

**Ranked:** No

**Trees:** Ataru Striker, Makashi Duelist, Shii-Cho Knight, Soresu Defender

When the character suffers a hit from a Brawl, Melee, or Lightsaber combat check that generates ☹ or ☹☹ and the character uses the Parry incidental to reduce the damage from that hit, after the attack is resolved, the character automatically hits the attacker once with a wielded Brawl, Melee, or Lightsaber weapon. This hit deals the weapon's base damage plus any damage from applicable talents. This ability may not be used if the original attack disables the character.

### **PARRY (SUPREME)**

**Activation:** Passive

**Ranked:** No

**Trees:** Soresu Defender

*Force talent.* If the user did not make a combat check during his previous turn, he suffers 1 strain when taking the Parry incidental, instead of 3.

### **PHYSICIAN**

**Activation:** Passive

**Ranked:** Yes

**Trees:** Healer, Protector

When this character makes a Medicine check to help a character heal wounds, the target heals one additional strain per rank of Physician.

### **PLAUSIBLE DENIABILITY**

**Activation:** Passive

**Ranked:** Yes

**Trees:** Advisor, Aggressor

The character removes ■ per rank of Plausible Deniability from his Coercion and Deception checks.

### **PRE-EMPTIVE AVOIDANCE**

**Activation:** Active (Incidental, Out of Turn)

**Ranked:** No

**Trees:** Sage, Seer

*Force talent.* Immediately after an opponent moves to engage the character, the character may spend one Destiny Point to disengage from that opponent as an out of turn incidental.

### **QUICK DRAW**

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Ataru Striker, Shii-Cho Knight

Once per round on the character's turn, he may draw or holster an easily accessible weapon or item as an incidental, instead of a maneuver. This talent also reduces the amount of time to draw or stow a weapon that usually requires more than one maneuver to properly prepare or stow, by one maneuver.

### **QUICK MOVEMENT**

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Pathfinder

*Force talent.* Before making a non-Force power check during structured gameplay, the character may suffer 2 strain to add ☹ no greater than Force rating to the check. The character may spend ●● generated during the check to perform one free Move maneuver after the check is finished. This Move maneuver may be in addition to any other maneuvers performed this turn and can allow the character to perform three maneuvers in a turn.

### **QUICK STRIKE**

**Activation:** Passive

**Ranked:** Yes

**Trees:** Ataru Striker

The character adds ■ per rank of Quick Strike to his combat checks made against any target that has not yet acted in the encounter.

### **RAPID REACTION**

**Activation:** Active (Incidental, Out of Turn)

**Ranked:** Yes

**Trees:** Seer, Starfighter Ace

The character may suffer a number of strain to add an equal number of ☆ to any Vigilance or Cool check to determine Initiative order. The number may not exceed his ranks in Rapid Reaction.

### **RAPID RECOVERY**

**Activation:** Passive

**Ranked:** Yes

**Trees:** Healer, Hunter

When the character recovers strain after an encounter has concluded, he recovers +1 additional strain per rank in Rapid Recovery.

### **REFLECT**

**Activation:** Passive (Active, Incidental, Out of Turn)

**Ranked:** Yes

**Trees:** Ataru Striker, Niman Disciple, Protector, Shien Expert, Soresu Defender

*Force talent.* When the character suffers a hit from a Ranged (Light), Ranged (Heavy), or Gunnery combat check, and after damage is calculated (but before soak is applied, so immediately after step 3 of **Perform a Combat Check**, page 148), if the character is wielding a lightsaber, he may take the Reflect incidental. He suffers 3 strain and reduces the damage dealt by that hit from the attack by a number equal to two plus his ranks in Reflect. This talent may only be used when the character is wielding a Lightsaber weapon.

### REFLECT (IMPROVED)

**Activation:** Passive

**Ranked:** No

**Trees:** Shien Expert

*Force talent.* When the character suffers a hit from a Ranged (Light), Ranged (Heavy), or Gunnery combat check that generates ☹ or ☹☹☹, and the character uses the Reflect incidental to reduce the damage from that hit, after the attack is resolved, the character automatically hits one target within medium range, dealing the same damage as the hit from the initial ranged attack.

The ranged attack's hit must be one that is able to be reflected and redirected (generally only blaster weapons fall into this category; anything else is subject to GM oversight). This ability may not be used if the original attack disables the character.

### REFLECT (SUPREME)

**Activation:** Passive

**Ranked:** No

**Trees:** Shien Expert

*Force talent.* If the character did not make a combat check during his previous turn, he suffers 1 strain when taking the Reflect incidental, instead of 3.

### RESEARCHER

**Activation:** Passive

**Ranked:** Yes

**Trees:** Sage

The character removes ■ per rank of Researcher from his Knowledge checks. Researching takes 50% less time (this does not decrease with additional ranks of Researcher).

### RESIST DISARM

**Activation:** Active (Incidental, Out of Turn)

**Ranked:** No

**Trees:** Makashi Duelist

If the character would be disarmed or his weapon would be damaged or destroyed, he may choose to suffer 2 strain to ignore the effect.

### RESOLVE

**Activation:** Passive

**Ranked:** Yes

**Trees:** Protector

When the character suffers strain, he suffers 1 less strain per rank of Resolve, to a minimum of 1. This does not apply to voluntary strain loss.

### SABER SWARM

**Activation:** Active (Maneuver)

**Ranked:** No

**Trees:** Ataru Striker

*Force talent.* The character may take the Saber Swarm maneuver, suffering 1 strain. His next Lightsaber (Agility) combat check this turn gains the Linked item quality, with ranks equal to Force rating.

### SABER THROW

**Activation:** Active (Action)

**Ranked:** No

**Trees:** Aggressor, Ataru Striker, Shien Expert

*Force talent.* The character may take the Saber Throw action, making a Lightsaber combat check as a ranged attack at one target within medium range, adding ☹ no greater than his Force rating to the check. The character must spend ⬤ and succeed on the check to hit his target; he may spend ⬤⬤ to have his weapon return to his hand after resolving the attack.

### SARLACC SWEEP

**Activation:** Active (Action)

**Ranked:** No

**Trees:** Shii-Cho Knight

*Force talent.* The character may take the Sarlacc Sweep action, making a Lightsaber combat check with +1 difficulty against one engaged target. The character may spend ☹☹ generated by this combat check to hit one additional target he is engaged with. He may do this once per engaged target, paying ☹☹ for each additional hit.

When performing a combat check while benefiting from the Sarlacc Sweep incidental, the character must always target the opponent with the highest difficulty and highest defense (if this is two separate targets, the GM chooses which target is the initial target).

### SECOND WIND

**Activation:** Active (Incidental)

**Ranked:** Yes

**Trees:** Peacekeeper, Shii-Cho Knight

Once per encounter, the character may use a Second Wind incidental to recover an amount of strain equal to his ranks in Second Wind.

### SENSE ADVANTAGE

**Activation:** Active (Incidental, Out of Turn)

**Ranked:** No

**Trees:** Advisor, Aggressor, Seer

*Force talent.* Once per game session, the character may add ■■ to the skill check of one NPC within extreme range.

### SENSE DANGER

**Activation:** Active (Incidental)

**Ranked:** Yes

**Trees:** Seer

*Force talent.* Once per game session, the character may remove ■■ from any one skill check.

### SENSE EMOTIONS

**Activation:** Passive

**Ranked:** No

**Trees:** Advisor, Niman Disciple

*Force talent.* The character adds ■ to all Charm, Coercion, and Deception checks unless the target is immune to Force powers.

### SHARE PAIN

**Activation:** Active (Incidental, Out of Turn)

**Ranked:** No

**Trees:** Pathfinder

*Force talent.* When an animal bonded to the character by the Animal Empathy talent suffers wounds, the character may take the Share Pain incidental. He reduces the wounds the animal suffered by half (rounded up), then suffers a number of wounds equal to the number reduced.

### SHIEN TECHNIQUE

**Activation:** Passive

**Ranked:** No

**Trees:** Shien Expert

*Force talent.* When making a Lightsaber skill check, the character may use Cunning instead of Brawn.

### SHROUD

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Shadow

*Force talent.* Once per session, the character may spend one Destiny Point to make himself undetectable via the Force (through abilities such as the Sense power) and to make his own Force powers unnoticeable for the remainder of the encounter.

What this entails exactly is up to the player and the GM, and the GM may rule that some actions (such as lifting an X-wing with one's mind) are too obvious to be ignored. However, abilities such as manipulating control panels, lifting small objects, or using Force powers to affect someone physically or mentally go unnoticed, or the effects are attributed to something else.

### SIDE STEP

**Activation:** Active (Maneuver)

**Ranked:** Yes

**Trees:** Hunter

Once per round on the character's turn, the character may perform a Side Step maneuver to try to avoid incoming ranged attacks. He then suffers a number of strain no greater than his ranks in Side Step. Until the start of the character's next turn, upgrade the difficulty of all ranged combat checks targeting the character a number of times equal to the strain suffered by the character.

### SIXTH SENSE

**Activation:** Passive

**Ranked:** Yes

**Trees:** Hunter

The character gains +1 ranged defense.

### SKILLED JOCKEY

**Activation:** Passive

**Ranked:** Yes

**Trees:** Starfighter Ace

The character removes ■ per rank of Skilled Jockey from his Piloting (Planetary) and Piloting (Space) checks.

### SLEIGHT OF MIND

**Activation:** Passive

**Ranked:** Yes

**Trees:** Pathfinder, Shadow

*Force talent.* The character adds ■ per rank of Sleight of Mind to his Stealth checks unless the being attempting to detect the character is immune to Force powers.

### SLIPPERY MINDED

**Activation:** Active (Action)

**Ranked:** No

**Trees:** Shadow

*Force talent.* On any turn in which the character is under the effects of a Force power, he may perform the Slippery Minded action (this action may be specifically performed even if the Force power would normally bar him from performing actions). He makes a **Hard (◆◆◆) Deception check**. If he succeeds, he is no longer under the effects of the Force power.

### SMOOTH TALKER

**Activation:** Active (Incidental)

**Ranked:** Yes

**Trees:** Advisor, Sage

When a character first acquires this talent, he chooses one skill: Charm, Coercion, Negotiation, or Deception. When making checks with that skill, he may spend ⊕ to gain additional ☆ equal to his ranks in Smooth Talker.

### SOFT SPOT

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Hunter

After making a successful attack with a non-starship/vehicle weapon, the character may spend one Destiny Point to add damage equal to his Cunning to one hit of the successful attack.

### SOLID REPAIRS

**Activation:** Passive

**Ranked:** Yes

**Trees:** Artisan, Starfighter Ace

Whenever the character repairs hull trauma on a starship or vehicle, he repairs one additional hull trauma per rank of Solid Repairs.

### SORESU TECHNIQUE

**Activation:** Passive

**Ranked:** No

**Trees:** Soresu Defender

*Force talent.* When making a Lightsaber skill check, the character may use Intellect instead of Brawn.

### STEELY NERVES

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Advisor, Peacekeeper

The character may spend one Destiny Point to ignore the effects of ongoing Critical Injuries on any Presence or Willpower-related checks until the end of the encounter. He still suffers from the injury itself.

### STIMPACK SPECIALIZATION

**Activation:** Passive

**Ranked:** Yes

**Trees:** Protector

Whenever the character uses a stimpack, the target heals an additional wound per rank of Stimpack Specialization. The sixth stimpack and beyond each day still have no effect.

### STRATEGIC FORM

**Activation:** Active (Action)

**Ranked:** No

**Trees:** Soresu Defender

*Force talent.* While wielding a Lightsaber weapon, the character may take the Strategic Form action, making a **Hard (◆◆◆) Lightsaber (Intellect) check** and rolling ◻ no greater than Force rating as part of the check. For each ★, one target within short range of the character may only make combat checks if those combat checks target the character until the end of the following round. The character may spend ● to cause Strategic Form to affect a target for one additional round. The effects of Strategic Form end if the character is incapacitated.

### STREET SMARTS

**Activation:** Passive

**Ranked:** Yes

**Trees:** Shadow, Shien Expert

The character removes ■ per rank of Street Smarts from his Streetwise and Knowledge (Underworld) checks.

### SUM DJEM

**Activation:** Passive

**Ranked:** No

**Trees:** Makashi Duelist, Niman Disciple, Shii-Cho Knight  
*Force talent.* When the character makes a Lightsaber combat check, he may spend ☉ or ☹☹ to disarm his opponent (with GM's approval). The disarmed weapon lands anywhere within short range of the engagement (character's choice).

### SURGEON

**Activation:** Passive

**Ranked:** Yes

**Trees:** Healer

When this character makes a Medicine check to help a character heal wounds, the target heals one additional wound per rank of Surgeon.

### SWIFT

**Activation:** Passive

**Ranked:** No

**Trees:** Pathfinder

The character does not suffer the penalties for moving through difficult terrain (he moves through it at normal speed, without spending additional maneuvers).

### TECHNICAL APTITUDE

**Activation:** Passive

**Ranked:** Yes

**Trees:** Artisan

For each rank, the character reduces the amount of time needed to complete computer-related tasks by 25%.

### TERRIFY

**Activation:** Active (Maneuver)

**Ranked:** No

**Trees:** Aggressor

*Force talent.* The character may take a Terrify action, making a **Hard (◆◆◆) Coercion check** and rolling ◻ no greater than Force rating as part of the check. If successful, one target per ★ within medium range of the character is disoriented until the end of the next round. The character may spend ☹☹ to increase the duration of disorientation for all affected targets by one round, and may spend ● to immobilize an affected target until the end of the next round.

### TERRIFY (IMPROVED)

**Activation:** Passive

**Ranked:** No

**Trees:** Aggressor

*Force talent.* The difficulty of the Terrify action decreases to **Average** (◆◆). In addition, the character may spend ☉ generated on the check to stagger an affected target until the end of the next round.

### THE FORCE IS MY ALLY

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Sage, Seer

*Force talent.* Once per session, the character may suffer 2 strain to perform a Force power action as a maneuver.

### TOUCH OF FATE

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Starfighter Ace

*Force talent.* Once per game session, the character may add ☐☐ to any one skill check.

### TOUGHENED

**Activation:** Passive

**Ranked:** Yes

**Trees:** Advisor, Aggressor, Healer, Hunter, Niman Disciple, Pathfinder, Peacekeeper, Protector, Seer, Shien Expert, Shii-Cho Knight, Soresu Defender

The character increases his wound threshold by two per rank of Toughened.

### TRICKY TARGET

**Activation:** Passive

**Ranked:** No

**Trees:** Starfighter Ace

Any vehicle the character pilots counts as having a silhouette one lower than normal when being attacked, to a minimum of 0.

### UNCANNY REACTIONS

**Activation:** Passive

**Ranked:** Yes

**Trees:** Hunter, Seer

*Force talent.* The character adds ☐ per rank of Uncanny Reactions to his Vigilance checks.

### UNCANNY SENSES

**Activation:** Passive

**Ranked:** Yes

**Trees:** Hunter

*Force talent.* The character adds ☐ per rank of Uncanny Senses to his Perception checks.

### UNITY ASSAULT

**Activation:** Active (Maneuver)

**Ranked:** No

**Trees:** Peacekeeper

*Force talent.* Whenever the character misses an opponent with a combat check and generates ☉ or ☹☹, the character may spend this to perform a Force power action that targets one or more allies as a maneuver (he must still be able to perform maneuvers, and may not perform more than two maneuvers in a turn).

### UNRELENTING SKEPTIC

**Activation:** Passive

**Ranked:** No

**Trees:** Shadow

When targeted by a Deception check, the character automatically adds ▼ to the check equal to his ranks in Vigilance.

### VALUABLE FACTS

**Activation:** Active (Action)

**Ranked:** No

**Trees:** Sage

Once per encounter, the character may take a Valuable Facts action, making an **Average** (◆◆) **Knowledge check** (the GM and player should determine which Knowledge skill is most applicable in the given situation). If successful, the character may add ☉ to any one check made by an allied character during the encounter.

The subsequent check should relate in some way to the facts the character learned, or the player should come up with an explanation for why the information the character learned is instrumental in the success of the ally's check.

### WELL ROUNDED

**Activation:** Passive

**Ranked:** Yes

**Trees:** Shadow

The character chooses any two skills. They permanently become career skills.

# V

# GEAR AND EQUIPMENT

**T**he ancient Jedi knew that the most powerful weapon they could wield was the Force. More than a simple tool of destruction, the Force is a mighty ally for anyone who can call upon its aid. However, those same Jedi still wielded lightsabers, flew starships, and carried medpacs and datapads. No matter who they are, characters rely on gear and equipment to carry out tasks from the trivial to the vital.

In the *Star Wars* galaxy, the most important thing for a fugitive Force user to be is prepared. Luckily, in the time of the Empire, most of the equipment characters need to handle mundane problems is of civilian manu-

facture and can be purchased on most civilized planets. While much of their equipment is relatively easy to procure, some items Force users may be interested in can be both exceedingly valuable and vanishingly rare.

In this chapter, players can find information on common personal weapons, armor, and gear critical for adventures from the Core Worlds to the Outer Rim. They can also learn rules on buying, selling, and modifying their equipment. Finally, they can obtain data on some of the rare weapons and items used by Force sensitives, the Jedi, and the Sith.

## RARITY

**S**ome items are naturally more difficult to purchase than others, depending on where characters find themselves at any given time. After all, the galaxy is a big place, and the vagaries and intricacies of galactic trade mean that some items that are easy to find in certain locations are very difficult to find in others. Of course, some items are rare no matter where one goes, and likewise, some items are always common and inexpensive.

Rarity in **FORCE AND DESTINY** is a simple way of measuring how difficult an item can be to find on a scale of

0–10, with 0 being the easiest to track down and 10 being the hardest. However, whether or not an item is available for purchase should never be solely a matter of rolling dice. Instead, the needs of the plot make it at least partially the Game Master's decision. Nevertheless, for simple items, rarity provides a simple way for the GM to determine whether something is available and to let the players easily track items down. Finding an item on a world requires a successful Negotiation check (although the GM may allow the character to use an appropriate Knowledge skill check instead).

**TABLE 5-1: RARITY**

Rarity	Difficulty	Examples
0	Simple (–)	Glow Rod
1		Long Range Comlink
2	Easy (◆)	Medpac
3		Scanner Goggles
4	Average (◆◆)	Blaster Pistol
5		Blaster Rifle
6	Hard (◆◆◆)	Cybernetic Limb
7		Refined Cortosis Gauntlets
8	Daunting (◆◆◆◆)	Thermal Detonator
9		Dantari Crystal
10	Formidable (◆◆◆◆◆)	Lightsaber

**Table 5-1: Rarity** lists the rarities, the corresponding check difficulty to find items with those rarities, and examples of items with those rarities. **Table 5-2: Rarity Modifiers** lists some general modifiers that can be applied to an item's rarity, based on the technological status and general type of the world where the item is being sought. Some worlds may impose their own individual modifiers as well. Modifiers can raise an item's rarity above 10. For rarities higher than 10, the difficulty remains at **Formidable** (◆◆◆◆◆), but the GM may upgrade the difficulty once for every rarity beyond 10.

## THE BLACK MARKET

Not all goods are available on all planets. A city might outlaw weapons within its limits, and most planetary authorities forbid thermal detonators. Selling illegal goods is dangerous but lucrative, and finding them means dealing with greedy thugs and criminals.

Exactly what is illegal on each world is up to the Game Master, or may be specified in that world's description. Finding an illegal item typically requires a Streetwise check. The difficulty generally depends on the rarity of the item (see **Table 5-1**), but the difficulty can increase based on the world's law enforcement capabilities (as determined by the GM).

Selling illegal goods also requires a Streetwise check with the same difficulty as above. If three or more ☠ or a 🗡 are generated, something has gone wrong; the buyer tries to rob the characters, or the local police arrive to arrest these brazen criminals, for example.

Finding black market items always requires a Streetwise check, and the items may cost far more than the list price depending on their scarcity on a particular world. This varies from place to place, so the Game

Master should determine if an item is restricted or not, to what degree, and what the difficulty is to track it down. Some items are marked with an (R) by their price, which means they are restricted and always count as black market items.

Most black marketeers have established patterns, customers, and habits that allow them to stay in business. While the Rebellion has been known to deal with the black market, the Player Characters might not have these connections; if they sell goods, they may even be selling to a criminal who plans on turning around and reselling the goods again. For that reason, PCs selling illegal items net one-quarter of the listed price with a successful Streetwise check, one-half with ☆ ☆, and three-quarters with ☆ ☆ ☆ or higher.

**TABLE 5-2: RARITY MODIFIERS**

Rarity Modifier	Circumstances
-2	Primary Core World such as Coruscant, Duro, or Corellia
-1	Other Core World
-1	World on primary trade lane
+0	Colony or Inner Rim world
+0	Civilized world
+1	Mid Rim world
+1	Recently settled world, out of the way world
+2	Outer Rim world
+2	Frontier world
+3	Wild Space world
+4	Uncivilized world



Truly exotic and illegal items, like rare animals or exotic pets, can be sold for higher values, but this is based on the story and the difficulty it took to find them. The rules above present the general guidelines for buying and selling most illegal items.

## SELLING AND TRADING

Selling legal items follows guidelines similar to those for selling illegal ones. Player Characters can generally sell an item for one-quarter of its cost upon a successful Negotiation check, increasing that to one-half with ✨ ✨ and to three-quarters with ✨ ✨ ✨ or more.

In some cases, the PCs might wish to engage in trade, buying multiple items at one location and then selling them at another location where they are rarer. These actions can be handled narratively, but if the GM wishes to use some mechanical guidelines for this process, these are some basic rules covering trading.

Trade works the same whether with black market (restricted) items or with legal items. Selling the items follows the rules for selling items listed above, whether the items are black market or legal, with the caveat that trading in legal items requires a Negotiation check, while trading in illegal items requires a Streetwise check. However, when determining the sell price based on the success of the Negotiation check, first multiply the cost of the item by the difference between the item's rarity where it was bought and its rarity where it is to be sold, referring to **Table 5-2: Rarity Modifiers** and **Table 5-3: Increased Costs When Trading**. Then take the new, increased cost and determine the sell price by the results of the Negotiation check.

Of course, these rules do not account for all sorts of details, such as buying in bulk, marketing and advertising, and myriad other factors that may affect prices. This is why the rules for buying, selling, and trading are all modifiable by the GM, and subject to his judgment. It is also important to note that these rules only apply when engaging in commercial trade. If the PCs sell a cargo load of blasters on a world using these rules, then later one of them buys a blaster on that world, he would normally pay the listed cost, without any increases. Remember, these rules are for engaging in trade only.

Always remember when engaging in galactic trade that the GM has final say as to how much an item is worth, which can also be based on narrative factors. For example, if the PCs collect some E-11 blaster rifles off dead stormtroopers, they may try to sell them. However, though a blaster rifle is not (R), it's still obviously an Imperial weapon. Some shopkeepers may refuse to purchase them, and others may offer a criminally low price for these goods, no matter how well the PCs roll on their Negotiation check. Finally, some may offer to buy the goods at a reasonable price, and then turn around and betray the PCs to the Empire.

**TABLE 5-3: INCREASED COSTS WHEN TRADING**

Rarity Increase	Price Increase
+0-1	x1
+2	x2
+3	x3
+4 or higher	x4

## ENCUMBRANCE

**F**ORCE AND DESTINY emphasizes sweeping stories, epic tales, and fast action. Keeping track of the weight of every stimpack isn't fun, but knowing that a hero has to carry the child he just rescued from Imperial stormtroopers is an important story element; so is having some idea of how many days' worth of rations an explorer can carry while journeying in the wilderness.

In general, players and the Game Master won't need to track a character's encumbrance (how much he's carrying on his person). Occasionally, however, it may play an important part in the story, and a player needs to know if the weight, mass, and collective bulk of the items his hero is wearing inhibits his actions.

### ENCUMBRANCE VALUES

Every item of gear listed in this chapter has an encumbrance value. Most items that can commonly be

carried have a value between 0 and 5—from relatively light objects (such as credit chips or light clothing) to heavier items (like blaster rifles or gaffi sticks). The encumbrance value of armor is discussed in more detail later, and is different when it's worn. When worn, the weight is distributed appropriately, and when armor is carried, it's treated as just another item.

Encumbrance doesn't strictly represent weight; it also represents mass, bulk, and how easy items are to carry. A well-fitting suit of armor adds very little encumbrance, while an armful of gimer sticks has a high encumbrance because they're tricky to carry.

Small items such as datapads, most pistols, and knives have an encumbrance value of 1 or 2. Medium items, such as blaster rifles, a satchel of thermal detonators, or a grappling hook and cord, have an encumbrance value of 3 or 4. Large or heavy items, such

as cargo crates, repeating blaster rifles, or a heavy toolbox, are valued at 5 or 6.

If it becomes critical to the story to have more detail, ten loosely carried incidental items have an encumbrance value of 1. If they are stored in an effective manner—such as bowcaster quarrels in a quiver, or crystals in a pouch—then twenty incidental items have an encumbrance value of 1. If, for some reason, the character is unable to manage his gear in such a way, the GM may increase the items' overall encumbrance value by several points to reflect the difficulty in managing and carrying items by less efficient means. When carried, a living being generally has an encumbrance value of 5 plus Brawn. A typical human has a Brawn of 2, and therefore a total encumbrance value of 7. A Twi'lek scholar from Ryloth, with a Brawn of 1, has an encumbrance value of 6. This may be modified by specific species' features, such as the fatty bulk of a Hutt or the hollow bones of an avian.

### ENCUMBRANCE THRESHOLD

Characters have an “encumbrance threshold” of 5 plus their Brawn rating, which limits how much they can carry under normal conditions without penalty. A total encumbrance value over the threshold means the hero is “encumbered” and suffers ■ to all Agility and Brawn checks for every point of encumbrance over the limit. This is cumulative with any ■ suffered for strain or other conditions, should any be in play.

Further, if a character is encumbered by an amount equal to or greater than his Brawn rating, he no longer earns a free maneuver each turn. The character can still perform up to two maneuvers, but each maneuver costs 2 strain. With a Brawn of 2, for example, a character would not get a free maneuver each turn if he's carrying 9 or more points of encumbrance.

### LIFTING AND CARRYING EXCESSIVE ENCUMBRANCE

Characters shouldn't typically carry more than their encumbrance threshold. When necessity demands, however, they can do so for a short time (suffering the effects described above).

If a character needs to lift an object greater than his encumbrance threshold, such as an ally who has fallen off a gantry or ledge, he must make an Athletics check. The difficulty is **Simple (–)** if the object's encumbrance value is less than or equal to the character's encumbrance threshold. Increase the difficulty by one for every point over, up to a maximum additional encumbrance of 4 and difficulty of **Daunting (◆◆◆◆)**. A character with a Brawn of 2 and a threshold of 7, for example, tries to lift a rock with an encumbrance value of 10. That's 3 over, so the difficulty is **Hard (◆◆◆◆)**.

### EXAMPLE

Sarenda and Pon have stolen a crate of supplies that they want to redistribute to starving refugees. Pon, who is trying to run with a crate of the food in his arms, has an encumbrance threshold of 8 (5 plus his Brawn of 3). The crate's encumbrance value is 6. Between the crate and Pon's blaster rifle and lightsaber (encumbrance value 5), he is carrying 3 over his threshold, and thus makes a **Hard (◆◆◆) Athletics check**, loses his free maneuver, and suffers ■■■ to all Agility- and Brawn-based checks until he drops the crate.

Additional characters may help, adding their raw Brawn to the encumbrance threshold. In the example, a Nautolan with a Brawn of 3 adds +3 to the encumbrance threshold for that specific task.

### CONCEALING GEAR

Characters in **FORCE AND DESTINY** frequently carry small arsenals on their persons. Sometimes a character wants everyone to see the massive disruptor slung over his shoulder and the heavy blaster pistol at his hip, knowing that intimidation can often stave off a fight. But sometimes a character needs to slip in somewhere with a little extra help, such as when R2-D2 entered Jabba's palace with Luke's lightsaber hidden in a secret compartment.

Items with an encumbrance value of 1 or less can be hidden on a person easily. No checks are required for successful concealment unless a foe inspects the target up close—usually with a physical pat-down. In the latter case, the searcher makes an **opposed Perception check** against the target's Stealth. Add ■ to the searcher's check for every encumbrance point over 1 that is due to the hidden item. If there are multiple items, use the highest. The Game Master should adjust this based on the situation. An unusually large species might be able to easily conceal items with an encumbrance value of 2, for example.

The same rules can apply to similar situations—such as hiding a blaster rifle (encumbrance value 4) in a wagon of scrapped droid parts. The Game Master should decide what value of object can be hidden without being noticed, and add ■ for every point over that.

### ENCUMBRANCE AND VEHICLES

A ship's cargo hold can house the amount of encumbrance listed in its vehicle profile. Smuggling panels have varying limits. These small caches are usually placed in secret locations around the ship to avoid detection. Most smuggling panels have an encumbrance limit of 2 to 30 depending on their size and location.

# COMBAT SKILLS

**S**kills represent the ability to use, identify, maintain, and care for the weapons in each category. For example, the Gunnery skill governs firing large mounted weapons—such as a land-to-air laser turret or a starship’s main guns—and is also used to diagnose problems, reset a system if it overheats, identify manufacturers, and so on. This section discusses Combat skills as they relate to various weapons.

## BRAWL

Brawl weapons are generally light and cover the wearer’s hands. They are easy to wield in close quarters and often designed with handguards or grips to keep them from being dropped easily in a scuffle. Many beasts and several of the more savage races fight with talons or claws, and their attacks are covered by Brawl as well.

An attacker must be engaged with his target to attempt a Brawl attack.

## GUNNERY

Larger weaponry that generally requires a mount, turret, or placement to use effectively is covered by the Gunnery skill. Gunnery covers vehicle-mounted guns and most starship weapon systems, as well as stationary platforms for devices such as E-web repeating blasters, laser turrets, and other armaments and ordnance.

Gunnery weapons cannot be used against targets engaged with the weapon and its user.

## LIGHTSABER

Lightsabers and derivative weapons are covered under

the Lightsaber skill. These weapons generate a blade of coherent energy that can cut through nearly everything except the blade of another lightsaber.

An attacker must be engaged with his target to attempt a Lightsaber attack.

## MELEE

Melee weapons can be either one-handed or two-handed, and are generally more than half a meter in length. They vary greatly, from gaffi sticks and halberds to cortosis staves and vibroknives.

An attacker must be engaged with his target to attempt a Melee attack.

## RANGED (HEAVY)

Heavy ranged weapons are those that generally must be wielded in (or directed with) two hands, such as a bowcaster, heavy blaster, or flame projector. Heavy ranged weapons also include larger thrown items, such as bows or throwing axes.

Using a heavy ranged weapon while engaged with an enemy increases the difficulty of the check by two.


## RANGED (LIGHT)

Light ranged weapons are those that can generally be wielded in one hand, such as a blaster pistol or other handgun. Light ranged weapons also include one-handed thrown items, such as bolas, knives, and grenades.

Using a light ranged weapon while engaged with an enemy increases the difficulty of the check by one.



# ITEM QUALITIES

**S**ome equipment features special qualities that add variety and depth to the vast array of armaments in the *Star Wars* universe. Some special qualities are inherent to certain items, while others are general qualities that can be applied by the Game Master to specifically tailor an item to the story.


Special qualities are generally either passive or active. Passive qualities are always on and require no activation on the part of the user. Active qualities must be triggered by the user, often by spending one or more  to activate the effect.

Item qualities usually have a number associated with

them. This is their rating. Ratings affect qualities in different ways, depending on the quality in question.

Active qualities require   to activate unless otherwise stated in their description. Active item qualities on weapons can only trigger on a successful attack, unless specified otherwise.

## ACCURATE (PASSIVE)

Accurate weapons are easier to aim or wield, whether through design or technology. For each level of this trait, the attacker adds  to his attack dice pools while using this weapon.

## AUTO-FIRE (ACTIVE)

A weapon with Auto-fire can be set to shoot in rapid succession and potentially spray an area with bolts, flechettes, slugs, or other types of projectiles.

As attacking with a weapon on Auto-fire is generally less accurate, the attacker must increase the difficulty of the attack check by **◆**. The user may choose to not use the Auto-fire quality on a weapon; in this case, he cannot trigger the quality, but also does not suffer the aforementioned penalty.

If the attack hits, the attacker can trigger Auto-fire by spending **☹ ☹**. Auto-fire can be triggered multiple times. Each time the attacker triggers Auto-fire, it deals an additional hit to the target. Each of these counts as an additional hit from that weapon, and each hit deals base damage plus the number of uncanceled **★** on the check.

These additional hits can be allocated to the target, or to other targets within range of the weapon. If the attacker wishes to hit multiple targets, he must decide to do so before making the check. Furthermore, if he wishes to hit multiple targets, his initial target must always be the target with the highest difficulty and highest defense (if this is two separate targets, the GM chooses which target is the initial target). The initial hit must always be against the initial target. Subsequent hits generated can be allocated to any of the other designated targets.

Auto-fire weapons can also activate one Critical Injury for each hit generated on the attack, per the normal cost; the Critical must target the target of the specific hit.

## BLAST (ACTIVE)

The weapon has a large spread, an explosive blast, or similar area of effect. If the attack is successful and Blast activates, each character (friend or foe) engaged with the original target suffers damage equal to the weapon's Blast rating (plus an additional wound per **★** as usual). In a relatively small and enclosed area, the Game Master might decide that everyone in the room suffers damage.

If the Blast quality doesn't activate, the ordnance still detonates, but bad luck or poor aim on the part of the firer (or quick reactions on the part of the victims) means the explosion may not catch anyone else in its radius. However, the user may also trigger Blast if the attack misses by spending **☹ ☹ ☹**. In this case, the original target and every target engaged with the original target suffers damage equal to the Blast rating of the weapon.

## BREACH (PASSIVE)

Weapons with Breach burn through the toughest armor; they are often heavy weapons or starship weapons.

Breach weapons ignore one point of armor for every rating of Breach (meaning they also ignore ten points of soak for every rating of Breach).

## BURN (ACTIVE)

Weapons with Burn inflict damage over time. If the attack is successful, the target continues to suffer the weapon's base damage each round for a number of rounds equal to the weapon's Burn rating. Damage is applied at the start of each of the target's turns.

A victim might be able to stop the damage by rolling around on the ground and making an Agility check as an action. This is an **Average (◆◆) Coordination check** on hard surfaces such as a hallway inside of a spaceship, or an **Easy (◆) Coordination check** on grass or soft ground. Jumping into a body of water stops the damage immediately. Both situations assume the flame is from actual combustion rather than a chemical reaction. With the latter, there is usually little the victim can do.

## CONCUSSIVE (ACTIVE)

The weapon's attack can leave the target shell-shocked from mighty blows or punishing shockwaves, unable to perform any but the most basic actions. The target is staggered (see page 160) for a number of rounds equal to the weapon's Concussive rating. A staggered target cannot perform actions.

## CORTOSIS (PASSIVE)

There are two varieties of cortosis ore. The rarest version can actually short out a lightsaber's blade, causing it to fail temporarily. The far more common cortosis ore, when molded into armor, forms an interlocking molecular bond that is extremely resistant to energy weapons.

Weapons with the Cortosis quality are immune to the Sunder quality. Armor with the Cortosis quality makes the wearer's soak immune to the Pierce and Breach qualities.

## CUMBERSOME (PASSIVE)

A Cumbersome weapon is large, unwieldy, awkward, or heavy. To wield a Cumbersome weapon properly, the character needs a Brawn characteristic equal to or greater than the weapon's Cumbersome rating. For each point of Brawn by which the character is deficient, he must increase the difficulty of all checks made while using the weapon by one.

## DEFENSIVE (PASSIVE)

Defensive weapons are particularly good at fending off incoming melee attacks. A character wielding a weapon with the Defensive quality increases his melee defense by the weapon's Defensive rating.

## DEFLECTION (PASSIVE)

An item with the Deflection quality increases the wearer's ranged defense by an amount equal to its Deflection rating.

### DISORIENT (ACTIVE)

A weapon with Disorient can daze an opponent. When Disorient is triggered, the target is disoriented (see page 160) for a number of rounds equal to the weapon's Disorient rating. (A disoriented target adds ■ to all skill checks he performs.)

### ENSNARE (ACTIVE)

A weapon with Ensnare binds a foe and restricts his movements. When Ensnare is triggered, the target is immobilized (see page 160) for a number of rounds equal to the weapon's Ensnare rating. An Ensnared target may attempt a **Hard (◆◆◆) Athletics check** as his action on his turn to break free from the effect. (An immobilized target cannot perform maneuvers.)

### GUIDED (ACTIVE)

If a character misses while firing a Guided weapon and if Guided is activated, he may make an attack check at the end of the round. The difficulty of the check is calculated by comparing the weapon's silhouette of 0 to the silhouette of the target (see page 173), and the check's ◆ equal the weapon's Guided rating. If the test is successful, the weapon strikes the target, and damage is dealt normally.

Guided requires ☹☹☹ to activate, unless otherwise specified in the weapon's description. Remember, the Guided effect can activate on its subsequent attacks, representing the projectile continuing to track the target.

"Spoofing" is a countermeasure designed to work against a particular type of projectile, such as flares designed to draw off infrared missiles. Spoofing directly increases the defense of the target against attacks with the Guided quality.

### INACCURATE (PASSIVE)

Inaccurate weapons are weapons of a shoddy or inferior construction, which means they are less likely to be accurate or precise. Alternatively, the weapon's nature may inhibit accuracy. Inaccurate weapons add ■ to the attacker's dice pool equal to their Inaccurate rating.

### INFERIOR (PASSIVE)

An Inferior item is a lackluster example of its kind, representing shoddy and poor craftsmanship. An Inferior weapon generates automatic ☹ on all checks related to its use, and its base damage is decreased by one. Inferior armor has its encumbrance increased by one and its defense decreased by one. If it does not have defense, decrease its soak value by one, to a minimum of zero.

### ION (PASSIVE)

Ion weapons are designed to affect electrical systems

instead of dealing raw damage. They are fitted to ships to knock out opponents' shields, sensors, and engines. They are shorter range than laser weapons and deal larger amounts of damage, but their damage is dealt to the target (usually a vehicle) as system strain. The damage is still reduced by armor and soak. Droids are affected by ion weapons, taking damage to their strain threshold.

### KNOCKDOWN (ACTIVE)

When Knockdown triggers, the target is knocked prone.

Unless specified otherwise, Knockdown requires ☹☹ to trigger, plus one additional ☹ per silhouette of the target beyond one.

### LIMITED AMMO (PASSIVE)

Some weapons fire particularly large or expensive projectiles, or are themselves a complete weapon that, once launched, is expended. A weapon with the Limited Ammo quality may be used to make a number of attacks equal to its Limited Ammo rating before it must be reloaded with a maneuver. In addition, each shot expends one of a limited number of rounds of ammo, which, once used, must be purchased or otherwise obtained before firing the weapon again. This also applies to grenades and other "one use" weapons that have the Limited Ammo 1 quality (here, the user is not "reloading" the grenade, but drawing another to use—but mechanically they are equivalent).

### LINKED (ACTIVE)

Some weapons are designed to fire together at the same target. This increases the possibility of a hit as well as the damage dealt. When firing a Linked weapon, on a successful attack, the weapon deals one hit. The wielder may spend ☹☹ to gain an additional hit, and may do so a number of times equal to the weapon's Linked rating. Additional hits from the Linked weapon may only be applied against the original target. Each hit deals the weapon's base damage plus the total uncanceled ✨ scored on the check.

### PIERCE (PASSIVE)

An attack made with this weapon ignores one point of soak for each rank of Pierce. If the weapon has more ranks of Pierce than the target's total soak, it completely ignores the target's soak. For example, Pierce 3 against a soak of 2 ignores 2 points of soak, but the extra point of Pierce has no further effect.

### PREPARE (PASSIVE)

Weapons with this quality require time to set up before being used. The user must perform a number of preparation maneuvers equal to the weapon's Prepare rating before making attacks with that weapon.

### **SLOW-FIRING (PASSIVE)**

Slow-Firing weapons tend to be large, heavy, emplacement-mounted weapons like planetary defense ion cannons and the turbolasers found on capital ships. While they deal incredible damage, they need time to recharge or cool down between shots. A weapon's Slow-Firing rating dictates how soon the weapon can be fired again after attacking. For example, a heavy turbolaser with Slow-Firing 2 must wait two rounds after being fired before it can be fired again.

### **STUN (ACTIVE)**

A weapon with Stun can deal strain to the target. When the Stun quality is activated, it inflicts strain equal to the weapon's Stun rating.


### **STUN DAMAGE (PASSIVE)**

Some weapons deal Stun damage instead of regular damage. In this case, the weapon deals damage as strain instead of wounds. This damage is still reduced by a target's soak.

A variant of this is a Stun setting. As an incidental, the wielder can choose to switch the setting of his weapon to "Stun." In this case, it does Stun damage as described above. When weapons with a Stun setting are used to deal Stun damage, their range changes to short and cannot be increased.


### **SUNDER (ACTIVE)**

When activated, the attacker chooses one item openly wielded by the target (such as a weapon, shield, or item on a belt). That item is damaged one step: to minor if undamaged, from minor to moderate, or from moderate to major. If a weapon already suffering major damage is the target of a successful Sunder, it is destroyed.

Sunder requires  to activate. If activated multiple times in the same attack, each activation can be applied

against the same weapon, potentially taking a weapon from undamaged to destroyed in a single attack.

### **SUPERIOR (PASSIVE)**

A Superior item is a sterling example of its kind, representing masterful craftsmanship. A Superior weapon generates automatic  on all checks related to its use, and its base damage is increased by one. Superior armor has its encumbrance reduced by one and its soak value increased by one.

### **TRACTOR (PASSIVE)**

Instead of firing searing beams of laser fire or crackling ion discharges, this weapon fires relatively harmless electromagnetic beams that ensnare ships and hold them fast in space. Tractor beams, like all weapons, are fired at their target using the appropriate skill check (generally Gunnery) with all suitable modifiers. Once the weapon hits its target, the target may not move unless its pilot makes a successful Piloting check with a difficulty equal to the tractor beam's rating.

### **UNWIELDY (PASSIVE)**

An Unwieldy weapon is a weapon that can be particularly awkward to use for those without impressive dexterity and hand-eye coordination. To wield an Unwieldy weapon properly, the character needs an Agility characteristic equal to or greater than the weapon's Unwieldy rating. For each point of Agility by which the character is deficient, he must increase the difficulty of all checks made while using the weapon by one.

### **VICIOUS (PASSIVE)**

When this weapon scores a Critical Injury or Hit, the character adds ten times the Vicious rating to the Critical roll. With Vicious 3, for example, the victim adds +30 to his Critical Injury or Hit result.

## **WEAPON CHARACTERISTICS**

**E**ach weapon is defined through a variety of characteristics that delineate its abilities and make it distinct. All weapons share several characteristic categories, while many feature special qualities that add additional rules to their operation.


### **NAME**

The general name of the weapon. This may be a broad label that applies to several closely related weapons.


### **SKILL USED (SKILL)**


The Combat skill used when attacking with this weapon.

### **BASE DAMAGE (DAM)**

The base damage the weapon inflicts. This is the minimum damage inflicted if the attack with this weapon hits. Each net  generated during the attack check adds one point of damage to this base damage rating.

## CRITICAL RATING (CRIT)

Indicates the number of  required to trigger Critical Injuries using this weapon. If the weapon's critical rating triggers, the character rolls percentile dice on the corresponding Critical Injury chart to determine the effect on the target. A Critical Injury can only be triggered on a successful hit that deals damage that exceeds the target's soak value.

Some weapons and talents modify this Critical Injury roll, potentially making a Critical Injury more or less effective. In addition, a character can only generate one Critical roll per hit on a target. However, if the roll generates enough  to trigger the critical rating of the weapon multiple times, the character can choose to add +10 to the Critical Injury roll for each trigger after the first. More on Critical Injuries can be found on page 158.

## RANGE

The range of the weapon. Range is measured in several broad range bands. Melee weapons require the attacker to be engaged with the target. Ranged weapons have ranges listed as short, medium, long, or extreme. See pages 151 for more information.

## ENCUMBRANCE (ENCUM)

Encumbrance is, in essence, an abstract measurement of how heavy and awkward something is to

carry and transport. The higher the encumbrance, the more difficult the item is to carry. More details on encumbrance can be found on page 113.

## HARD POINTS (HP)

Many items can be customized, to an extent determined by the number of hard points they have. The vast majority of weapons have a limited number of hard points that determine how many attachments can be mounted on them. This is covered in greater detail on page 133.

## PRICE

The price of the weapon on the open market. An (R) next to the price means the weapon is restricted and cannot be bought on the open market, in which case the price listed is the closest average black market price.


## RARITY

The rarity of the item, before modifiers (page 111).

## SPECIAL

These are the qualities or other special rules each weapon possesses. More in-depth descriptions of these qualities can be found on page 115, while rules specific to a certain type of weapon are detailed in the weapon's description, starting on page 120.

# WEAPON MAINTENANCE

Invariably, weapons start to wear down. Rolling  results may indicate a weapon has malfunctioned, misfired, jammed, broken down, or otherwise been rendered inoperable or impaired until it can be repaired.

Low-tech weaponry that generally does not rely on energy cells or sophisticated programming (such as a bowcaster or gaffi stick) can be repaired with the Mechanics skill or the skill used to wield the weapon. More sophisticated weapons that rely on programming, circuitry, or electronics (such as a laser turret or missile launcher) can also be repaired with the Computers skill or the Combat skill used to wield the weapon (Mechanics can always be used to repair a weapon).

Weapon repairs are generally classified as minor, moderate, or major. The magnitude of the required repairs indicates two things: the severity of any penalties applied to the user when trying to operate the defective weapon, and the difficulty rating of the necessary repairs. Repairing a weapon requires adequate time and tools, generally one to two hours per diffi-

culty level. If a character attempts repairs in less time, the difficulty increases by one. Likewise, if the character lacks the proper tools, the difficulty increases by one. These factors are cumulative, so when repairing a blaster without the proper tools and in less time, the difficulty is increased by two.







The cost of the repairs is equal to a percentage of the weapon's base cost: 25% if it's a minor repair, 50% if it's a moderate repair, and 100% if it requires major work. Reduce the total by 10% for each  received on the repair check if the PC is doing it himself.

TABLE 5-4: REPAIRING GEAR

Repair Required	Difficulty	Penalty for Use
Minor	Easy 	One additional 
Moderate	Average 	One additional 
Major	Hard 	Unusable

(A Non-Player Character weaponsmith won't reduce his price for his skill.)

This does mean it's sometimes easier to buy a new weapon than to fix an existing one, but that isn't always possible. It also doesn't include the price of any modifications that have been made, which aren't figured into the repair cost.

## WEAPON DESCRIPTIONS

**A**rms production is one of, if not the most, lucrative and powerful industries in the galaxy. The average galactic citizen has myriad choices for offensive and defensive weaponry. There is a blaster, bludgeon, or blade to suit nearly every requirement and taste. The following list of weapons comprises those most commonly found in the armories of the Imperial military; among the disparate operatives of the Rebel Alliance; and in the holsters of bounty hunters, wanderers, and civilians. It also includes a list of esoteric weapons used by elite Imperial agents, dark side adepts, and Force-sensitives.

### BLASTERS

Blasters are the most commonly used ranged weapon in the galaxy. Most blasters can be set to Stun, a non-lethal, low-powered setting that overloads a target's nervous system and renders him temporarily paralyzed (see the Stun Damage item quality, page 118). Blasters with this ability have it noted in their special qualities, listed as "Stun setting." Stun beams may only be used at short range, no matter what the weapon's normal range is. Switching between "Stun" and "Kill" on such a weapon is relatively simple, and requires an incidental.

Some blasters that only fire stun beams are known as stingbeams or simply stun blasters. Stun blasters exchange the Stun setting of a standard blaster for the Stun Damage item quality. If a weapon doesn't usually feature a Stun setting, such as a heavy repeating blaster, it cannot be purchased as a stun blaster. Blaster carbines and all pistols save for heavy blasters can be purchased as stun blasters, with a cost equal to half the usual amount for the regular full-powered version.

#### HOLDOUT BLASTER

Holdout blasters are lightweight, small-framed pistols designed for ease of handling and concealment.

Those searching an individual carrying a concealed holdout blaster add ■ to their Perception check.

### AMMO

**T**he weapons in *Star Wars* are primarily energy-based. That, coupled with the action-packed and narrative-based gameplay in **FORCE AND DESTINY**, means that players do not need to track ammunition for their characters' weapons. They are always assumed to have enough power packs or clips to handle whatever firefights they encounter. This carries over to primitive weapons such as slugthrowers.

There are a few exceptions to this, of course; the primary one being weapons with the Limited Ammo quality. This quality is used to represent weapons with deliberately limited clips, such as missile tubes and proton torpedoes, as well as one-use weapons such as grenades and nets.

Another exception is when weapons do run out of ammo, such as when a combat check generates ☹ that the GM spends to make the character's ammo run out. In these cases, the weapon is out until the end of the encounter, unless the character thought ahead and brought along extra reloads (see page 131).

#### LIGHT BLASTER PISTOL

Light blaster pistols combine the concealability of a holdout blaster with the performance of a standard blaster pistol. Light blaster pistols are quite popular among sportsmen and competitive shooters.

#### BLASTER PISTOL

The ubiquitous blaster pistol is the standard by which energy-based sidearms are measured across the galaxy.

#### HEAVY BLASTER PISTOL

Nearly as powerful as most blaster rifles, heavy blaster pistols are large, bulky sidearms that are nearly impossible to conceal.

Game Masters have the option to spend ☹☹☹ or ☹ to force a heavy blaster pistol to run out of ammo (see page 149).

#### BLASTER CARBINE

Blaster carbines are small-framed versions of common blaster rifles designed to deliver the power of a rifle in a smaller, easier to use package.

#### BLASTER RIFLE

The tried and true blaster rifle rivals the blaster pistol in ubiquity and versatility throughout the galaxy.



**TABLE 5-5: RANGED WEAPONS**

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
<b>Energy Weapons</b>									
Holdout Blaster	Ranged (Light)	5	4	Short	1	1	200	4	Stun setting
Light Blaster Pistol	Ranged (Light)	5	4	Medium	1	2	300	4	Stun setting
Blaster Pistol	Ranged (Light)	6	3	Medium	1	3	400	4	Stun setting
Heavy Blaster Pistol	Ranged (Light)	7	3	Medium	2	3	700	6	Stun setting
Blaster Carbine	Ranged (Heavy)	9	3	Medium	3	4	850	5	Stun setting
Blaster Rifle	Ranged (Heavy)	9	3	Long	4	4	900	5	Stun setting
<b>Slugthrowers</b>									
Slugthrower Pistol	Ranged (Light)	4	5	Short	1	0	100	3	
Slugthrower Rifle	Ranged (Heavy)	7	5	Medium	5	1	250	3	Cumbersome 2
<b>Explosives and Ordnance</b>									
Missile Tube	Gunnery	20	2	Extreme	7	4	(R) 7,500	8	Blast 10, Breach 1, Cumbersome 3, Guided 3, Limited Ammo 6, Prepare 1
Frag Grenade	Ranged (Light)	8	4	Short	1	0	50	5	Blast 6, Limited Ammo 1
Stun Grenade	Ranged (Light)	8	NA	Short	1	0	75	4	Blast 8, Disorient 3, Limited Ammo 1, Stun Damage
Thermal Detonator	Ranged (Light)	20	2	Short	1	0	(R) 2,000	8	Blast 15, Breach 1, Limited Ammo 1, Vicious 4

## SLUGTHROWERS

Considered crude and inefficient by most of the galaxy's inhabitants, slugthrowers remain popular because they are among the most basic, easy to produce, and easy to maintain weapons in the galaxy.

### SLUGTHROWER PISTOL

Like blaster pistols, slugthrower pistols are small, one-handed sidearms that fire lightweight ammunition over short distances.

### SLUGTHROWER RIFLE

Slugthrower rifles are heavy, long-range weapons similar in size and use to blaster rifles. Although rare, they are occasionally used by professional killers, bounty hunters, and sportsmen.

## EXPLOSIVES AND ORDNANCE

While many, if not most, adherents of the Force would prefer to use words or their elegant lightsabers

to solve problems, there are occasional cases when heavier, more destructive firepower is required. For situations such as these, there are a number of heavy weapons and ordnance such as grenades and missile tubes that are perfect for tough jobs.

### MISSILE TUBE

Missile tubes are shoulder-fired, man-portable launchers capable of firing a variety of small and deadly rocket-assisted warheads. Equipped with microrepulsors and sophisticated targeting systems, missile tubes provide incredible punch in a small, easy-to-use package.

All missile tubes, no matter what mode they are firing in, require one preparation maneuver before firing.

### FRAG GRENADE


At their most basic, frag grenades are little more than a disintegrating shell of hardened alloy or polycarbonate surrounding a core of high explosives controlled by a simple timer. Upon detonation, frag grenades produce not only a powerful concussive blast, but a quickly expanding cloud of razor-sharp shrapnel.

## STUN GRENADE

Stun grenades are effectively non-lethal defensive grenades used to disable, rather than kill, an opponent.

## THERMAL DETONATOR

About the size of a common frag grenade, thermal detonators are one of the most potent and feared destructive devices in the galaxy. Instead of a standard explosive core, thermal detonators use materials such as baradium to create a massive fusion detonation. This blast releases a wave of deadly radioactive particles, along with the usual heat and shock wave that completely annihilates everything in the blast area.

When using a thermal detonator, any  on the skill check means that the device explodes prematurely. If this should occur, the wielder takes full damage from the thermal detonator unless he can perform an additional maneuver to try to get clear; in this case, he only suffers the Blast damage.

Thermal detonators can be set to detonate on impact or set with a timer at the beginning of the attacker's action to detonate up to three rounds after being activated. Some also have a pressure switch that, once pressed, causes them to detonate immediately upon release. Thermal detonators are so potent that their Blast quality affects everyone within short range of their intended target.

## BRAWL WEAPONS

Brawl weapons are simple weapons that are worn on the hands as a means of protection and a way to increase the damage of physical blows.

When using a Brawl weapon, users add their Brawn characteristic to the damage dealt, unless the weapon description indicates otherwise. When a Brawl weapon has its own stated damage, the inclusion of a plus sign next to the damage indicates that the user adds his Brawn to the damage dealt.









## BRASS KNUCKLES

Little more than a set of thick metal rings worn on the fingers and welded to a horizontal bar held in the fist, brass knuckles are the smallest, simplest, and easiest-to-conceal type of Brawl weapon available.

Add  to a character's Perception check when attempting to find brass knuckles on a person's body.

## REFINED CORTOSIS GAUNTLETS

Cortosis gauntlets are simply metal or composite gloves with thick forearm plates laced with cortosis ore. The cortosis in their construction allows them to block or even disrupt lightsaber blades.

When a character armed with a lightsaber makes a combat check targeting a character armed with refined cortosis gauntlets, the Game Master may spend    or  to cause a lightsaber to short out and deactivate after the combat check has been resolved. When a character armed with refined cortosis gauntlets makes a combat check targeting a character armed with a lightsaber, the attacking character may spend    or  to cause the lightsaber to short out and deactivate after the combat check has been resolved. The lightsaber may be reactivated as an incidental, but it may not be reactivated until after the last Initiative slot during the next round.

## SHOCK GLOVES

When an individual wearing shock gloves strikes a target, the gloves release stored energy in a burst of power that can knock even the toughest opponent out in an instant.

## MELEE WEAPONS

In a galaxy full of deadly blasters and explosives so powerful that they can destroy an entire squad of infantry, a Melee weapon seems an almost comical anachronism. In truth, however, the utility and deadliness of a well-honed blade or a heavy blunt object is as well-respected in modern times as at any point in galactic history.

When wielding a Melee weapon, users add their Brawn characteristic to the damage dealt, unless the weapon's description indicates otherwise. When a Melee weapon has its own stated damage, the inclusion of a plus sign next to the damage indicates that the user's Brawn is added to the damage dealt.

## ANCIENT SWORD

Some say the earliest precursors to the Jedi wielded true swords, not lightsabers, in their battles against evil. These weapons possessed strikingly shaped blades and a unique balance that made them difficult to master for those used to wielding more mundane weapons.

## COMBAT KNIFE

Part tool and part weapon, combat knives typically have a thin, razor-sharp, hardened metal clip-point blade roughly fifteen centimeters long mated to a polycarbonate or metal handle.

## CORTOSIS SHIELD





These shields are laced with a refined cortosis weave that absorbs blaster energy and can even turn or disrupt the blade of a lightsaber. Due to their inherent strength, cortosis shields can even be used as a makeshift Melee weapon, allowing a user to bash or push away an opponent.

**TABLE 5-6: MELEE WEAPONS**

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
<b>Brawling Weapons</b>									
Brass Knuckles	Brawl	+1	4	Engaged	1	0	25	0	Disorient 3
Refined Cortosis Gauntlets	Brawl	+1	4	Engaged	3	2	1,000	7	Cortosis
Shock Gloves	Brawl	+0	5	Engaged	0	1	300	2	Stun 3
<b>Melee Weapons</b>									
Ancient Sword	Lightsaber	+2	3	Engaged	3	1	400	8	
Combat Knife	Melee	+1	3	Engaged	1	0	25	1	
Cortosis Shield	Melee	+0	6	Engaged	4	0	1,000	7	Cortosis, Cumbersome 3, Defensive 1, Deflection 2
Cortosis Sword	Melee	+2	3	Engaged	3	2	1,800	7	Cortosis
Electrostaff	Melee	+4	3	Engaged	4	1	4,500	6	Cortosis, Cumbersome 3, Defensive 1, Linked 1, Stun setting, Unwieldy 3
Force Pike	Melee	+3	2	Engaged	3	3	500	4	Pierce 2, Stun setting
Refined Cortosis Staff	Melee	+3	5	Engaged	4	2	2,500	7	Cortosis
Truncheon	Melee	+2	5	Engaged	2	0	15	1	Disorient 2
Vibro-ax	Melee	+3	2	Engaged	4	3	750	5	Pierce 2, Sunder, Vicious 3
Vibroknife	Melee	+1	2	Engaged	1	2	250	3	Pierce 2, Vicious 1
Vibrosword	Melee	+2	2	Engaged	3	3	750	5	Defensive 1, Pierce 2, Vicious 1

**REFINED CORTOSIS STAFF**

Such weapons can prove a deadly advantage if someone has to face down a lightsaber-wielding enemy.

When a PC armed with a lightsaber makes a combat check targeting an adversary armed with a refined cortosis staff, the Game Master may spend  or  to cause the lightsaber to short out and deactivate after the combat check has been resolved. When a character armed with a refined cortosis staff makes a combat check targeting a character armed with a lightsaber, the attacking character may spend  or  to cause the lightsaber to short out and deactivate after the combat check has been resolved. The lightsaber may be reactivated as an incidental, but it may not be reactivated until after the last Initiative slot during the next round. Cortosis staffs require two hands to use.

**CORTOSIS SWORD**

The making and use of cortosis swords is, perhaps, as old as the making and use of lightsabers. Cortosis swords were created to counter the elegant and deadly light-

sabers wielded by Jedi and other Force adherents and hopefully, to grant their non-Force using wielders some hope of survival against a determined lightsaber user.

**ELECTROSTAFF**

Similar in use and construction to force pikes, electrostaves first saw widespread use during the Clone Wars among Separatist forces. Like force pikes, electrostaves can be set to a number of different power outputs, ranging from a mild shock used to control crowds, to a powerful Stun setting that can sideline even the toughest opponent, to the full-power setting that can easily tear a sentient in half.

Electrostaves require two hands to use.

**FORCE PIKE**

Roughly two meters long, force pikes are long metal poles tipped with sharp prongs that continually spark and buzz when active. Force pikes have two settings: vibrate and shock.

When set to its Stun setting, a force pike does not benefit from the Pierce 2 quality. Force pikes require two hands to wield.

### TRUNCHEON

Made from a number of organic and inorganic materials such as metal, wood, and bone, truncheons are simple blunt weapons.

### VIBRO-AX

The average vibro-ax consists of a broad-bladed ax head mounted to a sturdy pole between one and two meters long. The ax head is equipped with a small ultrasonic vibration generator that enhances the weapon's intrinsic combat effectiveness.

Vibro-axes require two hands to wield.

### VIBROKNIFE

Vibroknives can saw through most materials, are easily concealed, and offer their users even more versatility than a standard combat knife.

### VIBROSWORD

These weapons are a good compromise of form and function, combining the reach and weight of a traditional sword with the ultrasonic technology found in vibroknives and vibro-axes.

## LIGHTSABERS

More than any other item or cultural touchstone, the lightsaber was the symbol of the ancient Jedi Order throughout its long history. Throughout the generations, lightsaber technology was refined from the first high-maintenance "captive bolt" lightsabers to the lightweight, modern lightsaber, which utilizes a stabilized, massless plasma beam that burns as hot and bright as a star at its core.

Although there are many different types of lightsabers, for rules purposes, any weapon that uses the Lightsaber skill is considered a lightsaber, even if the weapon has a different name.

### BASIC LIGHTSABER

The basic lightsaber is, in essence, the baseline to which all other lightsabers and their variants are compared. Simple weapons, though still exceedingly elegant, all lightsabers are equipped with some form of Kyber crystal. Kyber crystals are actually a broad family of different types of crystals. Though these can vary in shape and coloration, and even certain properties, Kyber crystals share certain unique attributes. These attributes enable them to focus a lightsaber's power into the signature energy blade. Prior to the rise of the

Empire, nearly every lightsaber constructed by the Jedi Order during the Clone Wars contains a crystal gathered by the Padawans from the planet Ilum.

This lightsaber is a basic lightsaber hilt containing an unmodded Ilum lightsaber crystal (see page 137). This crystal occupies two of the weapon's hard points.

### DOUBLE-BLADED LIGHTSABER

Double-bladed lightsabers consist of an oversized lightsaber hilt with an upgraded power supply and twin emitter systems, one at either end of the hilt. Although quite dangerous and effective in combat, double-bladed lightsabers are also exceptionally difficult to master.

Although technically this weapon contains two lightsaber crystals (one for each blade), for the purposes of gameplay this weapon is treated as having a single crystal. As such, this lightsaber is a double-bladed lightsaber hilt containing an unmodded Ilum lightsaber crystal (see page 137). This crystal occupies two of the weapon's hard points.

When purchasing attachments for this weapon (including crystals), each attachment costs double the listed price. This represents the fact that the double-bladed lightsaber will generally require two of each attachment (one for each end). However, when installing and modifying these attachments, follow all normal rules.

### LIGHTSABER PIKE

Similar in construction to a force pike or electrostaff, a lightsaber pike consists of a long, sturdy haft typically made of composites or strong alloys laced with cortosis weave or phrik. When activated, a shoto-length blade springs from the end of the haft, creating a weapon between two and three meters long.

This lightsaber is a basic lightsaber pike hilt containing an unmodded Ilum lightsaber crystal (see page 137). This crystal occupies two of the weapon's hard points.

### SHOTO

Another lightsaber created for duelists, the shoto was initially designed as an off-hand weapon for individuals who practiced the two-handed Jar'Kai school of lightsaber combat.

This lightsaber is a basic shoto hilt containing an unmodded Ilum lightsaber crystal (see page 137). This crystal occupies two of the weapon's hard points.

When installing a lightsaber crystal into a shoto, reduce the damage of that lightsaber crystal by two.

### TRAINING LIGHTSABER

Designed to train Force users in the use of their lightsabers, training lightsabers are low-powered, non-lethal variants of standard lightsabers.

**TABLE 5-7: LIGHTSABER WEAPONS**

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
<b>Lightsabers</b>									
Basic Lightsaber	Lightsaber	6	2	Engaged	1	5	(R) 9,300	10	Breach 1, Sunder
Double-bladed Lightsaber	Lightsaber	6	2	Engaged	2	4	(R) 10,200	10	Breach 1, Linked 1, Sunder, Unwieldy 2
Lightsaber Pike	Lightsaber	6	2	Engaged	3	3	(R) 9,600	10	Breach 1, Cumbersome 3, Defensive 1, Sunder
Shoto	Lightsaber	4	2	Engaged	1	3	(R) 9,300	10	Accurate 1, Breach 1, Sunder
Training Lightsaber	Lightsaber	6	–	Engaged	1	5	400	6	Stun Damage

## ARMOR

Many Force-using individuals who live their quiet lives in out-of-the-way corners of the galaxy prefer light and rugged pieces of armor, such as simple heavy clothes or padded or heavy hide armors. The heaviest types of armor, such as armored robes, were used by

the legendary Jedi warriors of the Clone Wars and are extremely rare now. Padded armor, on the other hand, is utilized by planetary defense troopers and hired guns throughout the galaxy.

### LIGHTSABER HILTS

The soul of each lightsaber is its crystal. The Jedi of old tested their younglings by sending them to search for their lightsaber crystals. The process was as much a spiritual journey as a physical search, with the trainees confronting their inner demons as part of the process. In finding a crystal, they bonded with it in a way that transcended the physical realm.

The hilt of the lightsaber, on the other hand, is a primarily mechanical system. Individuals can customize a hilt, adding ornamentation or additional functionality in the same manner as any weapon or item. In this way, an individual can make a unique hilt that is truly his; but it is still simply an item.

Provided here are the hilts for the lightsabers listed in the armory section. Each requires a crystal to become a true weapon (otherwise they deal no damage and have no critical rating, and they do not have many of their item qualities). However, PCs wanting to construct their own lightsaber should start with a hilt. If the PC wants to construct their own hilt out of available materials, the GM can still have the PCs make a check to find the hilt based on its rarity and pay the cost. This represents them finding and paying for the raw materials. Then it is simply a matter of spending a few hours putting the materials together to build the hilt—no checks are necessary.

**TABLE 5-8: LIGHTSABER HILTS**

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
<b>Lightsaber Hilts</b>									
Basic Lightsaber Hilt	Lightsaber	0	–	Engaged	1	5	300	5	
Double-bladed Lightsaber Hilt	Lightsaber	0	–	Engaged	2	4	600	6	Linked 1, Unwieldy 2
Lightsaber Pike Hilt	Lightsaber	0	–	Engaged	3	3	600	7	Cumbersome 3, Defensive 1
Shoto Hilt	Lightsaber	0	–	Engaged	1	3	300	6	Accurate 1

# ARMOR CHARACTERISTICS

Every piece of armor is defined through the following characteristics. Armor also shares some characteristics with weapons, notably price, encumbrance, hard points, and rarity. The descriptions of these characteristics can be found on page 118.

## DEFENSE

The armor's defense adds ■ equal to the defense rating directly to the attacker's dice pool. This reflects the armor's ability to deflect damage away from the wearer's body.

## SOAK

A suit of armor's soak is added to the wearer's Brawn and subtracted from any incoming damage suffered. If an attack causes 10 damage, for example, a soak of 2 plus a Brawn of 2 reduces the damage incurred by four, leaving a total of six points of damage.

## ENCUMBRANCE

Each full suit or discrete piece of armor has a listed encumbrance rating. Armor's full encumbrance rating only comes into play when a suit or piece of armor is carried instead of worn. When worn, armor's encumbrance rating is reduced by three points.

## ARMOR TYPES

Below is a list of the most common types of armor worn by individuals throughout the galaxy.

### ADVERSE ENVIRONMENT GEAR

Specialized clothing that wicks away sweat or retains body heat, respirators and gas masks, sealed environment suits, polarized goggles, water recyclers, and reinforced gloves built to handle dangerous specimens are all examples of adverse environment gear.

TABLE 5-9: ARMOR

Type	Defense	Soak	Price	Encumbrance	Hard Points	Rarity
Adverse Environment Gear	0	1	500	2	1	1
Armored Clothing	1	1	1,000	3	1	6
Armored Robes	1	2	(R) 4,500	5	2	8
Concealing Robes	0	1	150	1	0	2
Heavy Clothing	0	1	50	1	0	0
Padded Armor	0	2	500	2	0	1

Characters with this gear may ignore ■ imposed by the environment in which they find themselves. The gear must be appropriate for the environment at hand.

### ARMORED CLOTHING

Armored clothing is an excellent option for those who prefer light, flexible protection.

An **Average (◆◆) Perception check** detects that a person's clothing is armored.

### ARMORED ROBES

Armored robes are distinct and unmistakable, making them uncommon in Imperial space. Durable, hard-wearing robes are draped over a variant on the standard Jedi tunic and pants. Attached to the tunic and pants are sets of plasteel plates that provide similar protection to heavy battle armor.

### CONCEALING ROBES

Many ancient Jedi Knights favored heavy concealing robes for their anonymity, and now Force users throughout the galaxy still use them to avoid detection and blend into their surroundings.

Thanks to their cut and construction, concealing robes add ■ to checks to notice or recognize an individual wearing them.

### HEAVY CLOTHING

Heavy clothing typically consists of sturdy, well-made articles of clothing built to withstand the rigors of life in the galaxy.

### PADDED ARMOR

Made of thick, reinforced, wear-resistant textiles woven with energy-dispersion mesh, padded armor is one of the most common forms of personal protection in the galaxy.

# GEAR

The typical student of the Force requires little in the way of material possessions in the course of his wandering or hermetic existence. While enlightenment and a connection to the Force is enough for some, there are those who need more than a rough-hewn brown robe, a utility belt, and a trusty lightsaber. For those more worldly and connected Force adherents, the galaxy offers a dizzying array of gear, tools, and other sundries to help them in their daily work.

## COMMUNICATIONS EQUIPMENT

The following is a small selection of common communications devices used throughout the galaxy.

### COMLINK

Comlinks are the most common communication devices in the galaxy. Small, convenient, and easy to use, they come in a variety of designs ranging from complex handheld devices that can transmit audio, video, and data to simple headset comlinks used to talk to companions close by.

### HOLO-MESSENGER

Small, complex devices about the size of a human hand, the messenger projects its hologram either directly over the user's hand or anywhere he wishes up to a meter away.

## DRUGS AND POISONS

Despite a persistent and well-deserved negative reputation, drugs and poisons have been used to coerce, kill, or incapacitate for millennia.

### SYNTHETIC ANESTHETIC

This is a general anesthetic produced on many worlds for medical procedures and designed to render the user unconscious. This poison may be introduced into a target's body via aerosol deployment, food ingestion, or injection via an applicator or dart. A single dose has an **Average** (◆◆) difficulty, while two or more doses combined into a single application have a **Hard** (◆◆◆) difficulty. The poison inflicts 5 strain if the target fails the check. If the check generates ☉ to ☉☉, the target must also give up his free maneuver during his next turn (he may still take two maneuvers, however); if it generates ☉☉☉ or more, he's staggered during his next turn. Finally, the GM can spend ☉ to make the target test against the poison again during the next round, as the poison remains in his system.

## THE RIGHT TOOL FOR THE JOB

Due to the narrative-driven nature of the **FORCE AND DESTINY** game system, not every discrete piece of equipment grants a bonus to gameplay mechanics. Instead, many pieces of gear assist an individual in day-to-day survival. A pair of macrobinoculars may allow an individual to spot hostile Imperial forces long before they see him, for example, or a survival kit may possess just the right tool to overcome some obstacle. Whenever a character uses a piece of gear to aid in a simple task that could normally be performed without the equipment, the Game Master and player can agree to add ■ to the dice pool.

Occasionally, a character's equipment makes otherwise impossible tasks possible. Comlinks allow characters to communicate over hundreds of kilometers, for example. In cases such as these, the equipment grants no additional bonus, as it already grants an in-game advantage.

Finally, some pieces of equipment do offer specific bonuses or benefits in particular situations. In these cases, any benefits and their effects are listed in the equipment's description.

### SYNTHETIC NEUROPARALYTIC

Poisons that paralyze a target but leave higher cognitive functions intact (and do not kill the target) are difficult to create and administer. Certain types do exist, however, and are popular among Rebels tasked with infiltration and targeted kidnapping of Imperial officials. This poison may only be introduced into a target via injection, as with an applicator or dart. Any dose size has a **Hard** (◆◆◆) difficulty. The poison immobilizes the target for three rounds if the target fails the check. In addition, each ☉ generated inflicts 1 strain on the target, and the GM can spend ☉ to make the target test against the poison again during the next round, as the poison remains in his system.

### SYNTHETIC NEUROTOXIN

This is a general poison synthetically produced on hundreds of worlds (often illegally) that affects the biochemical reactions of most creatures, sometimes fatally. This poison may be introduced into the target's body via aerosol deployment, food ingestion, or injection via an applicator or dart. A single dose has an **Average** (◆◆) difficulty, while two or more doses combined into a single application have a **Hard** (◆◆◆) difficulty. The poison inflicts 5 wounds if the target fails the check. Each ☉ generated inflicts 1 strain on the target as the effort of fighting the poison over-

whelms him. Finally, the GM can spend  $\heartsuit$  to make the target test against the poison again during the next round, as the poison remains in his system.

## CYBERNETIC ENHANCEMENTS AND REPLACEMENTS

Cybernetic enhancements and replacements increase skills or characteristics, providing raw bonuses to an individual character's abilities. The combination of purchased increases and the increases provided by cybernetics can improve a character's skill or characteristic one step above the normal maximum (7 for characteristics, 6 for skills).

A character may only purchase and install a number of cybernetic enhancements and replacements equal to his Brawn rating.

The cybernetic enhancements listed here are obviously mechanical in nature, with the exception of Prosthetic Replacements. These do not enhance the user as the other cybernetic devices do, as they are designed to function identically to the original limb, and they are covered with synthflesh so they look virtually indistinguishable from that which they replace.

Cybernetic implants have a serious drawback in that they are affected by weaponry designed to disable technology, such as ionization blasters and ion cannons. If hit by weapons that normally would only affect droids, a cybernetic enhancement temporarily stops working for the remainder of the scene or until repaired. The consequences depend on the enhancement in question and are left up to the GM, but should make sense; for example, a character with two malfunctioning cybernetic legs would not only lose any bonuses from the legs, but would also be unable to walk.

### CYBERNETIC ARMS (MOD V AND MOD VI)

Mod V cyberarms provide +1 Brawn, while Mod VI cyberarms provide +1 Agility. If a character replaces both arms with cybernetic enhancements, both arms must be the same model, as they are designed to work in tandem. Modifiers from both arms do not stack.

### CYBERNETIC BRAIN IMPLANTS

A cybernetic brain implant provides +1 Intellect and includes a comlink and computer access link.

### CYBERNETIC EYES

Cybernetic eyes give users +1 Vigilance and Perception.

### CYBERNETIC LEGS (MOD II AND MOD III)

Cyberlegs must be purchased as a pair. Mod II cy-

berlegs provide +1 Brawn, while Mod III cyberlegs provide +1 Agility. The wearer must have both legs replaced to receive the characteristic bonus.

### CYBERSCANNER LIMB

Cyberscanner limbs typically display data on a holo-projector that appears above the user's open palm and can show nearby motion, life forms, energy signatures, and other common targets as desired. The Mod IV scanner limb incorporates a portable scanner and, unlike most cybernetics, is concealed by a synthflesh covering to disguise the fact that there is anything out of the ordinary about the limb.

### PROSTHETIC REPLACEMENTS

Limbs and major organs can all be replaced with prosthetics. Prosthetics do not provide any bonuses or enhancements to the character, but do restore the character to full functionality. There are two general cost entries for prosthetic replacements: the first is for limbs, the second for organs. However, the GM should feel free to increase or decrease costs depending on the specific circumstances.

## SCANNING AND SURVEILLANCE EQUIPMENT

Scanning and surveillance equipment is designed to keep a watchful eye on a target or area, typically from far off or from within a concealed area, and to transmit that data back to its users.

### ELECTROBINOCULARS

Electrobinoculars are, at their most basic, a pair of macrobinoculars with one or more integrated optical enhancement systems, such as long-range digital zoom, passive light amplification, thermal imaging, ultrasound imaging, and the like. They are commonly equipped with filters to adjust for exceedingly high levels of light, and many are equipped with recording and playback systems for the collection of data.

Electrobinoculars allow the user to see normally in low light or extremely bright conditions. They also provide magnification of targets up to ten kilometers away. When using electrobinoculars, characters may also remove  $\blacksquare$  imposed due to long range or poor light.

### GENERAL PURPOSE SCANNER

Common scanners are usually small, handheld devices designed to sense and record a variety of data. Depending on the make and model, scanners can detect nearby life signs and heat signatures, different sources of radiation, the source and direction of different sounds, or



any combination thereof. Scanners have an operational range usually up to one-and-a-half kilometers.

### HAND SCANNER

The term “hand scanner” is a catchall designation used to describe a wide variety of handheld scanning devices used for specialized purposes. Most hand scanners can be connected to larger computer systems for the collection and analysis of data.

### MACROBINOCULARS

Macrobinoculars use a combination of precision-ground magnifying lenses and simple technical upgrades such as image stabilization, light filtering, and image sharpening, to magnify targets and allow users to see over long distances.

### SCANNER GOGGLES

Produced in a variety of styles, scanner goggles typically feature passive light amplification and thermal imaging, along with polarized lenses and a number of filters for different lighting situations.

When worn, scanner goggles allow the wearer to see normally in dark conditions.

## MEDICAL EQUIPMENT

Good and immediate medical care is key to survival in a hostile galaxy, whether in the form of a medpac, a few stimpacks, or a supply of bacta.

### BACTA

Developed thousands of years ago, bacta is a viscous, clear liquid within which live millions of genetically altered and synthetic bacteria. Usable on nearly every species in the galaxy, bacta drastically increases the rate of healing and cures even the most grievous wounds with little to no scarring.

Bacta provides greatly accelerated healing rates, as described on page 161.



### PORTABLE HEALING KIT

Small and easily stored in a backpack or small storage compartment, these lifesaving tools contain the basic supplies for healing small injuries as well as those needed to stabilize seriously wounded individuals for transportation to larger medical facilities.

Portable healing kits allow characters to use the Medicine skill to heal others without penalty, as described on page 82.

### PHYSICIAN'S KIT

Carried by doctors and healers on backwater worlds, physician's kits are bigger and more comprehensive than their smaller cousins.

Like portable healing kits, physician's kits allow a character to use the Medicine skill without penalty, as per the rules on page 82, and in addition grant  to all Medicine skill checks. Also, thanks to their stock of stimulants and other unguents, these kits add automatic  to successful Medicine checks made while using the kit.

### STIMPACK

Stimpacks are small, single-use autoinjector systems containing a powerful cocktail of bacta, painkillers, anti-inflammatories, antibiotics, and other medications designed for quick healing in the field.

It takes a maneuver for a character to inject a stimpack into himself or another. Stimpacks are one-use items, and they automatically heal 5 wounds. Characters can use stimpacks more than once, but each use heals one fewer wound (so the second use heals four, the third use heals three, and so on). The sixth stimpack heals no wounds—the character is already too oversaturated with the medicine for it to have any effect. It takes a day for the character's body to process the stimpacks and to be able to use them at full effectiveness. See page 161 for more information.

### SYNTHSKIN/SYNTHFLESH

Synthskin and synthflesh are two versions of a synthetic, skin-like covering used in medicine and the production of cybernetic limbs. Sold as small patches, full sheets, or a thick gel, both are used to heal abrasions, cuts, and other minor wounds, as well as for skin grafts and cosmetic surgeries to replace large areas of dead or damaged skin.




Synthskin applications are one-use items that can be used as first aid to treat cuts and bruises.

## SECURITY EQUIPMENT

Avoiding Imperial attention often requires as much disguise, obfuscation, and misdirection as being a guerrilla fighter or a common petty criminal, and many of the same tools are used.

### BINDERS

Binders are simple restraints used to keep prisoners subdued and manageable.

Breaking free from a set of binders requires either brute force or incredible feats of agility and flexibility. The most common restraints require a **Daunting**    **Athletics** or **Coordination check** to escape.

## DISGUISE KIT

Disguise kits are simple collections of makeup, wigs, hairpieces, prosthetic features, chromatic iris alter-nators, programmable skinweave for altering finger-prints, and even DNA cloaks to spoof advanced ge-netic scanners.

## ELECTRONIC LOCK BREAKER

Electronic lock breakers are small, powerful, limited-use slicing rigs designed to cut through the most com-mon types of computerized locks.

## RESTRAINING BOLT

Using magnetic clamps or chemical adhesives, restrain-ing bolts attach to a droid's carapace and are used to control its actions, usually by means of a remote control.

Most droids cannot withstand the powerful pro-gramming overrides in a restraining bolt. However, Player Character droids are made of sterner stuff than their NPC comrades, and can, with the right amount of effort, overcome a restraining bolt. PC droids may make a **Daunting (◆◆◆◆) Discipline check** to shake off the effects of a restraining bolt and act nor-mally after one is applied. After a failed check, they may make another attempt at a later time, at the Game Master's discretion.

## SURVIVAL GEAR

Specialized tools and equipment can contribute sig-nificantly to survival in any number of environments.

## BREATH MASKS AND RESPIRATORS

At their most basic, respirators are small plugs worn in the nose that filter atmospheric contaminants. More sophisticated versions feature partial or full-face masks with on-board atmospheric gasses and adjust-ments for pressure and gas mix.

## FIELD RATION PACKS

Ration packs are typically bland affairs that contain an entire calorie-dense meal packed with necessary nutrients and vitamins in a small, easily portable bag.

## SPACESUIT

Spacesuits are sealed, sometimes lightly armored, full-body suits worn to protect individuals from the temper-atures, extreme radiation, and vacuum of deep space. Spacesuits have limited consumables, as they are typi-cally designed for short operations; they generally have enough water and atmospheric gas on board for two or three hours of constant operation. Many variants also include a number of small, multidirectional maneuvering thrusters, built-in spotlights, comlinks, magboots, power

TABLE 5-10: GEAR AND EQUIPMENT

Item	Price	Encum	Rarity
<b>Communications Equipment</b>			
Comlink (Handheld)	25	0	0
Comlink (Long Range)	200	2	1
Holo-Messenger	250	0	4
<b>Drugs and Poisons</b>			
Synthetic Anesthetic (1 dose)	35	0	4
Synthetic Neuroparalytic (1 dose)	(R) 75	0	6
Synthetic Neurotoxin (1 dose)	(R) 50	0	6
<b>Cybernetic Enhancements and Replacements</b>			
Cybernetic Arms	10,000	-	6
Cybernetic Brain Implant	10,000	-	6
Cybernetic Eyes	7,500	-	6
Cybernetic Legs	10,000	-	6
Cyberscanner Limb	4,000	-	7
Prosthetic Replacements (Limb)	2,000	-	4
Prosthetic Replacements (Organ)	1,000	-	4
<b>Scanning and Surveillance Equipment</b>			
Electrobinoculars	250	1	1
General Purpose Scanner	500	2	3
Hand Scanner	100	0	2
Macrobinoculars	75	1	2
Scanner Goggles	150	0	3
<b>Medical Equipment</b>			
Bacta (Liter)	20	1	1
Bacta (Tank)	4,000	12	1
Physician's Kit	400	2	2
Portable Healing Kit	100	1	1
Stimpack	25	0	2
Synthskin/Synthflesh	10	-	1
<b>Security Equipment</b>			
Binders	100	2	4
Disguise Kit	(R) 1,000	0	5
Electronic Lock Breaker	25	0	0
Restraining Bolt	35	0	0

couplings for hand tools, and any number of other convenient accessories. Spacesuits come with an emergency repair kit that allows for quick fixes of leaks.

### WILDERNESS SURVIVAL KIT

Most common survival kits include a thermal cloak, a multitool or survival knife, a distress beacon, two emergency comlinks, a spool of wire, ration bars, a basic medpac, two respirators, a water jug with filter, a glow rod, fifty meters of high-tensile microfiber line, ten ration packs, and an emergency flare gun.

### TENT

Found in larger survival kits and sold separately by a number of companies, tents are portable shelters used to provide protection from the elements.

### THERMAL CLOAK

Thermal cloaks are versatile pieces of equipment that can be worn or used as a blanket and provide protection from extreme heat or extreme cold.

Thermal blankets and thermal cloaks remove up to **2** from any checks made to handle the effects of extreme heat or cold.

## TOOLS AND ELECTRONICS

Tools are used to perform specific tasks or to aid in their performance, and can be anything from a simple hammer to an advanced handheld plasma cutter.

### CORTOSIS-JACKETED ROUNDS

While a bounty hunter or professional gunman who favors the use of slughthrowers is rare, those who do use these antiquated weapons, and who hunt down hidden Jedi and other Force users, often load their weapons with special ammunition designed to counter lightsabers. Cortosis-jacketed rounds come in many calibers and can be found for nearly any slugthrower.

When a character armed with a weapon firing cortosis-jacketed rounds makes a combat check targeting a character armed with a lightsaber, the attacking character may spend **3** or **4** to cause the lightsaber to short out and deactivate after the combat check has been resolved. The lightsaber may be reactivated as an incidental, but may not be reactivated until after the last initiative slot during the next round.

Equipping a slugthrower with cortosis-jacketed rounds costs 500 credits. If the weapon ever runs out of ammo, the user must purchase the rounds again.

TABLE 5-10: GEAR AND EQUIPMENT

Item	Price	Encum	Rarity
<b>Survival Gear</b>			
Breath Mask/Respirator	25	1	1
Rations	5	0	0
Spacesuit	100	4	1
Survival Kit	350	5	2
Tent	100	4	1
Thermal Cloak	200	2	1
<b>Tools</b>			
Backpack	50	-	0
Climbing Gear	50	1	2
Datapad	75	1	1
Extra Reload	25	1	1
Fusion Lantern	150	2	2
Glow Rod	10	1	0
Tool Kit	350	4	2
Utility Belt	25	-	0

### BACKPACK

Most backpacks are simple textile constructs with a number of compartments and external pouches good for carrying tools, survival equipment, trophies, or anything else.

Backpacks increase the character's encumbrance threshold by 4.

### CLIMBING GEAR

Most sets of climbing gear include a few coils of synthrope or liquid cable, a hook or adhesive attachment, and a number of pitons, picks, hammers, and other tools used to secure lines.

### DATAPAD

A powerful combination of communications device, holo-messenger, handheld computer, and personal database, datapads are designed to combine a number of common consumer electronics in one small, easy-to-use package.

### EXTRA RELOAD

Extra reloads allow a character to ignore an "out of ammo" result with a ranged weapon. By spending a maneuver, a character can switch out a power pack or reload a weapon to get back into the action.

## FUSION LANTERN

Fusion lanterns are a combination power source, light, and area heater. With the right connecting cables, fusion lanterns can be used to power all manner of tools and electronics.

## GLOW ROD

Glow rods are small, directional, handheld light sources. They project a beam of bright light and can illuminate objects at respectable ranges.

## TOOL KIT

Tool kits offer their users a wide variety of tools necessary for getting the job done.

Tool kits allow mechanics and technicians to perform most mechanical checks to repair devices, as well as to “heal” droids.

## UTILITY BELT

Utility belts are common items for travelers and others for whom quick access to important tools is a life-saving necessity.

Utility belts increase a character’s encumbrance threshold by 1.

## HOLOCRONS AND OTHER ANCIENT TALISMANS

In the long history of the galaxy, many orders, traditions, and religions have perceived the Force in their own way. Though most of these organizations or faiths have long vanished from history, occasionally talismans or artifacts remain. While many of these artifacts are simply curiosities, some may have a measure of power within them through some unknown means.

The prices and rarity ratings provided here are provided to help GMs and players determine just how rare or valuable they are. However, obtaining these items should never simply be a matter of rolling dice. Receiving one of these is intended to be the crux of significant adventures.

## DEMON MASK

Every species and culture has scary stories of monsters with supernatural powers. While the stories are—usually—only stories, disciples of the dark side throughout history have found value in adopting the imagery of the mythical demons, to spread fear in their enemies and fearlessness among their followers. After generations being worn by dark side adepts, some demon masks become imbued with the dark side of the Force and grant their wearers certain powers.

A character with a Force rating wearing a demon mask increases his wound threshold by 2 while he is a dark side Force user. Furthermore, characters making Discipline checks to resist fear caused by a character wearing a Demon Mask add ■ equal to that character’s Force rating.

## HOLOCRON

A holocron, or holographic chronicle, is an organo-mechanical data storage device capable of storing tremendous amounts of data in a small, easily portable package. Holocrons are accessed through an advanced holographic operating system based on the personality of the individual upon whom the holocron is based. These gatekeepers, as they are known, act as a user interface, search and recovery program, and security system. Once activated, a small hologram of the holocron’s namesake is projected above the device. The gatekeeper is then addressed and can teach lessons, answer questions, or simply engage in conversation with the user. Remarkably intelligent and observant, holocron gatekeepers use latent Force energies to read the motives and personality of the user to tailor the user’s experience to his level of skill, experience, and trustworthiness. Some gatekeepers, especially those created by the Sith or who have become corrupt over the centuries, can even lie to and lead astray an unsuspecting user, often doing irreparable damage.

In **FORCE AND DESTINY**, holocrons are more the goal of a quest or entire campaign rather than an item to be purchased or checked out of the local archives. Extremely rare and powerful, the use of holocrons in a **FORCE AND DESTINY** game can have potentially game-breaking consequences. Game Masters should be extremely cautious when introducing a holocron into a game. The following guidelines are presented to assist Game Masters in introducing one of these powerful and desirable artifacts without ruining the tenor of the game.

Depending on its nature, a holocron can grant new Force powers, increase the damage of a specific kind of attack (Melee, Ranged, Gunnery, Lightsaber, etc.), grant basic or advanced talents, grant or increase a skill, or anything else a Game Master can imagine. To use a holocron, a character must make a **Hard (◆◆◆) Knowledge (Lore) check** the first time he uses it to activate the device and summon the gatekeeper. Once the holocron is activated, the character who activated it must spend an amount of time dictated by the Game Master studying the holocron and conversing with the gatekeeper before benefiting from whatever bonuses the holocron provides. The character does not have to make the check to activate the holocron on subsequent uses.

All holocrons, unless noted otherwise, grant an ongoing benefit to the user. **One skill, determined by the holocron, becomes a career skill for the holo-**

**TABLE 5-11: HOLOCRONS AND ANCIENT TALISMANS**

Item	Price	Encum	Rarity
Demon Mask	(R) 50,000	1	10
Holocron	(R) 100,000	1	10
Meditation Focus	(R) 50,000	1	10
Talisman of Iron Fists	(R) 10,000	1	10

**ron's user as long as it remains in the user's possession.** What this skill is depends on the holocron in question. Further, some holocrons grant additional bonuses. Some bonuses are ongoing, but others take effect only once. In the latter case, the user may continue to consult the gatekeeper and even to search through the holocron for information, but the bonuses granted are not granted a second time.

### MEDITATION FOCUS

Many of the Force and religious traditions throughout the galaxy develop some form of meditation focus, whether they are the prayer beads of the Solaran Her-

metic Order, the Cosmic Wheel of the Voss Mystics, or Dagoyan incense. Although varied in form, they are allied in function and aid the user in finding inner peace and enlightenment.

A character with a Force rating with a meditation focus increases his strain threshold by 2 while he is a light side paragon.

### TALISMAN OF IRON FISTS

There have been many warrior traditions that use the Force throughout the history of the galaxy, of which the Jedi are only the most famous. Rather than the lightsabers of the Jedi and the Sith, some Force warrior traditions focus on turning the practitioner's body into a weapon. This talisman is from one such order, and it channels the Force into the wearer's body, making it hard as steel.

If the wearer of the Talisman of Iron Fists has a Force rating, he gains the Cortosis quality, which means that any armor he wears gains the Cortosis quality and his Brawl attacks gain the Cortosis quality. Furthermore, his Brawl attacks gain Pierce X, where X is his Force rating.

## CUSTOMIZATION AND MODIFICATIONS

**E**quipment and weapons in the *Star Wars* galaxy are made in every conceivable way. Some are hand-crafted, like Luke Skywalker's second lightsaber. Others are stamped out on assembly lines on industrial worlds like Coruscant. Even the latter may have a drastically different look from similar products made on other worlds, through variations in production or user modification. Jango Fett's armor is very different than Boba Fett's, for example.

The statistics and rules for gear in **FORCE AND DESTINY** are framed in fairly general categories to present clear, simple, and unified guidelines for their use, but the look of a character's gear can be tailored both cosmetically (meaning it has no game effect—for example, the color of a lightsaber) and mechanically (which changes its basic rules or statistics).

In general, characters can purchase attachments with which to customize their gear. Attachments are physical items that attach to or are installed in items, vehicles, and weapons to add capabilities or improve or change performance in some way. Attachments have a set of base modifiers that they automatically grant when installed. Installing an attachment is a

fairly simple process (as they are designed for easy installation) and simply requires a few minutes of uninterrupted work.

Attachments slot into the hard points listed in a piece of equipment's stat block. Each attachment gives the ship, vehicle, or weapon some sort of bonus or edge (extra soak for a piece of armor, or extra damage for a weapon, for instance). In most cases, that's as far as it goes. The character spends money for his new attachment and gains an improved and unique piece of equipment specifically tailored to suit his needs. However, if the player wishes to further customize and personalize an attachment, he uses the mod system.

### MODDING ATTACHMENTS

Most attachments have a listed series of **mods**. These are additional modifications that a skilled mechanic can make to the attachment to further improve the weapon or item's performance. These are listed under each attachment's **modification options**.

All of these modification options are potential mods for gear. Some of the modification options have

a number listed before them, which indicates that the option can be installed multiple times. Otherwise, the option can only be installed once.

Modifications represent dedicated mechanics' and gearheads' ability to tweak and customize their gear. Of course, even the most talented mechanic can only do so much with a particular piece of tech, which is why each attachment has a discrete list of modification options.

### INSTALLING MODS

To install a mod, the user selects an uninstalled modification option from the attachment's available list. The character then spends 100 credits on components and supplies, makes sure he has a tool kit, spends a couple of hours at a workbench, and makes a **Hard (◆◆◆) Mechanics check**.

If he succeeds, he successfully installs the mod on his gear, and the item now benefits from the bonus provided by the mod. If he fails, however, the mod is not installed, and he may not attempt to install that mod again. If he failed and his check generated at least one ☹, the attachment is also rendered useless by his tinkering.

Each additional mod installed in an attachment beyond the first increases the difficulty of the Mechanics check by one, and costs an additional 100 credits beyond the base cost.

### TYPES OF MODS

There are several types of mods, each falling into one of the following broad categories:

- **Damage mods:** This mod increases the damage dealt by the weapon.
- **Item quality mods:** This mod adds a listed quality to the weapon. Some qualities have values that can increase; if this is the case, then the mod lists it as "Quality (+ 1)," indicating that it increases an existing quality if the quality is already present or adds the quality at rating 1 if it's not there.
- **Innate talent mods:** This mod grants the user the listed talent only when wielding this gear, and it only affects this gear. For example, if a blaster had the innate talent Quick Draw, the user would be able to use Quick Draw to draw or stow his blaster but none of his other gear.
- **Skill and characteristic bonuses:** This mod grants the user a bonus in the listed skill or characteristic as if he had +1 ranks in that skill or characteristic when using the modded item.
- **Additional mods:** Some mods may not fall into any of the above categories. If a mod does something specific and unique, it is described in the entry.

## WEAPON ATTACHMENTS

The longer a character uses a weapon, the more likely it is that he will modify it in some way to increase its performance or otherwise better suit his tastes or specific needs. The following is a selection of common attachments and modifications that can be installed on personal weapons. Due to the personal nature of equipment customization, it is nearly impossible to catalog every possible modification a character could make to his equipment. Thus, the following list, while detailed, is far from comprehensive.

It should be noted that, even taking a weapon's customization hard points into account, there is a limited amount of space on even the largest weapon, and only a few spots where attachments could be mounted. For example, under-barrel attachments such as bipods and auxiliary weapons can only be mounted to long arms like blaster rifles or slugthrower rifles. In addition, using under-barrel attachments as an example, rifle-sized weapons can only mount one under-barrel attachment, due to space limitations. Players and Game Masters should use common sense when choosing attachments, and are advised to pay close attention to the attachment descriptions that note where attachments can be mounted and what weapons they can be mounted to.

### BIPOD MOUNT

Little more than a pair of folding or collapsible legs mounted beneath the barrel of a long arm, bipods are used to stabilize awkward or heavy weapons to improve their firing characteristics. This attachment can only be applied to rifles, carbines, and light repeating blasters, and it takes one preparation maneuver to set up.

**Base Modifiers:** Decrease weapon's Cumbersome rating by two when firing from a prone or crouched position (or can otherwise brace the bipod on something).

**Modification Options:** None.

**Hard Points Required:** 1.

**Price:** 100 credits.

### BLASTER ENERGY DAMPENER

Some assassins and spies prefer a blaster energy dampener, an attachment that significantly reduces the visible wavelengths of light that blaster fire emits at the cost of some damage. This attachment is only for use on Ranged (Light) and Ranged (Heavy) blaster weapons.

**Base Modifiers:** Increase the difficulty of checks made to detect this weapon's fire by one. Decrease

weapon damage by one.

**Modification Options:** 1 Add ■ to checks made to detect this weapon's fire Mod.

**Hard Points Required:** 1.

**Price:** (R) 750 credits.

## NIGHT VISION SCOPE

This attachment uses an optical system similar to a set of electrobinoculars that shows infrared wavelengths of light, effectively allowing the shooter to track heat signatures in dark or concealed areas or through walls. This attachment can be used on any ranged weapon, with the exception of single-use weapons and weapons that would not realistically benefit from a scope.

**Base Modifiers:** Remove up to ■ ■ on any checks to use this weapon due to darkness.

**Modification Options:** None.

**Hard Points Required:** 1.

**Price:** 700 credits.

## SERRATED EDGE

Adding a serrated edge to a weapon is something almost anyone can do, and giving a bladed weapon tearing edges ensures it does terrible damage to flesh and bone. This modification may be applied to Melee weapons that use a cutting edge.

**Base Modifiers:** Grants the weapon the Vicious (+ 1) quality.

**Modification Options:** None.

**Hard Points Required:** 1.

**Price:** 50 credits.

## SHADOWSHEATH

A shadowsheath utilizes technology similar to Merr-Sonn's "Ghost" Optical Camouflage System, but rather than conceal an entire body, its smaller projector is specifically designed to conceal a single large-bladed weapon in a sheath. This attachment comes in various sizes and is available for any Melee weapon small enough to carry on one's person.

**Base Modifiers:** Increase the difficulty of any checks made to detect the sheath or the weapon it holds by two.

**Modification Options:** None.

**Hard Points Required:** 1.

**Price:** (R) 1,500 credits.

## STUN PULSE

Sometimes lethal force isn't necessary—or is easy to augment with a powerful electric shock. An attachment for any Melee weapon, from a police truncheon to a thug's vibroblade, a stun pulse deals an electric shock to the target in addition to its weapon's normal damage. Although any Melee weapon could conceivably be fitted with a stun pulse attachment, stun pulses are

most common on bladed weapons and on truncheons and clubs used by police for crowd control purposes.

**Base Modifiers:** The weapon gains the Stun 2 quality.

**Modification Options:** 3 Item Quality (Stun + 1) Mods.

**Hard Points Required:** 1.

**Price:** 250 credits.

## SUPERIOR WEAPON CUSTOMIZATION

Even the simplest weapon can benefit from a craftsman's touch. A skilled weaponsmith can tweak a weapon to its owner's exacting specifications, turning a blunt instrument into a honed and deadly weapon of war.

**Base Modifiers:** Grants the weapon the Superior quality.

**Modification Options:** None.

**Hard Points Required:** 1.

**Price:** 5,000 credits.

## TRIPOD MOUNT

Designed for use with the heaviest human-portable weapons, tripods are a common sight among heavy weapon squads. Used in static weapon emplacements to augment heavy squad support weapons such as the Imperial Army's E-Web heavy repeating blaster, tripods use a number of different technologies—from self-extending hydraulics to tiny, low-output repulsorlift generators—to stabilize heavy weapons for firing. This attachment is only for use on light repeating blasters and heavy repeating blasters, as well as portable Gunnery weapons. Setting up a tripod takes two preparation maneuvers.

**Base Modifiers:** Decrease weapon's Cumbersome rating by three when set up. May not move the weapon (except to pivot) once tripod is set up.

**Modification Options:** 2 Item Quality (Cumbersome -1) Mods.

**Hard Points Required:** 2.

**Price:** 250 credits.

## WEAPON SLING

Slings are lengths of hide or synthetic fabric designed to allow easy handling of long arms like blaster rifles and slugthrower rifles. They come in a dizzying array of styles, from the simplest adjustable single-strap leather sling for carrying a weapon off the shoulder to multi-strap slings made of specialized high-tech materials that allow for any number of custom configurations. These attachments can only be used with Ranged (Heavy) weapons.

**Base Modifiers:** Decrease Cumbersome rating by one.

**Modification Options:** 1 Innate Talent (Quick Draw) Mod.

**Hard Points Required:** 1.

**Price:** 100 credits.

## LIGHTSABER ATTACHMENTS

Despite their unique construction and their status as the signature weapons of an ancient, outlawed religion, lightsabers are like any other weapon, in that they can be modified to suit the tastes and needs of their users. The most important part of a lightsaber, and the one most likely to be modified, is the focusing crystal that transforms the weapon's powerful plasma energies into a crackling, coherent energy blade. Crystals come in all manner of shapes and sizes, and they are formed from a dizzying array of organic and inorganic materials.

Lightsabers can be modified, not only through crystals, but also through different materials, hilt shapes, and other processes. Below is a selection of lightsaber attachments, including various crystals, hilts, and internal systems, for use in **FORCE AND DESTINY**.

### BARAB INGOT

These variants of Kyber crystals are unique to the heavily irradiated world Barab I. Found in small clusters in mountainous regions, Barab ingots are hot to the touch and glow with a fierce inner light. When installed in a lightsaber, they create a searing, fiery blade that burns so fierce and bright that it nearly loses its cohesion. A Barab ingot is a lightsaber crystal.

**Base Modifiers:** Installing this crystal changes a

lightsaber's base damage to 8 and critical rating to 3. In addition, the lightsaber gains the Breach 1, Burn 1, and Sunder weapon qualities. If the crystal is ever removed, the lightsaber loses these qualities, and reverts to its previous base damage and critical rating.


**Modification Options:** 2 Item Quality (Burn +1) Mods, 2 Item Quality (Vicious +1) Mods.

**Hard Points Required:** 2.

**Price:** (R) 15,000 credits.

### CURVED HILT

The curved hilt is preferred by duelists and practitioners of the lightsaber combat form Makashi. This modification allows both for better control and flexibility when handling the lightsaber and for more force behind overhand strikes.

**Base Modifiers:** Adds automatic  to successful Lightsaber combat checks when engaged with a single opponent.


**Modification Options:** 1 Item Quality (Defensive +1) Mod.

**Hard Points Required:** 1.

**Price:** 1,000 credits.

### DANTARI CRYSTAL

These multihued Kyber crystals were once extremely popular among the Jedi. When installed in a lightsaber, a Force-reactive Dantari crystal helps the wielder conserve and recover Force energies. A Dantari crystal is a lightsaber crystal.

**Base Modifiers:** Installing this crystal changes a lightsaber's base damage to 7 and critical rating to 2, and the lightsaber gains the Breach 1 and Sunder weapon qualities. When making a Force power check as part of a combat check, a character using a lightsaber with a Dantari crystal may spend  to recover 2 strain. If the crystal is ever removed, the lightsaber loses these qualities and abilities, and reverts to its previous base damage and critical rating.

**Modification Options:** 1 Decrease the weapon's critical rating by one to a minimum of 1 Mod, 2 Damage +1 Mods.

**Hard Points Required:** 2.

**Price:** (R) 12,000 credits.

### DRAGITE GEM

In their natural state, dragite crystals are one of the most brittle forms of Kyber crystal, and produce a loud ringing when struck. When worked into a suitable lightsaber crystal, a difficult task due to the dragite gem's distressing tendency to fracture or shatter at the slightest provocation, it produces an extremely loud blade that pulses and hums across a number of frequencies. A dragite gem is a lightsaber crystal.

**Base Modifiers:** Installing this crystal changes a lightsaber's damage to 7 and critical rating to 3, and the

### LIGHTSABER CRYSTAL ATTACHMENTS

Lightsaber crystals are a special type of attachment unique to Lightsaber weapons. However, a lightsaber crystal is more than just an attachment. In many ways, it is the core of the weapon, defining each lightsaber's individual characteristics.

However, all crystals used in lightsabers are some form of Kyber crystal. Something about the Kyber crystal's structural makeup enables it to withstand the energies that run through them and focus that power into the blade of the lightsaber. While different variants of Kyber crystals found on different worlds may have different shapes or colors, all share this unique trait.

A lightsaber may have one and only one crystal installed in it. If a lightsaber already has a crystal, however, the character may replace it with a new, different one. As noted in a lightsaber crystal's base modifiers, lightsaber crystals greatly affect the lightsaber's damage, critical rating, and item qualities.



lightsaber gains the Breach 1, Disorient 1, and Sunder weapon qualities. If the crystal is ever removed, the lightsaber loses these qualities, and reverts to its previous base damage and critical rating.

**Modification Options:** 2 Item Quality (Disorient + 1) Mods, 2 Item Quality (Concussive + 1) Mods, 1 Damage + 1 Mod.

**Hard Points Required:** 2.

**Cost:** (R) 14,000 credits.

### DUAL-PHASE MODIFICATION

Designed to catch an opponent off guard, this modification allows the wielder to change the length of a lightsaber's blade between two pre-set lengths with the push of a button. This causes an opponent's guard to falter momentarily as he adjusts to the new blade length, allowing the Jedi to press the advantage while his opponent is confused.

**Base Modifiers:** May shorten or lengthen the blade once per encounter as an incidental. The next attack that turn made by the character using this weapon ignores the target's melee defense.

**Modification Options:** None.

**Hard Points Required:** 2.

**Price:** 4,500 credits.

### EXTENDED HILT

The idea behind the extended hilt modification is to increase the lightsaber's striking and cutting power by using the leverage of the longer handle and a two-handed grip to help focus the wielder's strength into the force of the blow.

**Base Modifiers:** Increase the weapon's damage by 1.

**Modification Options:** 1 Item Quality (Vicious + 1) Mod.

**Hard Points Required:** 1.

**Price:** 3,800 credits.

### ILUM CRYSTAL

The Kyber crystals found deep within the caves of the icy planet Ilum were prized by the Jedi as some of the best crystals for constructing a lightsaber. Ilum featured heavily into Jedi tradition, with young Padawans traveling there as part of their training to commune with the Force and use its guidance to seek out the crystal that would go into the construction of their first lightsaber. An Ilum crystal is a lightsaber crystal.

**Base Modifiers:** Installing this crystal changes a lightsaber's base damage to 6 and critical rating to 2, and the lightsaber gains the Breach 1 and Sunder weapon qualities. If the crystal is ever removed, the lightsaber loses these qualities, and reverts to its previous base damage and critical rating.

**Modification Options:** 2 Item Quality (Vicious + 1) Mods, 4 Damage + 1 Mods, 1 Decrease the weapon's critical rating by one to a minimum of 1 Mod.

**Hard Points Required:** 1.

**Price:** (R) 9,000 credits.

### KRAYT DRAGON PEARL

The terrible krayt dragons of Tatooine tend to live for an incredibly long time, and over the course of their lives will ingest stones to aid with digestion. While the caustic digestive juices of the krayt dragon can even break down stone over time, every once in a while these stones contain some form of Kyber crystal. Incredibly resilient, they remain in the creatures' guts for the entirety of the dragons' lives, slowly being polished and smoothed into small, dense spheres of crystal. The resulting "krayt dragon pearls" are vanishingly rare. Since they are a type of Kyber crystal, they can be worked into powerful lightsaber crystals. A krayt dragon pearl is a lightsaber crystal.

**Base Modifiers:** Installing this crystal changes the lightsaber's damage to 9 and its critical rating to 1, and the lightsaber gains the Breach 1, Sunder, and Vicious 1 weapon qualities. If the crystal is ever removed, the lightsaber loses these qualities, and reverts to its previous base damage and critical rating.

**Modification Options:** 3 Item Quality (Vicious + 1) Mods, 1 Damage + 1 Mod.

**Hard Points Required:** 2.

**Price:** (R) 15,000 credits.

### LORRDIAN GEMSTONE

Lorrdian gemstones are crystals mined millennia ago by enslaved Lorradians during the Kanz Disorders. A Lorrdian gemstone is a lightsaber crystal.

**Base Modifiers:** Installing this crystal changes the lightsaber's damage to 7 and its critical rating to 2, and the lightsaber gains the Breach 1, Defensive 1, and Sunder weapon qualities. If the crystal is ever removed, the lightsaber loses these qualities, and reverts to its previous base damage and critical rating.

**Modification Options:** 1 Item Quality (Defensive + 1) Mod, 2 Item Quality (Deflection + 1) Mods.

**Hard Points Required:** 2.

**Price:** (R) 7,000 credits.

### MEPHITE CRYSTAL

Mephite crystals are rare, lustrous crystals found in a handful of places in and around the Adegia system. Mephite crystals are well-suited for use in lightsabers due to their internal structure and light-modulating capabilities. A mephite crystal is a lightsaber crystal.

**Base Modifiers:** Installing this crystal changes the lightsaber's damage to 8 and its critical rating to 2, and the lightsaber gains the Breach 1 and Sunder weapon qualities. Force-sensitive characters using Force powers to sense their surroundings automatically detect a lightsaber using a mephite crystal if it is in range of the power. If the crystal is ever removed, the lightsaber loses these qualities and abilities, and

reverts to its previous base damage and critical rating.  
**Modification Options:** 3 Damage + 1 Mods, 1 Decrease the weapon's critical rating by one to a minimum of 1 Mod, 1 Item Quality (Vicious + 1) Mod.  
**Hard Points Required:** 2.  
**Price:** (R) 10,000 credit.

### SAPITH GEM

Sapith gems are similar to krayt dragon pearls in that they were consumed by large volice worms, then polished and shaped within their stomachs. Shaped like serpent scales, these smooth, lustrous crystals have an incredibly complex internal structure, which increases the intensity and brilliance of any light that passes through them. A sapith gem is a lightsaber crystal.

**Base Modifiers:** Installing this crystal changes a lightsaber's damage to 7 and its critical rating to 2, and the lightsaber gains the Breach 1 and Sunder weapon qualities. If the crystal is ever removed, the lightsaber loses these qualities, and reverts to its previous base damage and critical rating.

**Modification Options:** 1 Item Quality (Breach + 1) Mod, 2 Damage + 1 Mods, 1 Decrease the weapon's critical rating by one to a minimum of 1 Mod.

**Hard Points Required:** 2.

**Price:** (R) 18,000 credits.

### SUPERIOR HILT PERSONALIZATION

While most lightsabers are austere and utilitarian items with little in the way of embellishment, some Jedi have been known to personalize their weapons to better suit their tastes and styles.

**Base Modifiers:** Grants the lightsaber the Superior quality.

**Modification Options:** None.

**Hard Points Required:** 1.

**Price:** 5,000 credits.

### TRAINING LIGHTSABER EMITTER

In the days of the Republic, the Jedi allowed their younglings to train with "training sabers," non-lethal versions of their famous energy blades. In actuality, a training lightsaber is almost the same as a standard lightsaber, except that the crystal is replaced with training emitter. The training emitter creates a blade that is completely non-lethal. At most, it can generate a stun shock. Though of limited utility, these devices do have the benefit of not being illegal—in the strictest sense. A training emitter is a lightsaber crystal.

**Base Modifiers:** Installing this crystal changes a lightsaber's damage to 6 and its critical rating to —, and the lightsaber gains the Stun Damage quality. If the crystal is ever removed, the lightsaber loses this quality, and reverts to its previous base damage and critical rating.

**Modification Options:** None.

**Hard Points Required:** 2.

**Price:** 300 credits.

## ARMOR ATTACHMENTS

**A**rmor, like personal weapons, has a number of customization hard points and can be just as easily modified as a blaster or slugthrower.

### BIOFEEDBACK SYSTEM

This system closely monitors the vital signs of the person wearing the armor. It can immediately identify when the user is hurt or experiencing elevated levels of adrenaline and administer minor sedatives, healing chemicals, and other drugs as needed. A biofeedback system effectively mitigates basic injury and can help its user keep a cool head in combat. It can be installed on any full-body armor suit.

**Base Modifiers:** Increase this character's strain threshold by four while wearing this armor.

**Modification Options:** 1 Innate Talent (Rapid Recovery) Mod.

**Hard Points Required:** 2.

**Price:** 3,300 credits.

### ENERGY DISPERSION SYSTEM

This system is a combination of durasteel plating and minute metallic wiring that is designed to distribute electrical shocks across the armor while grounding the user against the energy, reducing the effectiveness of such attacks. This attachment can be installed on any hard armor suit.

**Base Modifiers:** When reducing strain damage by the character's soak, count the character's soak as two higher.

**Modification Options:** None.

**Hard Points Required:** 1.

**Price:** 500 credits.

**TABLE 5-12: WEAPON, ARMOR, AND LIGHTSABER ATTACHMENTS**

Attachment	Price	Encumbrance	HP Required	Rarity
<b>Weapon Attachments</b>				
Bipod Mounts	100	–	1	1
Blaster Energy Dampener	(R) 750	–	1	4
Night Vision Scope	700	–	1	3
Serrated Edge	50	–	1	1
Shadowsheath	(R) 1,500	–	1	5
Stun Pulse	250	–	1	4
Superior Weapon Customization	5,000	–	1	6
Tripod Mount	250	–	2	3
Weapon Sling	100	–	1	0
<b>Lightsaber Attachments</b>				
Barab Ingot	(R) 14,000	–	2	8
Curved Hilt	1,000	–	1	6
Dantari Crystal	(R) 12,000	–	2	9
Dragite Gem	(R) 14,000	–	2	7
Dual-Phase Modification	4,500	–	2	6
Extended Hilt	3,800	–	1	7
Illum Crystal	(R) 9,000	–	2	10
Krayt Dragon Pearl	(R) 15,000	–	2	10
Lorrdian Gemstone	(R) 7,000	–	2	8
Mephite Crystal	(R) 10,000	–	2	10
Sapith Gem	(R) 18,000	–	2	10
Superior Hilt Personalization	5,000	–	1	6
Training Lightsaber Emitter	300	–	2	6
<b>Armor Attachments</b>				
Biofeedback System	3,300	–	2	5
Energy Dispersion System	500	–	1	4
Heating System	1,000	–	1	3
Helmet Comlink	200	–	0	1
In–Helmet Scanner	750	–	1	4
Superior Armor Customization	5,000	–	1	6
Thermal Shielding System	1,000	–	1	3

## HEATING SYSTEM

Like thermal shielding, a heating system is installed in armor to protect the wearer against dangerously low temperatures and frigid environments.

**Base Modifiers:** Reduces the difficulty of Resilience checks made to resist effects of extreme cold by one. Removes up to ■■ added to checks due to extreme cold.

**Modification Options:** None.

**Hard Points Required:** 1.

**Price:** 1,000 credits.

## HELMET COMLINK

Rather than rely on a separate piece of equipment that can be broken, lost, or stolen, some mercenaries and bounty hunters prefer to install a micro comlink directly into their armor. A micro-comlink can comprise anything from a complete in-helmet system to a simple small microphone and speaker attached to a wristplate or near the shoulder. A micro-comlink can be installed in any armor.

**Base Modifiers:** A long-range comlink is integrated into the helmet.

**Modification Options:** None.

**Hard Points Required:** 0.

**Price:** 200 credits.

## IN-HELMET SCANNER

An in-helmet scanner provides the usefulness of a general purpose scanner in a heads-up display splashed across the user's helmet. This feeds the user a constant stream of information about the surrounding environment, and can be easily shut off if it becomes distracting. In-helmet scanners can be added to any helmet.

**Base Modifiers:** Adds a general purpose scanner to the user's helmet. The scanner allows the user to remove ■ imposed on any checks due to darkness or environmental conditions such as smoke or fog. It also allows the user to detect heat sources and motion within medium range.

**Modification Options:** None.

**Hard Points Required:** 1.

**Price:** 750 credits.

## SUPERIOR ARMOR CUSTOMIZATION

Any piece of armor can benefit from retooling at the hands of a superior craftsman. A skilled armorsmith can add improved plastoid or even durasteel plating to increase the protection a piece of armor offers, even as he decreases its weight and bulk. Of course, such delicate and exacting work can make the armor less customizable in other respects.

**Base Modifiers:** Grants the armor the Superior quality.

**Modification Options:** None.

**Hard Points Required:** 1.

**Price:** 5,000 credits.

## THERMAL SHIELDING SYSTEM

Utilizing both active and passive cooling systems, along with an insulated body glove and special coatings on the armor plates, this attachment allows a wearer to withstand dangerously high temperatures. This thermal shielding is proof against open flames, molten rock and steel, intense heat, and even some forms of radiation. This attachment can be installed on any armor that covers the entire body and can be sealed.

**Base Modifiers:** Reduces the difficulty of Resilience checks made to resist the effects of fire and extreme heat by one. Removes up to ■■ added to checks due to extreme fire or heat.

**Modification Options:** None.

**Hard Points Required:** 1.

**Price:** 1,000 credits.

# VI

## CONFLICT AND COMBAT

**T**he galaxy is a dangerous place. War between the Galactic Empire and the Rebel Alliance overwhelms entire sectors, seeing whole worlds burn in the fires of war. Crime lords, pirates, mercenaries, and brigands thrive in the dark and lawless reaches, playing both

sides of the galactic conflict. Meanwhile, the Emperor's dark side minions stalk the shadows, hunting for those who can touch the Force. Against these adversaries, only the brave and the foolish fight to protect the helpless and struggle to bring light to the darkness.

## NARRATIVE AND STRUCTURED GAMEPLAY

**M**ost of the gameplay in **FORCE AND DESTINY** is done on a narrative basis, with the GM describing events and the players describing their characters' actions and reactions to these events. Combat, however, requires more structured gameplay.

Narrative gameplay does not require the GM or players to keep track of the exact passage of time, and for the most part, this is perfectly acceptable. It's usually enough to know that actions may take a few minutes, hours, days, or weeks (or any other amount of time). Narrative gameplay is most often used in any situation where the precise order of actions is unimportant.

Conversely, structured gameplay is, at its heart, a rules system that breaks up a character's actions into what he could reasonably perform in a predetermined amount of time. It also gives each character in a scene the opportunity to perform actions in turn. It's most often used for playing through combat situations. However, the GM may decide to employ structured gameplay in certain non-combat scenes that he feels would benefit from requiring the players to clearly define their characters' actions within a rule set.

## CINEMATIC COMBAT

**F**ORCE AND DESTINY strives to capture the pure cinematic thrill found in the *Star Wars* universe. Combat is frequent, fast-moving, and meant to showcase the talents and abilities of the Player Characters.

The unique dice system of **FORCE AND DESTINY** helps push the story-driven nature of the game forward. Even a single attack roll generates enough options (some good, some bad) to give the Game Master sufficient information to make combat far more than just a matter of rolling to hit and rolling to wound. In turn, the players are strongly encouraged to provide interesting detail before rolling on an attack, in order to give the GM ideas for describing the results. Combat is streamlined so the players do not bog down gameplay with too many tactical decisions; descriptions of their actions and the roll of the dice is sufficient to help visualize the violence.

## STRUCTURED GAMEPLAY OVERVIEW

When using structured gameplay to describe the sequence of events during a firefight, lightsaber duel, or hectic chase through the crowded streets of Coruscant, the game is broken down into a series of **rounds**, each of which is further broken down into a series of **turns**. During a single round, each Player Character and Non-Player Character gets one turn, during which they have the opportunity to accomplish tasks and perform various actions.

Rounds can last for roughly a minute or so in time, although the elapsed time is deliberately not specified. Players should keep in mind that a round lasts long enough for their character to move to a new location and perform an important action. They should also remember that although each round is broken up into turns that happen sequentially in gameplay, narratively the turns are occurring at roughly the same time.

Structured gameplay events (also called **encounters**) such as combat follow these steps:

### STEP 1: DETERMINE INITIATIVE

At the beginning of the first round of combat, all players and the GM need to determine in what order the characters will take their turns. Do the stormtroopers ambush the Rebel convoy, or does the Rebel scout get in the first shot? This is referred to as the **Initiative order**.

To determine the Initiative order, each Player Character and NPC makes a **Simple (–) Cool** or **Vigilance check** (for more information on which to use, see the **Cool or Vigilance?** sidebar). Once all Initiative checks have been made, the GM notes the results of each check and ranks them in order from the highest number of successes to the lowest. If two checks are tied, the check with more **d** is ranked higher. If a Player Character and an NPC are still tied, the Player Character is ranked higher. This is the Initiative order.

### STEP 2: ASSIGN INITIATIVE SLOTS

Once the GM has determined the Initiative order, he notes which results were generated by Player Characters and which results were generated by NPCs. The results generated by Player Characters become Player Character Initiative slots. The results generated by NPCs become NPC Initiative slots.

## COOL OR VIGILANCE?

**T**wo different skills in **FORCE AND DESTINY** can be used to determine Initiative: Cool and Vigilance. Which skill should be used in a particular circumstance is determined by the situation at hand.

Characters should determine their Initiative using the Cool skill when they are aware and ready for combat (or for whatever situation has resulted in the use of structured gameplay). For example, rolling to see who goes first in a quick-draw gunfight or springing an ambush on an unsuspecting enemy would require Cool, as Cool is a skill representing a character's ability to remain calm, collected, and focused on the task ahead.

Characters should determine their Initiative using the Vigilance skill when combat (or another situation resulting in structured gameplay) begins unexpectedly. Two enemies walking around a corner and running into each other would each use Vigilance to determine Initiative, for example. Likewise, someone being ambushed would also use Vigilance to determine Initiative (and if they ended up going earlier in the Initiative order than their ambusher, clearly they were vigilant enough to spot the ambush at the last second).

It's important to note that different characters may use different skills to determine Initiative during the same combat, depending on their differing circumstances. Also, if the GM and players are unsure as to which of the two skills best applies to a given situation, they should default to using Vigilance.

### STEP 3: PARTICIPANTS TAKE TURNS

Beginning at the top of the Initiative order, the players and GM fill each Initiative slot one at a time with a character turn. If the Initiative slot is a Player Character Initiative slot, then the players agree on one Player Character to fill the slot from among the Player Characters who have not acted yet that round. That Player Character then takes this turn.

If the Initiative slot is an NPC Initiative slot, then the GM chooses one NPC to fill the slot from among the NPCs who have not yet acted that round. That NPC then takes this turn.

### STEP 4: ROUND ENDS

Once all NPCs and Player Characters have taken a turn, the round ends. At this point, certain effects that last until the “end of the round” may end. The GM also determines if the ongoing action warrants additional rounds, or if it has been resolved. If the ongoing action continues, repeat step 3 using the same Initiative order generated in step 1. If the action has been resolved and the encounter is over, proceed to step 5.

### STEP 5: ENCOUNTER ENDS

Once the action has been resolved, the GM ends the encounter. At this point, any character abilities that may only be used “once per encounter” reset, and any abilities that last “until the end of the encounter” expire. Player Characters also have a chance to catch their breath and recover strain, and may take steps to help heal any incapacitated characters.

## THE TURN

Each character (whether a Player Character or a Non-Player Character) gets one turn to act during each round. During this turn, the character can do any of a number of things, such as dash for cover, attempt to unlock a sealed blast door, or shoot a heavy blaster pistol at an opponent. The activities the character can perform during his turn are split into three categories: incidentals, maneuvers, and actions.

### INCIDENTALS

Incidentals are minor activities that characters can undertake that require extremely little time or effort. Dropping a broken comlink, speaking to a friend, or switching a blaster pistol to Stun mode are all incidentals. There is no hard limit to the number of incidentals a character may perform during his turn, although the GM may veto excessive numbers of them or decide they are complex enough to warrant counting as a maneuver. The following are examples of incidentals:

- Speaking to another character.
- Dropping an item held in one’s hands.
- Releasing someone the character is holding.
- Minor movements such as shifting position, peeking around a corner, or looking behind a person.

### MANEUVERS

Maneuvers are activities that aren’t complex enough to warrant a skill check, but which still involve time and effort on the part of a character. Characters are allowed one maneuver during their turn, and certain circumstances may allow them a second maneuver as well (see below). The following are some examples of maneuvers:

- Aiming a weapon.
- Moving one range band closer or farther away from an enemy (for more on range bands, see page 151).
- Opening a door.
- Diving behind cover.
- Standing up.

### ACTIONS

Actions are important activities that are vital to a character’s accomplishment of a goal. Each character may normally only perform one action during his turn, and it will likely be the most important activity he undertakes during his turn. Actions almost always involve performing a skill check, although certain character abilities may require using an action to activate them. The following are some examples of actions:

- Slicing a computer.
- Opening a locked door.
- Firing a weapon.
- Punching or grappling an opponent.
- Instructing allies with a series of orders.
- Performing first aid on an ally.
- Sneaking up on a vigilant foe.
- Climbing a cliff.

Out of all of these options, the most common during combat are likely those that involve attacking an opponent. Attacking an opponent requires a combat skill check, sometimes referred to in shorthand as a **combat check** or simply an **attack**.

# MANEUVERS

**A**S **FORCE AND DESTINY** uses an abstract method of describing combat, movement is similarly described in broad strokes. Characters often do far more than shoot their blasters in combat, pulling out stimpacks to heal a wounded comrade, slicing through a computer's electronic defenses to open a blast door, or scaling a wall to gain an advantage over their opponents.

Not all undertakings require a check. These minor activities, known as maneuvers, cover a wide range of activities that any character can perform. They require an investment of time and effort on the character's part, but they are simple enough that there is no chance of failure when doing them. Technically, characters perform maneuvers during narrative gameplay as well as during structured gameplay, or encounters. However, maneuvers are tracked and defined during encounters, because characters' time and efforts are more limited by the frantic pace of conflict.

## MANEUVER LIMITATIONS

Whether taking careful aim at an Imperial officer, diving for cover behind a stack of cargo crates, or patching up a wounded friend, a character may perform one free maneuver on his turn. He may also perform a second maneuver by voluntarily suffering two points of strain, thereby stretching himself to his limits in order to get more done. (Characters may also perform a second maneuver through a particularly successful skill check, or by other means listed elsewhere.) However, regardless of the source, **a single character may not perform more than two maneuvers during his turn.**

### MANEUVERS OUTSIDE A CHARACTER'S TURN

In some cases, a character may even be able to perform a maneuver when it's not that character's turn. A stormtrooper rolling horribly on a Stealth check to ambush a PC may generate a number of failures on his check. The GM may decide that the blunder allows the would-be victim the opportunity to perform a maneuver, even though it's the stormtrooper's turn.

Any bonus maneuvers gained outside of a character's turn do not count toward the aforementioned limit of two maneuvers a character may perform during his turn—specifically because they occur outside of the character's turn. These additional maneuvers are generally awarded at the providence of the GM, and thus there is no hard-and-fast limit to the number of maneuvers that can be awarded in this manner. However, the GM would be wise to limit the number of out-of-turn maneuvers each character performs each round to one or two at most.

## TYPES OF MANEUVERS



The following is a list of the maneuvers a character can perform during combat. Please note that this list is not exhaustive. The entire point of maneuvers is that they can cover any activity that is relatively easy to perform but still requires some amount of time and effort. While the maneuvers listed here are deliberately general to cover as many options as possible, if a player comes up with something he wants his character to do that is not covered by this list, he should not dismiss the idea out of hand. Instead, he should explain what he'd like to accomplish to the GM, who can decide if it can realistically be performed in a single maneuver.

Some activities may require multiple maneuvers to perform. Generally, these maneuvers must be performed sequentially, without being interrupted by the character performing other maneuvers or actions, for the task to be successful.

### AIM

During combat, a character can use the aim maneuver to steady a weapon or line up a hit before attacking, granting a bonus to his next combat check. A character only gains the benefit of aiming if he remains in his current position and does not perform any additional maneuvers or actions before his next combat check. Any damage taken that exceeds the character's soak also negates the benefit of aiming.

Aiming provides the character with one of the two following bonuses:

- Gain  on the next combat check. If the character spends two consecutive maneuvers aiming, he gains  on the next combat check.

## PERSONAL MANEUVERS VERSUS STARSHIP MANEUVERS

**T**his section deals primarily with maneuvers performed on the personal level—by individual characters moving about and performing tasks. Starships also perform maneuvers, which represent their mobility, evasion tactics, and special moves. To distinguish between the two types of maneuvers, the default use of the term applies to personal-level maneuvers. Starship maneuvers are specifically prefaced with the word “starship” for easy reference. More information about starship maneuvers can be found in **Chapter VII: Starships and Vehicles.**



- Target a specific item carried by the target, or a specific part of the target. This could allow the character to attempt to strike or shoot a weapon from an opponent's hand, for example, or target an opponent's limb to cripple him. If the character spends one maneuver aiming to do this, his next combat check suffers ■■■. If he spends two consecutive maneuvers aiming, the combat check suffers ■■ instead.

### ASSIST

Performing the assist maneuver allows an engaged ally to add ■ to his next check. Several characters can use the assist maneuver to add more bonus ■ to the engaged ally's next check. All awarded bonus dice must be used on the assisted character's next turn; otherwise, they are discarded. The Game Master should use his own discretion when allowing characters to assist one another. Some actions simply do not benefit from assistance.

### GUARDED STANCE

A character can take a maneuver to assume a guarded stance, which contributes to his defense against melee attacks. A character who performs this maneuver adds ■ to any combat checks he makes until the end of his next turn. However, he also gains melee defense +1 until the end of his next turn.

## INTERACT WITH THE ENVIRONMENT

Often, a single maneuver is enough to interact with the environment around a character. This is a broad category of possible interactions, such as opening a blast door, ducking behind a wall, pressing a specific button on a control panel, or grabbing a blaster off of the ground. The following are additional specifically designed examples of interacting with the environment:

- **Moving a large item.** Flipping over a table, shoving a barrel into a pursuer's path, hefting a crate: all of these take a maneuver to perform.
- **Opening or closing a door.** Whether an electronic blast door or a primitive door with latches and hinges, opening or closing it takes a maneuver.
- **Taking cover.** Ducking behind a door jamb, crouching behind a crate, or peeking around a tree trunk: all of these allow the character to gain ranged defense 1 (and some cover can grant a ranged defense higher than 1, if particularly sturdy). It takes a maneuver to take cover, but once in cover, the character keeps the bonus unless the circumstances around him change such that he no longer benefits from cover, or unless he moves out of cover.

### MANAGE GEAR

Managing items and equipment is accomplished by this maneuver, which can cover the following options:

## FLYING

**F**light in **FORCE AND DESTINY** is handled in two different ways. Vehicles and starships that fly use the rules found in **Chapter VII: Vehicles and Starships** to handle their flight. Some pieces of equipment allow individuals to mimic such flight and use these rules as well.

However, some creatures and individuals can fly, but not at the same speeds as vehicles or mechanical devices such as jump packs. In these cases, the creatures or individuals simply move from one place to the other by flying, but still use the rules presented in this chapter for situations such as combat. Their flight is handled mostly narratively, with a common-sense approach. For example, a flying creature could easily fly over difficult or impassable terrain, or fly over water without having to swim through it. It could cover vertical distances in the same way that individuals in this game cover horizontal ones. However, there are some points to keep in mind concerning flying creatures.

Creatures and species that can **hover** (such as insects and Toydarians, for example) rely on swiftly

moving wings, bags of lighter-than-air gas, or other systems to move while staying above the ground. This type of movement follows the same game rules as those for other creatures, with the following exceptions: hovering creatures ignore difficult or impassable terrain as long as they can reasonably stay above it, and they ignore the penalties for moving through water. They generally have to stay relatively close to the ground (within medium range) unless noted otherwise.

Creatures that can **fly** (such as most birds and mynockes) use aerodynamic principles such as lift to stay aloft. These follow all the same rules about terrain as creatures that hover. However, they have to maintain at least some speed to stay aloft, and thus while flying must spend one maneuver every turn to move (they can actually change position, or just circle or wheel in place and effectively remain where they are). Most flying creatures can move faster than hovering or ground creatures, and they can move from long range to short range using a single maneuver.

- **Draw, holster, ready, or load a weapon.** This maneuver covers the basic manipulations of most weapons, such as drawing a vibroknife from its sheath, recharging a blaster rifle's energy cells (provided the character has additional ammo at hand—see page 131), or drawing and prepping a thermal detonator for use.
- **Draw something from storage or put it away.** A character can perform a maneuver to retrieve an item from a pouch, backpack, bandolier, or some other accessible container. This maneuver can also be used to stow items in a similar fashion.

### MOUNT OR DISMOUNT

Mounting or dismounting a domesticated animal, such as a trained dewback or tauntaun, requires a maneuver. (Successfully mounting an **untrained** animal, however, requires an **Average (◆◆) Survival check**, which could be made harder depending on how ornery the GM feels the animal is.) Similarly, mounting a vehicle, sliding into a cockpit, or otherwise taking position to pilot a vehicle, man a gunnery station, or the like requires a maneuver as well.

### MOVE

This maneuver allows the character to move within his environment. The game defines several different broad types of movement. When characters move, they do one of the following:

- **Change range increment.** Performing this maneuver allows a character to move between short and medium range relative to another person or object. Performing two move maneuvers allows a character to move between medium and long range or between long and extreme range. When covering long distances, multiple maneuvers do not have to be performed on the same turn, but

the character is not considered to be in the new range increment until all required maneuvers have been performed. For more detail on determining range, see **Range Bands**, page 151.

- **Engage or disengage from an opponent.** If a target is already within short range of a character, the character can perform a maneuver to engage that target. If the character is engaged with an opponent or adversary, he must perform a maneuver to disengage with that opponent before moving to any other location. This only changes his range relative to his opponent from “engaged” to “short” and represents the effort of backing away and avoiding his opponent's attacks. Characters do not need to perform this maneuver to leave an engagement consisting only of friendly characters or allies.
- **Moving within short range.** Performing this maneuver allows an unengaged character to move to another position that is currently within short range of the character.

### DROP PRONE OR STAND FROM PRONE

Dropping prone and standing from a prone position each requires a maneuver. Dropping prone allows the character to add ■ to all ranged attacks made against him, although he also must add □ to all melee attacks made against him.

### PREPARATION

Some actions require additional preparation to perform safely or effectively. The preparation maneuver is generally performed in conjunction with another ability to confer a bonus, offset a penalty, or fulfill a requirement. The individual talents or abilities that utilize the preparation maneuver define its specific effect. It is sometimes abbreviated under the requirements as “prepare.”

## ACTIONS

**D**uring a character's turn, he generally has the chance to perform one primary activity. This is the character's action. Actions include any activity complex enough to warrant a skill check, such as slicing into a secured computer network or firing a blaster rifle.

### ACTION LIMITATIONS

A character may only perform one action in a turn. Some characters may have abilities allowing them to perform an action as a maneuver. This does not violate the limit of one action per turn, as the action now counts as a maneuver.

## TYPES OF ACTIONS

There are five major types of actions a character can perform during his turn: exchanging an action for a maneuver, spending the action to activate an ability or talent, activating a Force power, performing a skill check, and performing a combat check. The last, performing a combat check, is actually a variation on performing a skill check. However, enough unique circumstances surround it that it requires its own entry.

## EXCHANGE AN ACTION FOR A MANEUVER

A character may exchange his action for an additional maneuver during his turn. He may then perform any maneuver he would be able to perform normally, following all the rules that govern maneuvers. However, he still may not perform more than two maneuvers during his turn, no matter how he gained access to them.

## SPEND AN ACTION TO ACTIVATE AN ABILITY

Certain abilities and talents can require an action to activate. When a character spends an action to activate an ability or talent (even if spending the action does not require a check or any other activity on the character's part), he has used his action for his turn. He may not take a second action, unless he specifically has an ability that would grant him a second action.

## ACTIVATE A FORCE POWER

Most Force powers require an action to use. These are covered in more detail in **Chapter VIII: The Force**.

## PERFORM A SKILL CHECK

The most common actions that most characters take during their turns are actions that require a skill check to resolve. In other words, these are activities for which success is not guaranteed or for which the failure of the task may be important to the ongoing story. For example, walking from one place to another does not bring with it any inherent risk of failure (the characters are assumed to be competent enough to handle walking from one location to another), and even if a character could fail, failing would not significantly change the ongoing story. However, trying to cross a chasm on a tightrope to escape pursuit brings an inherent risk of failure (falling and dying), and failing can advance the story (whether or not the character escapes pursuit). Therefore, a Coordination check would be called for, and if it occurred during an encounter, it would require an action to perform.

Most skill checks and what they can accomplish are covered in **Chapter III: Skills**. What a character can do with a skill outside of an encounter is the same as what he can do with it inside of an encounter. The only difference is that inside an encounter, he has certain time limits imposed. In fact, the GM can determine that certain activities may require more than one action to perform, if they would normally take a great deal of time (or are time-consuming enough that they cannot be performed while the encounter continues; in this case, the character must wait for the encounter to end before attempting the activity).

Combat checks, however, are unique enough that they require a separate description.

## PERFORM A COMBAT CHECK

A PC makes a **combat check** when he uses a combat skill to attack a target—by firing a blaster, throwing a punch, or swinging a lightsaber, for example. This is also referred to as an **attack**. The combat skills in **FORCE AND DESTINY** consist of the following: Brawl, Gunnery, Melee, Ranged (Light), and Ranged (Heavy). All of these skills are covered in **Chapter III: Skills**. However, in brief, Brawl pertains to hand-to-hand combat without weapons; Melee governs fighting with close combat weapons such as vibro-axes; Lightsaber covers fighting with lightsabers; Gunnery handles using heavy, crew-served weapons; Ranged (Light) covers fighting with pistols; and Ranged (Heavy) covers fighting with rifles and other large ranged weapons.

First and foremost, keep in mind that a combat check is a skill check. It follows all of the rules and procedures for making a skill check, including the steps for assembling the dice pool. However, there are additional steps included in a combat check. All the steps a combat check follows are detailed here.

### 1. DECLARE AN ATTACK AND SELECT TARGETS

The character chooses to make an attack. He selects what skill he will use to make the attack, and if the skill requires a weapon to use, which weapon he will be using. He then declares the target of his attack.

### 2. ASSEMBLE THE DICE POOL

The character then assembles the dice pool based on the skill, its characteristic, and any applicable talents or other abilities. Certain conditions, such as the painful effect of a Critical Injury or an environmental effect, may also contribute dice to the dice pool. See page 18 for more information on building a dice pool.

The difficulty of a combat check depends on whether the attack is a ranged attack (using Ranged [Light], Ranged [Heavy], or Gunnery) or a melee attack (using Melee, Lightsaber, or Brawn). Melee attack difficulties are always **Average** (◆◆). Ranged attack difficulties depend on the distance the target is from the active character, or in other words, the range band the target occupies. **Table 6–1: Ranged Attack Difficulties** lists difficulties as they relate to different range bands. See page 151 for more information about range bands. Once the pool is assembled, roll the dice.

**TABLE 6–1: RANGED ATTACK DIFFICULTIES**

Range Band	Difficulty
Engaged	Easy (◆) plus modifiers depending on weapon used; see page 153.
Short	Easy (◆)
Medium	Average (◆◆)
Long	Hard (◆◆◆)
Extreme	Daunting (◆◆◆◆)

### 3. POOL RESULTS AND DEAL DAMAGE

Once the player rolls the dice pool for the attack, he evaluates the results. As with any skill check, the check must generate more ★ than ▼ to be successful.

When making a combat check, if the check is successful, each uncanceled ★ adds +1 damage to a successful attack. If the attack affects multiple targets, the additional damage is added to each target.

### 4. RESOLVE ☹ AND ☹

As with any skill check, ☹ and ☹ can be spent to gain incidental beneficial effects on a combat check. However, just as the rules governing encounters are somewhat more regimented than the rules governing narrative gameplay, so some of the options governing the spending of ☹ and ☹ are more clearly defined. In encounters, the player controlling the active character determines how the character spends ☹ and ☹, unless the GM has a specific reason to decide instead.

The first and foremost ways to spend ☹ and ☹ in an attack are to activate a Critical Injury or active weapon quality. As described on page 119 and page 158, each weapon has a critical rating that consists of a numeric value. The user can spend that many ☹ to inflict one Critical Injury on the target, in addition to regular effects and damage. Remember, a Critical Injury can only be triggered upon a successful hit that deals damage that exceeds the target's soak value. For more information on Critical Injuries, see page 158.

Weapon qualities are special effects and abilities that apply only when using that particular weapon. They come in two forms: active and passive. Active qualities require the user to spend a certain number of ☹ to trigger them. Generally this is ☹☹, although some qualities may require more or fewer. Passive qualities always grant their effect. Some qualities may inflict effects on a target that, unless specified otherwise, are always applied in addition to other effects, Critical Injuries, and damage.

In addition to always counting as an additional ★, ☹ can be spent to activate weapon qualities as well. A ☹ may be spent to inflict one Critical Injury (no matter what the critical rating of the weapon is). Alternatively, a ☹ may be spent to activate one item quality, no matter how many ☹ it would normally take to do so.

There are other options for spending ☹ and ☹ as well. A list of the most common can be found on **Table 6–2: Spending ☹ and ☹ in Combat** on the next page. Keep in mind that these are not intended to be the only options available. As always, players and GMs may invent other ways to spend ☹ and ☹, depending on the specific circumstances of the encounter. Any option that the players and GM agree upon can be viable.

## RANGED ATTACKS AND MELEE ATTACKS

**R**anged attacks and melee attacks are two different types of attacks, meaning they are also two different types of combat checks. A ranged attack is an attack made with a ranged weapon of some sort, most likely using the Ranged (Light), Ranged (Heavy), or Gunnery skill. A melee attack is an attack made in close combat with an opponent, and with a weapon designed for use in close combat. Such an attack is most likely to be made using the Melee, Lightsaber, or Brawl skill.

### 5. RESOLVE ☹ AND ☹

In the same fashion in which the controlling player determines how to spend ☹ and ☹ in his combat check, the GM then determines how to spend any ☹ or ☹ generated in the check. Much as fortune might favor the player, bad luck and circumstance can conspire against him. By default, the GM determines how ☹ and ☹ are spent, although in some cases (such as checks made by NPCs) he may give the players the option to spend these instead.



Unlike ☹ and ☹, only a few weapons have specific options for spending ☹ and ☹. However, there are specific options for spending ☹ and ☹ in combat, and most of these can be found on **Table 6–3: Spending ☹ and ☹ in Combat**, on the next page. As with ☹ and ☹, keep in mind that these are not intended to be the only options available. As always, GMs may invent other ways to spend ☹ and ☹, depending on the specific circumstances of the encounter. Any option that the players and GM agree on can be viable.

### 6. REDUCE DAMAGE, APPLY TO WOUND THRESHOLD, AND APPLY CRITICAL INJURIES

When a character suffers damage, he reduces the damage received by his soak value. If any damage remains after this reduction, he suffers that many wounds. If the net result is zero or negative, the character suffers no wounds. If the character suffers damage from multiple hits in an attack, he applies his soak value to each hit individually. For more information on damage and wounds, see **Wounds, Strain, and States of Health**, on page 157.


#### EXAMPLE: APPLYING SOAK

Tarast is wearing padded armor, and with his natural Brawn, he has a total soak value of 4. A successful hit with a blaster pistol deals nine points of damage. His soak value absorbs four points of that damage, resulting in 5 wounds.


















An attack may also generate a Critical Injury. This may occur because the weapon's critical rating was triggered, or because the target suffered a number of wounds greater than its wound threshold. More about critical ratings is explained in **Step 4. Resolve**  and .

When a Critical Injury is inflicted, the attacker rolls percentile dice on **Table 6–10: Critical Injury Re-**













**sult**, on page 159. The result of the dice roll indicates which Critical Injury is inflicted.

Some weapons and talents modify this Critical Injury roll, potentially making it more or less effective. If an attack generates enough  to trigger more than one Critical Injury, the character makes a single Critical Injury roll, adding +10 to the result for each additional time the critical rating is triggered.

**TABLE 6-2: SPENDING  AND  IN COMBAT**

Cost	Result Options
 or 	Recover 1 strain. Add  to the next allied active character's check. Notice a single important point in the ongoing conflict, such as the location of a blast door's control panel or a weak point on an attack speeder. Inflict a Critical Injury with a successful attack that deals damage past soak (  cost may vary). Activate a weapon quality (  cost may vary).
  or 	Perform an immediate free maneuver that does not exceed the two maneuvers per turn limit. Add  to the targeted character's next check. Add  to any allied character's next check, including that of the active character.
   or 	Negate the targeted enemy's defensive bonuses (such as the defense gained from cover, equipment, or performing the guarded stance maneuver) until the end of the current round. Ignore penalizing environmental effects such as inclement weather, zero gravity, or similar circumstances until the end of the active character's next turn. When dealing damage to a target, have the attack disable the opponent or one piece of gear rather than dealing wounds or strain. This could include hobbling him temporarily with a shot to the leg, or disabling his comlink. This should be agreed upon by the player and the GM, and the effects are up to the GM (although <b>Table 6–10: Critical Injury Result</b> is a good resource to consult for possible effects). The effects should be temporary and not too excessive. Gain +1 melee or ranged defense until the end of the active character's next turn. Force the target to drop a melee or ranged weapon he is wielding.
	Upgrade the difficulty of the targeted character's next check. Upgrade any allied character's next check, including that of the current active character. Do something vital, such as shooting the controls to the nearby blast doors to seal them shut.
 	When dealing damage to a target, have the attack destroy a piece of equipment the target is using, such as blowing up his blaster or destroying a personal shield generator.

**TABLE 6-3: SPENDING  AND  IN COMBAT**

Cost	Result Options
 or 	The active character suffers 1 strain. The active character loses the benefits of a prior maneuver (such as from taking cover or assuming a guarded stance) until he performs the maneuver again.
  or 	An opponent may immediately perform one free maneuver in response to the active character's check. Add  to the targeted character's next check. The active character or an allied character suffers  on his next action.
   or 	The active character falls prone. The active character grants the enemy a significant advantage in the ongoing encounter, such as accidentally blasting the controls to a bridge the active character was planning to use for his escape.
	The active character's ranged weapon immediately runs out of ammunition and may not be used for the remainder of the encounter. Upgrade the difficulty of an allied character's next check, including that of the current active character. The tool or melee weapon the active character is using becomes damaged (see page 119).

# DEFENSE

**D**efense, or more specifically, **defense rating**, is one of the factors determining how difficult it is to land a successful attack during combat. Defense ratings represent the abilities of shields, armor, or other defensive systems to deflect attacks entirely, or to absorb (or lessen) incoming blows.

Defense ratings are most commonly provided by shields, and as such are usually limited to vehicles and starships. However, a character may gain a defense rating through talents that increase his ability to dodge and absorb blows, armor designed to reflect and diffuse shots, or even expensive personal shield generators.

**A character adds a number of ■ equal to his defense rating to all combat checks directed against him.**

## MELEE AND RANGED DEFENSE

A character's defense rating can be classified as one of three types: general defense rating, melee defense rating, or ranged defense rating. A general defense rating applies against all combat checks directed against the character. A melee defense rating only applies against close combat checks directed against the character (Brawl, Lightsaber, and, Melee checks). A ranged defense rating only applies against ranged combat checks directed against the character (Ranged [Light], Ranged [Heavy], and Gunnery checks).

Multiple sources of defense do not stack. However, the character always uses the best defense rating available to him. If the PC possesses a defense rating of 1 against all attacks but a defense rating of 2 against melee attacks, he applies the defense 2 against all close combat attacks directed at him.

# SOAK

**A** character's soak value helps protect him from incoming wounds. Most creatures and characters have a default soak value equal to their Brawn rating. Most types of armor and other forms of protection provide additional soak (see **Chapter V: Gear and Equipment**).

When taking damage from attacks (actions involving a combat skill check) or other sources of physical damage (such as being struck by a falling rock or being hit by a landspeeder), the character may reduce the damage taken by his soak value. After calculating the total amount of damage inflicted, subtract the total soak value from that damage total. The result is the number of wounds the character suffers. If the soak reduces the damage to zero or

less than zero, then the character takes no damage. If the character suffers multiple hits from a single attack (such as from a weapon with Auto-fire), he may apply his soak to each hit separately.

Soak stacks when it is from different sources, such as heavy assault armor and subdermal plating. Multiple applications of the same source do not stack, however. A character cannot wear three suits of heavy assault armor and stack the soak bonuses from each.

Soak does not reduce strain inflicted on a target, except in specific instances (such as with weapons with the Stun Damage quality).

## CUSTOM SKILLS IN COMBAT

**S**ome players may have characters who use custom Combat skills. This is acceptable within the game (as long as the GM is fine with it). However, many of the rules in this chapter are written with the six basic Combat skills in mind and do not mention custom Combat skills specifically. Thus, players need to determine beforehand whether these skills are used to make ranged attacks or close combat attacks. Ideally, they should determine what existing skill their new, custom skill most resembles, and apply the same modifiers to their new skill that apply to the original skill.

# RANGE BANDS

**F**ORCE AND DESTINY relies on broad terms to describe ranges and distances. Rather than have a player's attention focused on a grid, counting squares, **FORCE AND DESTINY** uses more abstract means to represent positions, distances, and ranges, thus allowing the players to focus on the action and the adventure.

The distance between two points—people, objects, or adversaries—is defined by general range categories. These range categories are used to determine how far a ranged attack can reach, how far apart two people are from each other, how much effort is needed to move between two places, and so on. The most common ranges are short, medium, long, and extreme range. Another relative position—engaged—exists to represent characters who are in extremely close proximity to each other.

## THE FIVE RANGE BANDS

For ease of play, distance in **FORCE AND DESTINY** is divided up into five different bands, from engaged to extreme. As always, the GM has the final say in determining the range between the attacker and the target.

With the engaged status and the range bands, the GM is free to describe things dynamically and set scenes without having to worry about exact distances. Exact distances in meters do not matter. The details and adventure come first, creating a vivid picture in the minds of the players while allowing the GM to quickly provide the mechanical information they need to use their actions and build strategies.

### ENGAGED

To reflect two or more targets who are grappling or otherwise engaged in hand-to-hand combat, there is a special range status called engaged. Two characters engaged with each other are in very close proximity. A Warrior needs to be engaged with a target to hit him with his lightsaber. When two or more characters are engaged with each other, it is called an engagement.

Engaged is also used to indicate that a person is close enough to an item to use it. An Artisan needs to be engaged with a security terminal to attempt to hack it. A Starfighter Ace needs to be engaged with his starfighter to board it. A Pathfinder needs to be engaged with a tree if he wants to hide behind it for cover while tracking his target. The engaged status simply indicates that two things are close enough to each other to directly interact.

Consider engaged as a subcategory of short range. Obviously, someone can be slightly farther away if they're at short range, instead of being engaged with

## RELATIVE POSITIONING

**B**ecause of the narrative, abstract way in which distance is measured, both the players and Game Master must be aware of how positioning relative to two or more targets is measured. Once combat begins, the Game Master will tell each player where his character is relative to the opponents. It's then up to the player to track his character's range relative to those opponents as the battle progresses.

For example, during a battle within a huge hangar bay, the PCs are ambushed by four stormtroopers. Two approach from one side and two from the other. The GM indicates that each pair of stormtroopers is in the medium range band with respect to the characters. During their turns, the PCs split up to attack. Two of the PCs move toward one group of stormtroopers, getting within short range, and the other group moves to the opposite set of stormtroopers. Both groups of characters are now within short range of their respective targets, but at medium range from the other group of targets.

Personal and planetary ranges of scale should be considered separately. At a planetary scale, two starships attacking each other at close range does not translate to being within short range of each other on the personal scale—rather, the distance is considered farther than extreme range on the personal scale. (Even the shots of Ranged [Heavy] weapons normally only reach long range on the personal scale.) Two ships docked together are considered engaged at a planetary scale, but a gun battle on the surface of either ship utilizes the personal range bands, in which characters may be at long or even extreme range from each other.

someone else. However, the difference in distance is relatively minor. Thus, spending a maneuver to move to engage someone or something is as much a matter of moving into combat cautiously enough to avoid receiving a blow unnecessarily as it is moving a physical distance.

### SHORT RANGE

Short range indicates up to several meters between targets. Many thrown weapons and small firearms are most accurate at short range. Two people within short range of each other can talk comfortably without raising their voices. Moving to another spot within short range is usually easy to do and generally only requires one maneuver.

## MEDIUM RANGE

Medium range can be up to several dozen meters away. More reliable pistols can reach to medium range, but few thrown weapons can reach this far. Two people within medium range of each other need to talk loudly to hear each other. Moving from short range to medium range takes little exertion, and generally requires one maneuver.

## LONG RANGE

Long range is farther than a few dozen meters. Blaster rifles, mounted weapons, and weapons that use the Gunnery skill can reliably reach this far without too much trouble. Two people within long range of each other need to yell loudly to hear each other. Moving from medium range to long range requires two maneuvers, as it involves a greater distance and takes more time than moving between medium range and short range. This means that in most cases, a character cannot close the distance between short and long range in a single round, as it would take three maneuvers (one for short to medium, plus two for medium to long).

## EXTREME RANGE

Extreme range is the farthest range at which two targets can interact. High-tech sniper weaponry and some vehicle-mounted armaments may reach out to this range.

Two people at extreme range may not be able to hear each other even if they shout. Moving between long range and extreme range can be time-consuming and exerting, and it requires two maneuvers. This means that in most cases, a character can move the entire distance between long and extreme range in a single round, but will suffer strain or give up his action to do so.

## PLANETARY SCALE RANGE

The distances and range bands presented in this chapter are based on the personal scale for characters. Starships and vehicles may use these range bands or much larger range bands, based on the needs of the story. On a planet's surface, personal scale range bands may suffice, while in the midst of a heated starship battle in the depths of outer space, range bands represent much larger distances and positions.

A good guideline is that close range on the planetary scale picks up where the extreme range of personal scale ends—it's the next step in ranged bands. However, the scale is so much bigger that a single person could never use maneuvers to move next to a target that's "close" to him on a planetary scale; the distance may be up to several kilometers and take hours of walking. Further range bands on a planetary scale would be even more extreme. See page 176 in **Chapter VII: Starships and Vehicles** for more details on planetary and starship-based ranges and distances.

# ADDITIONAL COMBAT MODIFIERS

The prior sections cover the fundamentals of making a basic combat check. However, combat rarely occurs in a vacuum. Any number of things can modify a combat check, from environmental factors to actions the character chooses.

This section discusses those modifiers. The first part of this section covers conditional and situational modifiers; the second part covers outside factors such as environmental effects.

## CONDITIONAL AND SITUATIONAL MODIFIERS

Character choices can modify combat checks in many ways, some good and some bad. These choices often provide additional benefits as well.

### MAKING RANGED ATTACKS AT ENGAGED TARGETS

Sometimes, characters may want to attack a target engaged with another character. If the target and the

character with whom he is engaged are both enemies of the attacker, the attacker may not worry about whom he might hit. However, if one of the characters is an ally, then things become more dangerous.

When attacking a target engaged with an ally, the attacker upgrades the difficulty of the check by one (for more on upgrading difficulty, see page 20). In addition, if the attacker's check succeeds but generates at least  $\heartsuit$ , that  $\heartsuit$  is automatically spent to make the attacker hit one of the individuals engaged with the target (of the GM's choice), instead of hitting the target.

### MAKING RANGED ATTACKS WHILE ENGAGED

Sometimes, a character may want to make a ranged attack even though he's locked in hand-to-hand combat with an enemy. Such an action can be risky; a character may find it hard to take the time to line up a shot while an opponent is swinging a vibro-ax at him!

Any opponent engaged with a character when the character makes a ranged attack (no matter who



the target is), may add ■ to his next Brawl or Melee check against that character. He automatically loses this bonus if he and character are no longer engaged with each other.

In addition, the difficulty of some ranged attacks increases while the attacker and target are engaged, and other ranged attacks become impossible. See **Table 6-4: Ranged Modifiers** for more information.

**TABLE 6-4: RANGED MODIFIERS**

Condition	Modifier
Engaged w/Ranged (Light)	+ 1 difficulty
Engaged w/Ranged (Heavy)	+ 2 difficulty
Engaged w/Gunnery	May not make Gunnery checks when engaged with an opponent

### ATTACKING PRONE TARGETS AND ATTACKING WHILE PRONE

A character who is knocked down, unconscious, or willingly drops prone is considered prone.

Prone characters are easier to hit with certain combat checks and find it harder to use certain Combat skills. A character gains ■ when attacking a prone target with a Melee or Brawl check. A prone character suffers ■ when making a Melee or Brawl check from a prone position.

Prone characters are harder to hit with ranged attacks but suffer no penalties when making ranged attacks. When a character attacks a prone target with a Ranged (Light), Ranged (Heavy), or Gunnery check, he suffers ■.

Some attacks or weapons may cause a character to become prone. This is indicated in the individual weapon, talent, or creature attack entries. Getting knocked prone may be the result of a failed Coordination check or the activation of a weapon's special quality.

### TWO-WEAPON COMBAT

A character may opt to carry a Ranged (Light) weapon or a one-handed Melee weapon in each hand, increasing his volume of attacks at the expense of accuracy.

When attacking with two weapons, the character must be using weapons that can each be reasonably held and wielded in one hand. Generally, these weapons are Ranged (Light) weapons—such as pistols and grenades—and one-handed Melee or Brawl weapons. If it's unclear whether or not a weapon can be wielded one-handed, the GM makes the final determination.

To make the attack, the player performs a **combined check**. First, the player designates one weapon as the primary weapon. When making the combined

## GRAPPLING

**F**ORCE AND DESTINY, being a more narrative game, does not possess specific rules for grappling. Instead, the unarmed combat rules have been designed to narratively cover multiple unarmed fighting techniques, including grappling. For this reason, the basic Brawl attack allows characters to deal damage to the target's strain threshold, and to knock the target prone and disorient him. This allows for the narrative of a grapple (which is often intended to incapacitate without killing) without additional rules.

check, the character attacks with this weapon. The player then determines what skills and characteristics the character uses when making attacks with the primary weapon and which are used with the secondary weapon (the other weapon wielded). Finally, he determines the target.

To assemble the dice pool for this check, the player compares the skills that would be used to make an attack with each weapon by itself, and compares the characteristics that would be used to make an attack with each weapon by itself. He then takes the skill that he has lower ranks in, and the characteristic that he has lower ranks in, and uses this skill and characteristic to assemble his dice pool. It's very possible that the ranks in either the skills or characteristics are equal, in which case he can use either. If both checks would use the same skill or characteristic, he simply uses that skill or characteristic.

He then compares the difficulty of the two combat checks he would make with each of his two weapons to hit his target, and selects the check with the higher difficulty. He then increases the difficulty by one if the two skills in the combined check were the same, and by two if they were different. He then makes the check.

If he succeeds, he hits with his primary weapon as normal. He may also spend Ⓢ Ⓢ or Ⓢ to hit with his secondary weapon as well. If both weapons hit, he may spend additional Ⓢ or Ⓢ to activate qualities from either weapon. Each hit deals its base damage, + 1 damage per uncanceled success.

### UNARMED COMBAT

Although most characters probably feel more comfortable going into a fight with a good blaster in their hand, there are times they must rely on their fists, feet, or other appendages. Of course, some species, such as Wookiees, positively relish a good brawl.

Characters fighting unarmed generally use the Brawl combat skill. Unlike other combat skills, the Brawl skill is designed to be used independently of any weapons

**TABLE 6-5: IMPROVISED WEAPONS**



Size	Dam	Crit	Range	Encum	Special	Example
Small	+1	5	Engaged	1	–	Bottle, fist-sized rock, hydrospanner
Medium	+2	5	Engaged	3	Cumbersome 2	Two-handed rock, chair, holovid screen
Large	+3	5	Engaged	4	Cumbersome 4	Shovel, large tree branch, table, crate



(although some weapons can be used in conjunction with the Brawl skill).

When making an unarmed combat check using Brawl, the character's attack has a base damage of his Brawn rating, a range of engaged, a critical rating of 5, and the Disorient 1 and Knockdown qualities. Finally, when making a Brawl attack, the attacker can choose to deal damage to the target's strain threshold instead of its wound threshold, still reducing the damage by the target's soak.

Unlike other weapons, Brawl weapons augment this basic attack. Brawl weapons can add damage to the attack (as indicated in the **Brawl** profile, on page 122) and may have an improved critical rating and additional item qualities. When using a Brawl weapon, the user can choose to use its critical rating instead of the standard Brawl critical rating. He also adds the additional weapon qualities to the qualities already provided by the Brawl attack. If the weapon provides an improved version of an existing quality, the character uses the improved version.

**IMPROVISED WEAPONS**

Sometimes a character doesn't have a real weapon available and must make do with anything that is on hand. Swinging a broken bottle, heavy tool, large rock, or tree branch at a target are all examples of using an improvised weapon. Improvised weapons use the Melee skill, and as with all Melee weapons, the attacker adds his Brawn to the damage dealt. Just like weapons with the Inferior quality, improvised weapons generate one automatic  on any check. Improvised weapons deal damage based on their size and general weight, as described in **Table 6-5: Improvised Weapons**. Any attack roll that results in a 

or   indicates that the improvised weapon breaks and is useless in further rounds of combat. Large improvised weapons require two hands to use if the user is silhouette 1 or smaller.

**SIZE DIFFERENCES (SILHOUETTES)**

Generally, it's a character's skill that governs his chances of hitting a target. However, some targets are easier to hit than others, usually because of their size. Size, or **silhouette**, is usually used to determine the difficulty of attacks made from vehicles or starships (as described in **Chapter VII: Starships and Vehicles**), as vehicle weapons are powerful and long ranged enough that relative sizes matter more than distance. However, silhouettes can affect attack difficulties in standard combat as well.

When a character makes an attack against a target with a silhouette two or more points larger than he is, he decreases the difficulty of the check by one. When a character makes an attack against a target with a silhouette two or more points smaller than he is, he increases the difficulty of the check by one. (Vehicles and starships can have an even more difficult time shooting at targets with greater differences in silhouette, but when it comes to characters, checks are only modified somewhat due to size.)

**Table 6-6: Silhouettes and Characters** has a list of example silhouettes that covers the size of most creatures the PCs may encounter. The most important thing to remember is that most characters are silhouette 1.

**TABLE 6-6: SILHOUETTES AND CHARACTERS**

Silhouette	Example
0	Jawas, Ewoks, astromech droids, any smaller creatures.
1	Humans, Wookiees, Gands, Rodians, Trandoshans, Twi'leks, humanoid droids, Bothans, and most humanoid species.
2	Dewbacks, wampas, tauntauns, banthas, most riding animals.
3	Rancors, krayt dragons, other large and dangerous creatures.
4+	There are some creatures in the galaxy even larger than those listed.

# ENVIRONMENTAL EFFECTS

The galaxy is made up of countless environments, from the frozen wastes of Hoth to the steamy jungles of Yavin 4 and the kilometer-high skyscrapers of Coruscant. Characters can often find themselves fighting in hazardous or exotic circumstances ranging from the cold, hard vacuum of space to the infernal heat of a volcanic planet such as Mustafar. Canny combatants know that taking advantage of their environment can make all the difference between triumph and defeat in an engagement. The following sections cover rules imposed by those environments.

## CONCEALMENT (DARKNESS, SMOKE, AND INTERVENING TERRAIN)

Concealment is a situation that occurs when a character is hard to spot because of environmental effects such as darkness, smoke, tall grass, or mist. Concealment imposes penalties on ranged attacks and sight-based skill checks such as many Perception checks. Conversely, it can provide bonuses for checks on other skills, such as Stealth.

The exact bonuses and penalties can be modified by the GM if needed. However, in general, concealment can be divided into levels based on how obscuring the concealment is. See **Table 6–7: Concealment** for examples of different types of concealment. In each case, the type of concealment adds a number of ■ equal to the “Dice Added” entry to any Ranged (Light), Ranged (Heavy), Gunnery, and Perception checks against targets with concealment. Conversely, it adds a number of □ equal to the “Dice Added” entry to any Stealth checks made by a character with concealment. These bonuses or setbacks may also be added to other skill checks if the GM feels it’s appropriate.

**TABLE 6–7: CONCEALMENT**

Dice Added	Examples
+ 1	Mist, shadow, waist-high grass.
+ 2	Fog; the darkness of early morning or late evening; thick, shoulder-high grass.
+ 3	Heavy fog; thick and choking smoke; the darkness of night; dense, head-high underbrush; and thick grass.

## COVER

When the blasters start firing, most characters dive for cover. To keep things simple, being behind some sort of cover—a rock, crate, wall, or vehicle, for example—allows the character to gain +1 ranged defense and adds ■ to certain skill checks, such as Perception. A

single ■ is sufficient for most situations, although the GM may add additional ■ if the target is particularly well-covered, such as firing from within a trench, inside a blockhouse, or in any other prepared position. The same holds true for the increase in ranged defense.

## DIFFICULT AND IMPASSABLE TERRAIN

Difficult terrain is a catchall description of terrain that is hard to move through or over. It can include tight passageways, slippery ice, thick undergrowth, loose rubble, shifting sand, or waist-deep water (or any number of other circumstances). Essentially, it’s terrain that characters move through with difficulty. Characters entering or moving through difficult terrain must perform twice as many maneuvers to move the same distance they would in normal terrain.

Impassable terrain is a description of terrain that is simply impossible to move through via maneuvers. This includes sheer cliffs, walls higher than a character can jump, and deep pits. Impassable terrain is not always an insurmountable obstacle, but it’s an obstacle that requires special skills to circumvent. Depending on the impassable terrain in question and the resources at the character’s disposal, the GM may allow the character to overcome impassable terrain by using a skill, probably the Athletics or Coordination skill (see **Chapter III: Skills**). During an encounter, this means the character must spend at least one action (and possibly give up one or more maneuvers) to accomplish this.

## GRAVITY

Although antigravity has existed in the galaxy for thousands of years, characters might still find themselves in a situation where they are away from an anti-grav device, floating in open space, or walking in the crushing gravity of a supergiant planet.

Normal gravity is the default and does not affect any skill checks, attacks, or the like. Most habitable planets possess gravity close enough to normal as to be unnoticeable. Starships and space stations also possess devices that provide normal gravity. However, sometimes the characters end up in an environment without normal gravity: a starship with artificial gravity that has been disrupted by damage, or a large planet with a higher-than-normal gravitational pull, for instance.

Stronger-than-normal gravity adds up to ■■■ to any Brawn-based skill checks (except Resilience checks) and to Coordination skill checks, depending on how strong the gravity is. Weaker-than-normal gravity adds up to □□□ to any Brawn-based skill checks (except Resilience checks) and Coordination skill checks, depending on how weak the gravity is.

Zero gravity, on the other hand, does not grant any ■ or ■ to skill checks, because moving in zero gravity is completely different than moving in a gravity field. Characters can move in three dimensions in zero gravity, but they count all movement as movement through difficult terrain, due to having to constantly grab handholds, evaluate angles, and so forth.

A character's encumbrance threshold does not change due to different gravity, and items still maintain their usual encumbrance. This is because an item's weight may change, but its size and mass (and therefore its inertia) do not. Those pesky details can prove an unpleasant surprise to inexperienced spacers who attempt to shift something large and heavy while in zero gravity.

### WATER AND SWIMMING

Bodies of water such as lakes, rivers, oceans, and swamps are types of terrain encountered on most planets in the galaxy, and sometimes characters must cross them. Most species have some ability to swim through liquid water, although some species, such as Mon Calamari, are more adapted to it than others. Unless otherwise noted, characters treat any body of water as difficult terrain. The GM may also decide that some bodies of water, such as a river with a swift current or an ocean in a storm, are so difficult to move through that they require a successful Athletics check to swim in. In this case, swimming through the water requires at least one action as well as any number of maneuvers to swim from one location to another.

If completely submerged in water, a character can hold his breath for a number of rounds equal to his Brawn characteristic. Once this number is reached, the character starts to drown and is treated as suffocating (see **Suffocation**, page 157) on each successive round until he surfaces or finds some other source of air.

### VACUUM

For spacers, vacuum is an all too familiar and extremely dangerous environment lurking just outside the protective hull of their starship. Vacuum is not just the lack of breathable air; the lack of pressure and extreme heat or cold can cause veins to rupture, blood to boil, and delicate membranes to freeze or tear.

When exposed to vacuum without protective gear, a character may hold his breath for a number of rounds equal to his Brawn characteristic. Once this number is reached, the character begins suffocating (see **Suffocation**, page 157). Furthermore, during each round in which a character is exposed to vacuum, he also suffers 3 wounds. When the character exceeds his wound threshold, he is incapacitated and suffers one Critical Injury as usual, plus one additional Critical Injury during each additional round in which he is exposed to vacuum

**TABLE 6-8: FIRE, ACID, AND CORROSIVE ATMOSPHERES**

Rating	Example
1-2	Campfires, mildly caustic substances such as concentrated industrial cleansers, air filled with ash and fumes from a heavy fire.
3-5	Flammable liquids and flame projectors, dangerous substances such as industrial acids, air contaminated by chemical leaks.
6-9	Welding torches, weaponized acids, atmospheres with substantial parts dangerous gases such as ammonia.
10+	Lava, blast furnaces, atmospheres completely made of unbreathable and hazardous gases such as ammonia methane mixes with acid vapors.

(which likely will quickly result in death). This is in addition to the Critical Injuries he suffers from suffocating.

### FIRE, ACID, AND CORROSIVE ATMOSPHERES

Fundamentally, the effects of fire, acids, and corrosive atmospheres are treated with the same rules. When characters are exposed to a fire, acid, or a corrosive atmosphere, the GM determines how dangerous the situation is by applying a rating. This rating is generally between 1 and 10, although higher ratings may also apply. A lower rating typically indicates minor, low-heat fire or mildly corrosive liquid or atmosphere. The higher the rating, the hotter the fire or the more corrosive the atmosphere. See **Table 6-8: Fire, Acid, and Corrosive Atmospheres** for some examples of different ratings.

Each round at the beginning of his turn, a character subjected to one of these hazards suffers wounds equal to its rating. This damage persists until he is no longer exposed to the hazard. With some corrosive atmospheres, the GM may decide they do not cause damage unless inhaled. In this case, the character can hold his breath for a number of rounds equal to his Brawn before having to breathe and suffer damage.

It's primarily up to the GM to decide how long the damage from one of these sources lasts. Acids usually neutralize themselves after a certain period of time (as few as several rounds, or as long as several minutes or hours). Fires burn for as long as they have a fuel source, which again could be very briefly, or for a very long time. A corrosive atmosphere, on the other hand, usually deals damage as long as the character is exposed to it.

**Putting out fire/neutralizing acid:** A victim might be able to stop the damage caused by these hazards by rolling around on the ground and making a Coordination check. This is an **Average (◆◆) check** on hard surfaces such as the deck of a spaceship, or an

**Easy (◆) check** on grass or soft ground. Jumping into a body of water stops the damage immediately. In the case of acid, it's up to the GM to determine if the same procedures negate the damage, or if the character must apply some neutralizing substance instead. The only way to stop taking damage from a corrosive atmosphere is to leave it.

### SUFFOCATION

A suffocating character suffers 3 strain each round at the beginning of his turn, until he is no longer suffocating (how to stop suffocating depends entirely on the circumstances that led to the suffocation in the first place, but it usually involves reaching a breathable atmosphere or removing something preventing the character from breathing). Once the character exceeds his strain threshold, he is incapacitated. In addition, at the beginning of each of his subsequent turns, if the character is still suffocating, he suffers one Critical Injury. This continues until the character stops suffocating or dies.

### FALLING

Gravity kills. If a character falls from a height, the GM should determine the distance between the lo-

**TABLE 6-9: FALLING DAMAGE**

Range	Damage	Strain
Short	10	10
Medium	30	20
Long	Incapacitated, Critical Injury at +50	30
Extreme	Incapacitated, Critical Injury at +75 (or death at GM's discretion)	40

cation from which the character falls and his point of impact below, then apply the closest comparable range band. Next, the GM consults **Table 6-9: Falling Damage** to determine the damage suffered. Damage is reduced by soak; however, the strain suffered is not.

A character can reduce the damage taken from falling by making an **Average (◆◆) Athletics** or **Coordination check**. Each ☆ reduces the damage suffered by one, while each ☹️ reduces the strain suffered by one. A ⚡ could, at the GM's discretion, reduce the overall distance fallen by one range band as the character grabs onto a handhold or does something else to slow his fall.

## WOUNDS, STRAIN, AND STATES OF HEALTH

In the fast-paced, high-action setting of **FORCE AND DESTINY**, characters are sure to find themselves in the thick of things, and are likely to pick up a few cuts and bruises along the way. A character's health is tracked using two separate yet similar systems: strain and wounds.

### WOUNDS AND WOUND THRESHOLD

A wide variety of items and actions can inflict physical damage: blaster shots, an angry wampa's claws, frag grenades, falling, etc. Damage to a character's physical body is tracked using wounds. Each point of damage inflicts 1 wound on a character. A character can only withstand so many wounds before becoming incapacitated. This is represented by the character's wound threshold.

#### EXCEEDING WOUND THRESHOLD

When a PC suffers wounds greater than his wound threshold, he is knocked out and incapacitated until his

wounds are reduced so that they no longer exceed his wound threshold (likely through healing). **He also immediately suffers one Critical Injury.** In some rare and dire circumstances, this could result in the PC's death.

When Non-Player Characters and creatures suffer wounds greater than their wound threshold, they are defeated (unless they are a high-level opponent, such as a nemesis). Being defeated by exceeding their wound threshold usually entails death, but the overall interpretation is up to the GM. The GM can decide that they pass out due to shock, are so crippled that they can no longer fight, are knocked unconscious, or any other option that fits his plans for the ongoing narrative. Since non-nemesis characters do not track strain separately, but apply strain damage as wounds to their wound threshold, what happens once they are defeated may also depend on whether they were defeated due to strain damage or wound damage.

When wounds exceed a character's wound threshold, the player should track the number of wounds by which his character has exceeded the threshold, to a maximum of twice the wound threshold. The charac-

ter must heal wounds until his wounds are below his wound threshold before he is no longer incapacitated.

## STRAIN AND STRAIN THRESHOLD

While wounds and injury represent potentially life-threatening damage, a number of other stressors and effects can impair a character. Collectively, this is referred to as strain. Any effect that impairs the character, but does not inflict physical harm or wounds, is considered strain. Spending hours wandering through Tatooine's blistering deserts, suffering a minor shock from an electric console, being battered around the inside of a trash compactor—all of these could represent types of strain. Weapons with a Stun setting or other effects that impair or hinder a character also inflict strain.

Additionally, effects that cause stress, fear, anxiety, or emotional turmoil also generate strain. Losing one's cool in combat during a bombardment, being berated by a superior officer, waking up to realize one has been imprisoned by the Hutts, or being boarded by an Imperial search team while smuggling goods could all represent incidents that result in strain on a character.

Strain can accumulate slowly as environmental effects or be gained in chunks when a PC is rattled by an effect that doesn't cause damage but still impairs him.

Characters can also voluntarily suffer strain to trigger certain effects. The most common use is to voluntarily suffer two points of strain to gain one additional maneuver during a character's turn.

Some special talents may require the character to suffer one or more points of strain to activate.

### EXCEEDING STRAIN THRESHOLD

When a character has suffered strain greater than his strain threshold, he becomes incapacitated until his strain is reduced so that it no longer exceeds his strain threshold. He is likely unconscious, or he may just be so dazed and staggered that he's completely unaware of his surroundings and unable to interact with them.

When Non-Player Characters and creatures suffer strain, they generally apply the strain directly to their wound threshold (unless they are a nemesis and track strain separately).

## CRITICAL INJURIES

A particularly dangerous type of wound is a Critical Injury. A Critical Injury is often the result of an attack during combat, but characters can also suffer one from exceeding their wound threshold or through other means. Each time a character suffers a Critical Injury, the player rolls d100 on **Table 6–10: Critical**

**Injury Result** to determine the injury's severity rating and effects.

The short-term effects of some injuries are temporary, and may only disorient or afflict the character for a brief amount of time. Other injuries are more serious and represent some sort of long-term debilitation or impairment. These injuries continue to affect the character until he receives the proper medical treatment to recover from the injury.

Regardless, a Critical Injury remains with the character until it is properly healed; even if the short-term effect of the Critical Injury has passed, the status of having a Critical Injury remains. Each Critical Injury a character suffers from adds +10 to any subsequent Critical Injury check. Essentially, Critical Injury is cumulative, and left untreated, even a number of relatively minor Critical Injuries can lead to devastating results.

## STATES OF HEALTH

**P**layer Characters may pass through several states of health over the course of their adventures. The state of health is a general representation of overall fitness or well-being.

A character is unwounded and operating at peak performance if he is currently suffering from no wounds and has no injuries.

A character is wounded if he has any number of wounds below his wound threshold. At this point, he's suffered a few cuts, bruises, and scrapes. However, he has not taken any permanent or incapacitating damage. He's a bit battered, but he's still hale and hearty overall.

A character is critically injured if he is currently suffering from any number of Critical Injuries, regardless of how many wounds he may have. Critical Injuries are actual injuries that have some sort of detrimental effect. A character may be critically injured and wounded.

A character is incapacitated once he has suffered more wounds than his wound threshold or more strain than his strain threshold. Incapacitation means that a character is unconscious and no longer able to act until the number of wounds he is suffering is decreased below his wound threshold.

Since exceeding a character's wound threshold triggers a Critical Injury, it's possible for an incapacitated character to also be critically injured.

**TABLE 6-10: CRITICAL INJURY RESULT**

d100	Severity	Result
01-05	Easy (◆)	<b>Minor Nick:</b> The target suffers 1 strain.
06-10	Easy (◆)	<b>Slowed Down:</b> The target can only act during the last allied Initiative slot on his next turn.
11-15	Easy (◆)	<b>Sudden Jolt:</b> The target drops whatever is in hand.
16-20	Easy (◆)	<b>Distracted:</b> The target cannot perform a free maneuver during his next turn.
21-25	Easy (◆)	<b>Off-Balance:</b> Add ■ to the target's next skill check.
26-30	Easy (◆)	<b>Discouraging Wound:</b> Flip one light side Destiny Point to a dark side Destiny Point (reverse if NPC).
31-35	Easy (◆)	<b>Stunned:</b> The target is staggered until the end of his next turn.
36-40	Easy (◆)	<b>Stinger:</b> Increase difficulty of next check by one.
41-45	Average (◆◆)	<b>Bowled Over:</b> The target is knocked prone and suffers 1 strain.
46-50	Average (◆◆)	<b>Head Ringer:</b> The target increases the difficulty of all Intellect and Cunning checks by one until the end of the encounter.
51-55	Average (◆◆)	<b>Fearsome Wound:</b> The target increases the difficulty of all Presence and Willpower checks by one until the end of the encounter.
56-60	Average (◆◆)	<b>Agonizing Wound:</b> The target increases the difficulty of all Brawn and Agility checks by one until the end of the encounter.
61-65	Average (◆◆)	<b>Slightly Dazed:</b> The target is disoriented until the end of the encounter.
66-70	Average (◆◆)	<b>Scattered Senses:</b> The target removes all □ from skill checks until the end of the encounter.
71-75	Average (◆◆)	<b>Hamstrung:</b> The target loses his free maneuver until the end of the encounter.
76-80	Average (◆◆)	<b>Overpowered:</b> The target leaves himself open, and the attacker may immediately attempt another free attack against him, using the exact same pool as the original attack.
81-85	Average (◆◆)	<b>Winded:</b> Until the end of the encounter, the target cannot voluntarily suffer strain to activate any abilities or gain additional maneuvers.
86-90	Average (◆◆)	<b>Compromised:</b> Increase difficulty of all skill checks by one until the end of the encounter.
91-95	Hard (◆◆◆)	<b>At the Brink:</b> The target suffers 1 strain each time he performs an action.
96-100	Hard (◆◆◆)	<b>Crippled:</b> One of the target's limbs (selected by the GM) is impaired until healed or replaced. Increase difficulty of all checks that require use of that limb by one.
101-105	Hard (◆◆◆)	<b>Maimed:</b> One of the target's limbs (selected by the GM) is permanently lost. Unless the target has a cybernetic replacement, the target cannot perform actions that would require the use of that limb. All other actions gain ■.
106-110	Hard (◆◆◆)	<b>Horrific Injury:</b> Roll 1d10 to determine which of the target's characteristics is affected: 1-3 for Brawn, 4-6 for Agility, 7 for Intellect, 8 for Cunning, 9 for Presence, 10 for Willpower. Until this Critical Injury is healed, treat that characteristic as 1 point lower.
111-115	Hard (◆◆◆)	<b>Temporarily Lame:</b> Until this Critical Injury is healed, the target cannot perform more than one maneuver during his turn.
116-120	Hard (◆◆◆)	<b>Blinded:</b> The target can no longer see. Upgrade the difficulty of all checks twice. Upgrade the difficulty of Perception and Vigilance checks three times.
121-125	Hard (◆◆◆)	<b>Knocked Senseless:</b> The target is staggered for the remainder of the encounter.
126-130	Daunting (◆◆◆◆)	<b>Gruesome Injury:</b> Roll 1d10 to determine which of the target's characteristics is affected: 1-3 for Brawn, 4-6 for Agility, 7 for Intellect, 8 for Cunning, 9 for Presence, 10 for Willpower. That characteristic is permanently reduced by 1, to a minimum of 1.
131-140	Daunting (◆◆◆◆)	<b>Bleeding Out:</b> Every round, the target suffers 1 wound and 1 strain at the beginning of his turn. For every 5 wounds he suffers beyond his wound threshold, he suffers 1 additional Critical Injury. Roll on the chart, suffering the injury (if he suffers this result a second time due to this, roll again).
141-150	Daunting (◆◆◆◆)	<b>The End Is Nigh:</b> The target will die after the last Initiative slot during the next round.
151+	-	<b>Dead:</b> Complete, obliterated death.

## OTHER ONGOING STATUS EFFECTS

Characters can suffer status effects beyond being wounded or incapacitated. These status effects can change what a character can do during an encounter, and can be very dangerous. Alternatively, the power to inflict them on others can be a very potent ability indeed.

### STAGGERED

A **staggered** character cannot perform actions (including downgrading actions to maneuvers). Most effects that stagger a character last for a set duration. If a set duration is not specified, the staggered effect lasts until the end of the character's next turn. If a character is staggered multiple times, each instance increases the total duration of the effect by the instance's specified duration, but may not increase the total duration beyond the scope of the present encounter.

### IMMOBILIZED

An **immobilized** character cannot perform maneuvers (including maneuvers purchased via strain or by spending ☹). Most effects that immobilize a character last for a set duration. If a set duration is not specified, immobilization lasts until the end of the character's next turn. If a character is immobilized multiple times, each instance increases the total duration of the effect by the instance's specified duration, but may not increase the total duration beyond the scope of the present encounter.

### DISORIENTED

A **disoriented** character adds ■ to all checks he makes. Most effects that disorient a character last for a set duration. If a set duration is not specified, disorientation lasts until the end of the character's next turn. If a character is disoriented multiple times, each instance increases the total duration of the effect by the instance's specified duration, but may not increase the total duration beyond the scope of the present encounter.

## RECOVERY AND HEALING

While characters can be afflicted with various ailments and types of damage, there are thankfully several options for recovery. Recovery can vary in time and effectiveness, based on the resources and expertise available to the characters. With the proper resources and sufficient time, characters can recover from virtually any encounter.

## STRAIN DAMAGE AND CRITICAL INJURIES

Although not always likely, some attacks that deal strain damage (notably stun weapons) can also trigger Critical Injuries. Although this may seem odd, it actually makes sense. When a Player Character inflicts a Critical Injury on an adversary that can be incapacitated by a single Critical Injury (such as a minion), then the adversary is simply incapacitated by being rendered unconscious. If a PC or nemesis NPC suffers a Critical Injury from a stun weapon, the outcome can be anything from adverse long-term effects from the stun weapon to tangential injuries from being stunned (for example, the character could be knocked off balance and take a nasty crack on the skull when he hits the ground). Of course, since these Critical Injuries would have to be triggered by the players or GM, both parties can always decide that a Critical Injury would not make sense in that narrative, and choose not to trigger them.

## DEATH

The dangerous galaxy of **FORCE AND DESTINY** puts the Player Characters in treacherous situations, and even the toughest character cannot always survive. A time may come when a PC faces his ultimate fate and perishes.

If a character ever rolls (or, through multiple or untreated Critical Injuries, otherwise suffers) a result of 151 or higher on **Table 6–10: Critical Injury Result**, he dies. A dead character cannot be brought back to life. Similarly, a destroyed droid character may not be restored—it's assumed that his central processing unit was irrevocably damaged. Either way, the player should move on and create a new character to continue the adventure.

For more on the death of a Player Character, see **Chapter IX: The Game Master**.

## RECOVERING FROM WOUNDS

There are several ways that characters can recover from wounds. Some allow for natural, if slow, healing, and others require access to high-tech medical facilities.



## NATURAL REST

For each full night's rest, the character recovers 1 wound, regardless of the character's current state of health. At the end of each full week of rest, the character may attempt a Resilience check to recover from one Critical Injury. The difficulty is equal to the Critical Injury's severity rating (see **Table 6–10: Critical Injury Result**). On a successful check, the character recovers from the Critical Injury and is no longer affected. On a failed check, the character retains the Critical Injury effect, but still recovers 1 wound. A  $\oplus$  result means the character can heal one additional Critical Injury.

Droids benefit from natural rest like any other character, as their subroutines and automated systems attempt self-repairs.

## MEDICAL CARE

A character may attempt a Medicine check to help a character heal wounds. Each character may only receive one Medicine check each encounter, as there is only so much that good first aid can do to help a character.

The difficulty of the check is based on the target's current state of health (see **Table 6–11: Medical Check Difficulty**). On a successful check, the target recovers a number of wounds equal to the number of successes generated by the Medicine roll and an amount of strain equal to the number of  $\heartsuit$  generated.

A character may also attempt to help someone recover from a Critical Injury by making a Medicine check with a difficulty equal to the severity rating of the Critical Injury (see **Table 6–10: Critical Injury Result**). A character may attempt one Medicine check per week per Critical Injury.

A character may attempt to heal his own normal wounds or recover from his own Critical Injuries with Medicine, but doing this himself increases the difficulty of the Medicine check by two. In addition, attempting a Medicine check without the proper equipment (see page 82) increases the difficulty of the check by one.

Droids cannot benefit from medical care. However, they do receive the same benefits from Mechanics checks, based on the same guidelines and difficulty ratings as their Medicine-based equivalents. All of the guidelines and rules governing Medicine checks also govern Mechanics checks to heal droids, with the exception that a droid using Mechanics to heal himself only increases the difficulty by one, rather than two. Simply put, most droids can avoid feeling "pain" and have the self-diagnostic routines and programming to better understand how to repair themselves.

**TABLE 6–11: MEDICAL CHECK DIFFICULTY**

State of Health	Difficulty
Current wounds equal half or less of wound threshold	Easy (◆)
Current wounds equal more than half of wound threshold	Average (◆◆)
Current wounds exceed wound threshold	Hard (◆◆◆)
Recover Critical Injury	Critical Injury Severity Rating

## BACTA TANKS

Characters can also recover using a bacta tank. The rate of recovery depends on the character's state of health. A wounded character recovers at a rate of 1 wound every two hours. An incapacitated character recovers at a rate of 1 wound every six hours.

At the end of each twenty-four-hour period, the character may attempt one Resilience check to remove one Critical Injury. The difficulty is equal to the Critical Injury's severity rating (see **Table 6–10: Critical Injury Result**). On a successful check, the character recovers from the Critical Injury and is no longer affected. On a failed check, the character retains the Critical Injury effect, but still recovers 1 wound.

## OIL BATHS (DROIDS ONLY)

Droids cannot benefit from a bacta tank. However, droids can benefit from an oil bath. An oil bath is specifically designed to help droids recover from damage and ill effects. Every hour spent in an oil bath reduces 1 wound, as the lubricant helps facilitate the droid's self-diagnostic systems. Oil baths do not remove Critical Injuries, which is instead done with Mechanics checks.

## STIMPACKS

Stimpacks are auto-injection tubes filled with medicine, bacta, and painkillers. They are field-ready emergency health recovery products. Stimpacks heal a fixed number of wounds, with no roll necessary. However, the drawback is that stimpacks offer diminishing returns over the course of a day. Characters must spend a full night's rest or wait at least twenty-four hours before stimpacks can be used at their full effectiveness again.

The first stimpack used on a character automatically recovers 5 wounds. The second stimpack only recovers 4 wounds, the third stimpack recovers 3 wounds, and so on. This means that a sixth stimpack

will have no effect, as the target's body is too oversaturated with the medicine for it to be effective.

It requires one maneuver to inject a stimpack. The character administering the stimpack must be engaged with the target to treat him. A character with a free appendage may apply a stimpack to himself with one maneuver as well.

To heal Critical Injuries, a successful Medicine check based on the injury's severity (see **Table 6–10: Critical Injury Result**) is required. Stimpacks have no effect on Critical Injuries.

### **EMERGENCY REPAIR PATCHES (DROIDS ONLY)**

Droids cannot use stimpacks. However, they use and benefit from repair patches in a manner similar to the way organic beings benefit from stimpacks, including the limit of five per day. Emergency repair patches only heal 3 wounds per use, but their viability does not diminish over time. Fixing a droid's Critical Injuries requires Mechanics checks with a difficulty set by the Critical Injury's severity rating.

### **RECOVERING FROM STRAIN**

Fortunately, recovering from strain is fairly easy. Taking a moment to catch one's breath, eating a good meal, or spending time relaxing with friends are all ways a Player Character might recover from strain.

At the end of an encounter, each player can make a **Simple (–) Discipline** or **Cool check**. Each ✨ recovers 1 strain. Furthermore, a good night's rest generally removes all strain a character has suffered. It's also rumored that some Jedi have mastered a technique that allows them to ignore the effects of strain, or to ease the minds of others to help them recover more quickly.

### **RECOVERING FROM CRITICAL INJURIES**

Since lingering Critical Injuries make subsequent injuries increasingly dangerous, they should be treated as quickly and efficiently as possible. Critical Injuries vary in severity, which represents the difficulty of any corresponding Medicine check to treat and remove the injury.

It's important to note that even if the effect of a Critical Injury has expired, the Critical Injury still persists until treated. For example, with a Critical Injury result of 23, which indicates the Off-Balance Critical Injury, the character adds ■ to his next skill check. Even after this effect has been applied, the Off-Balance Critical Injury still exists and will linger until treated, making subsequent Critical Injury rolls against the character that much more dangerous to him.

# VIII

## STARSHIPS AND VEHICLES

In *Star Wars*, agile landspeeders choke the streets of massive planet-sized cities, suspended in midair by antigravity repulsorlift generators. Graceful airspeeders patrol the skies of a thousand worlds, their powerful ion engines propelling them to breathtaking velocities. Starships great and small rocket into space from backwater starports and hurtle through hyperspace, making trips thousands of light-years long with little more effort or fanfare than if traveling to a marketplace.

The universe presented in **FORCE AND DESTINY** is so reliant on such transportation technologies as to be inseparable from them. Vehicles take on almost talismanic importance to their captains and crews, treated as living things by those who love them. A vehicle may be the only home some spacers have. Presented in this chapter are a number of the more common types of starships and vehicles found in the galaxy, together with the rules governing them.

### VEHICLE CHARACTERISTICS

From the tiniest, fastest swoop bike to a massive and lumbering *Imperial*-class Star Destroyer, all ships and vehicles share a number of characteristics. These characteristics delineate such attributes as the strength of a ship's shields or how quickly a speeder accelerates

off the line. The characteristics described here cover the bulk of important mechanical information about starships and vehicles.

**Handling:** The measure of a ship or vehicle's agility and how well it responds to its pilot.

**Speed:** A ship or vehicle's raw speed and how quickly it accelerates.

**Silhouette:** An abstract of the general size of a vehicle.

**Defense:** A ship's first line of defense against attack and accident. Typically representative of a ship's ray shields and particle shields, defense also represents any factors, technological or otherwise, that prevent damage from reaching a vehicle's armor.

**Armor:** The measure of a ship or vehicle's armor, similar to soak on the personal scale.







**Hull Trauma Threshold:** A reflection of the sturdiness of a ship or vehicle's construction and its ability to sustain damage and keep operating.

**System Strain Threshold:** The limit to which a ship or vehicle can be pushed or knocked about before important systems overload or shut down.

**Customization Hard Points:** The number of spots available on a ship or vehicle for customization and upgrade.

## HANDLING

Generally speaking, handling reflects a ship or vehicle's inherent agility and the ways in which it responds to its pilot and crew. While a huge capital ship may lumber slowly through its maneuvers, smaller and faster craft are likely to be much more agile. Handling is dictated by a number of factors. While size is certainly the most obvious—a T-65 X-wing or Aethersprite starfighter is, by nature, more maneuverable than a *Victory*-class Star Destroyer—other factors such as shape, control systems, mass, or just general awkwardness all contribute to handling.

In game terms, a ship or vehicle's handling characteristic dictates the number of  or  it adds to a player's dice pool when making Piloting checks. Baseline handling is 0, with extremely agile ships adding  and slow or plodding ships adding  to all Piloting checks. Pilots add  equal to a ship's negative handling value or  equal to a ship or vehicle's positive handling value.

## SPEED

An abstraction of both speed and acceleration, a ship or vehicle's speed characteristic dictates how fast an object moves relative to its environment and what maneuvers are available to the pilot. The listed speed is the maximum at which the ship or vehicle can travel. A pilot can always choose to go slower than the maximum speed. Speed 0 indicates a stationary ship

or vehicle, with higher values indicating an increased speed. (Speed 1, for example, might be a slow-moving AT-AT walker or ponderous transport ship, while speed 5 might be a nimble TIE fighter or cloud car.)

## SILHOUETTE

Much like the speed characteristic, silhouette is an abstract number, used to describe a ship or vehicle's size and mass relative to other ships and vehicles. Silhouette factors heavily into scale and is used to calculate the difficulty of attacking targets of different sizes. Generally, large ships are easy to hit, and small ships are hard to hit. Some ships, such as the *Lancer*-class frigate, are exceptions to this rule, as they are large ships fitted with smaller, lighter guns than their size and class would suggest, filling specific roles within fleets.

Silhouettes range from 0 to 10 (or even higher). Silhouette 0 is smaller than a human (such as a specific starship component, a Jawa, or an astromech droid), and silhouette 1 is about the size of an adult human. Most starfighters and light freighters range from silhouette 3 to 4. Silhouettes 10 and up are reserved for the very largest of space stations and starships.

## HULL TRAUMA THRESHOLD

Hull trauma threshold is the only thing that stands between a starship pilot and the cold and unforgiving vacuum of space. It's a reflection of a ship or vehicle's

## STARSHIPS, VEHICLES, AND SCALE

**S**tarships and vehicles follow the same basic rules for interaction and operation outlined in **Chapter I: Playing the Game** and **Chapter VI: Conflict and Combat**. However, due to their increased size and mass, starships and vehicles necessarily operate on a different scale, referred to as the planetary scale.

When dealing with a vessel's weapons, armor, and hull trauma threshold, every point is equal to ten points of the equivalent characteristic in personal scale. For example, a laser cannon with a base damage of three, mounted to a starfighter, deals three points of damage when fired at another spacecraft, but thirty points of damage when fired at a human. Conversely, a human-sized blaster rifle would need to deal ten points of damage to a starship to inflict even one point of damage on it.

Note that planetary scale weapons deal massive amounts of damage to individuals. Most hits automatically deal enough wounds to far exceed a character's wound threshold, meaning the target will automatically be incapacitated

for the remainder of the encounter. However, some GMs may feel this is insufficient to represent the fearsome power of a starship weapon when turned on an individual. In these cases, the GM should feel free to add +50 to the resulting Critical Injury roll. (Also, those hit by a planetary scale weapon might be on the periphery of the blast zone, explaining why they survived somewhat unscathed.)

Also note that to avoid having weapons such as blaster pistols dealing Critical Hits to heavily armored starships, their damage must exceed a starship's armor before the shot can inflict a Critical Hit.

Planetary scale weapons that have the Blast quality are particularly effective at decimating ground targets, even if their explosive radius does not allow them to hit multiple targets in space. Against ground targets, starship blast weapons hit their primary target and every additional target within short range (at personal scale), instead of just every target engaged with the original target.


## STARSHIPS AND PERSONAL SCALE


Just because starships and vehicles generally operate in planetary scale (see **Planetary Scale Range Bands**, page 176), this does not mean the GM cannot have them operate in personal scale. Two vehicles that are within close range of each other on the planetary scale can also be at medium range in personal scale, or even engaged with each other (two speeders pulled up next to each other is a perfect example). The important thing to remember is that all of the personal range bands exist within the close range band for planetary scale. This can also be one of the rare cases where it makes narrative sense for a starship weapon with Blast, such as a proton torpedo, to hit multiple vehicles at once.

sturdiness and resistance to damage. The strength of a capital ship's keel, the sturdiness of a speeder truck's chassis, and the general spaceworthiness of a starfighter's spaceframe are all measured by hull trauma threshold. Like the wound threshold of a Player Character, hull trauma threshold represents the amount of physical damage that a ship or vehicle can suffer before it is either incapacitated or destroyed. Hull trauma threshold is measured in planetary scale, meaning that one point of hull trauma equals 10 wounds on an individual.

### SYSTEM STRAIN THRESHOLD

System strain threshold represents how well a ship or vehicle's internal systems handle the workaday abuse heaped on them by their owners and the galaxy at large. It is an aggregate of the efficiency and status of computer and navigation systems, engines and hyperspace drives, power generators, and a host of other delicate systems necessary to ensure peak performance. Once a ship or vehicle suffers strain exceeding its system strain threshold, its systems begin overloading and shutting down until they can be repaired or rebooted. This negatively affects a vehicle's performance and can even temporarily disable it on occasion, causing larger complications for its crew and passengers.

The factors that can cause a ship or vehicle to suffer strain are numerous and varied. Most commonly, a vehicle suffers strain due to the actions of its crew as they push it to (or beyond) its breaking point. Pushing sublight engines past their safe operating limits while outrunning a pursuer or firing weapons until their barrels glow are prime examples of this kind of strain. Vehicles also suffer strain due to freak accidents caused by excess , environmental hazards like rogue asteroids or ionized nebulae, or the effects of special weapons such as ion cannons.

One difference between system strain and regular strain is that system strain cannot be recovered by spending . It can only be restored through actions taken by the crew, and it is reduced by one point for every full day spent without suffering more system strain.

## CUSTOMIZATION HARD POINTS

Every starship and vehicle produced in the galaxy is customizable to some degree. While many, like starfighters and most military vessels, are built for specific purposes and have very little room for modification, other civilian and commercial ships and vehicles are designed to be modular for ease of personalization and customization. To this end, all ships and vehicles have a number of customization hard points that can be used to tweak a vehicle's performance, characteristics, or armament to suit the needs of its owners.

The number of customization hard points a ship or vehicle possesses is determined more by its make and model than by its size. An HWK-290 light freighter is relatively small, yet easy to customize due to its construction, while a massive, kilometer-long Star Destroyer has little to no customization potential despite its size, due to the specialized nature of its mission and design.

### ATMOSPHERIC AND SUBLIGHT SPEED

Not all speeds are created equal in **FORCE AND DESTINY**. Vehicles operating within a planet's atmosphere are necessarily slower than ships in space, where there is no friction or gravity working against a vessel's drives and limiting its speed. Thus, a vehicle traveling at one speed within an atmosphere may be moving more slowly than a vehicle traveling at the same speed in space. For example, an airspeeder with a speed of 4 traveling in atmosphere is slower than a starship with a speed of 4 traveling through space. In addition, starships with transatmospheric capabilities (typically anything of silhouette 5 or smaller) move at drastically lower speeds in atmosphere, even though their speed ratings stay the same. For example, a starfighter moving at speed 5 in atmosphere is moving slower than if it were traveling at speed 5 in space. This is due to the fact that, while they can operate in atmosphere, most starships are not optimized for it. Instead of having aerodynamic hulls and wings with variable control surfaces, they have to force their way through the air using drives and repulsorlifts.

## PROTECTION

To protect their passengers, crews, and precious cargos, ships and vehicles in the *Star Wars* galaxy use a number of methods to avoid or deflect damage. In general terms, a ship or vehicle's protection is an amalgam of its maneuverability, the durability of its hull or chassis, the strength of its shields, and the thickness of its armor. Whatever form these protections take, **FORCE AND DESTINY** divides them into two discrete statistics: defense and armor.

### DEFENSE

Defense reflects a ship or vehicle's ability to completely deflect or reduce the damage of incoming attacks or collisions through use of deflector shields, point defense systems, raw speed, or other, more esoteric, technologies. This is a crucial protective system, the first line of defense for the majority of space-going vessels and even some ground vehicles. Defense works the same as described on page 150; each point of defense adds ■ to any incoming attack roll made against a ship or vehicle. The amount of ▼ generated by the ■ added to the attacker's dice pool has the potential to greatly reduce or even negate any damage from the attack or collision, and the ⚙ generated also lessens the chance of Critical Hits.

### SILHOUETTE AND DEFENSE ZONES

Ships (and those rare vehicles with defense) have a number of defense zones dictated by their silhouette. Anything with silhouette 4 or lower has two defense zones: forward and aft. Ships with silhouette 5 or higher have four defense zones: forward, aft, port, and starboard. Every ship comes with a pre-set defense rating for each of its defense zones, dictated by its computer system and the factory settings of its shield generators. The maximum amount of defense a ship

or vehicle can have in any of its defense zones is four points, regardless of its size. For example, the sturdy BTL-A4 Y-wing attack starfighter has a silhouette of 3 and two defense zones, forward and aft. The default setting of the Y-wing's defense rating is one point of defense to the forward zone, and one point aft.

Most types of defense, especially the common ray and particle deflector shields found on the ships of the majority of spacefaring species, can be assigned or "angled" to different zones to shore up defense where it's needed the most. This is done by re-routing power from one zone to another, reducing the defense at one part of the ship to bolster it somewhere else. In the case of the Y-wing above, if it were being pursued by a TIE fighter, the pilot could re-route power from the forward defense zone to the aft defense zone, giving the Y-wing two points of defense aft and none forward until the power is reset. The Y-wing adds ■ ■ dice to the TIE fighter's attacks, but any attacks made against the forward defense zone suffer no ■.

Each ship and vehicle has a chart displaying its default shield settings by defense zone. For ships with silhouette 4 and lower, this is represented by two numbers: one for the forward zone and one for the aft zone. For ships of silhouette 5 or higher with multiple defense zones, this is represented by four numbers indicating the forward zone, port zone, starboard zone, and aft zone.

### ARMOR

Armor is a starship's second line of defense, and the only protection available to the majority of ground vehicles. It soaks up damage from attacks and impacts that are able to penetrate a ship's defense. Much like personal body armor worn by Player Characters, a ship or vehicle's armor soaks a number of damage points equal to its rating. As it is based on planetary scale, one point of a ship's armor is equivalent to ten points of soak on a personal scale.

## STARSHIP AND VEHICLE WEAPONS


**S**tarship and vehicle weapons range from the light repeating blasters found on speeder bikes to the massive turbolaser batteries on the flanks of an Imperial Star Destroyer. However, in **FORCE AND DESTINY**, every ship or vehicle-class weapon shares a number of common characteristics. These weapons are very similar to the weapons found in **Chapter V**, with some noted differences.

**Range:** This is the maximum range of the weapon. To measure ranges, starships and vehicles use a larger scale—planetary scale—instead of personal scale.

**Damage:** This number is the base damage the weap-

on inflicts with a successful attack. For every ✨ generated during the attack, the attacker adds +1 damage to the base damage.

**Critical Hit Rating:** This number is the amount of ⚙ required to trigger Critical Hits with the weapon. If enough ⚙ is generated and a Critical Hit is triggered, the character firing the weapon rolls 1d100 on **Table 7–9: Critical Hit Result** on page 181 to determine the Critical Hit's effect on the target. Some weapons and talents modify this Critical Hit roll, potentially making it more or less effective. In addition, a character can only generate one Critical Hit per hit on a

target. However, if the roll generates enough  to result in multiple Critical Hits, the character can choose to add an additional +10 per additional Critical Hit to the roll result.

**Fire Arc:** The direction or directions a weapon can be fired, based on its mounting. These are specified in individual vehicle profiles. Fire arcs are discussed in further detail in the **Fire Arcs** sidebar.

**Special Qualities:** Many weapons, such as ion cannons, tractor beams, and repeating blasters, have additional special item qualities that affect their performance. Descriptions of these special effects are found on page 115 of **Chapter V: Gear and Equipment**.

## BLASTER CANNONS

Known colloquially as “flash cannons,” blaster cannons are heavy, crew-served versions of the common personal blaster. Although they are less powerful than laser cannons, blaster cannons are highly effective against infantry and light vehicles. Blaster cannons come in several versions of varying power.

### AUTO-BLASTER

Auto-blasters are rapid-fire variants of common blaster cannons. Advanced XCiter technology and highly specialized actuating modules mean these weapons achieve high rates of fire.

## ION WEAPONS

Ion weapons are anti-ship and anti-vehicle weapons designed to disable rather than destroy their targets. They use ion turbine generators to create negatively charged particles that interfere with a target’s electrical systems, shorting circuits, corrupting computers, and forcing system shutdowns. Although these weapons aren’t designed to do physical damage, collateral damage such as fried circuits, fused joints, and even fires may occur due to the intense energy surges.

## LASER WEAPONS

The number one choice for anti-vehicle and anti-personnel work, laser weapons make a fine complement to the lower-yield blaster.

### LASER CANNON

Preferred over blaster cannons for their damage and accuracy, laser cannons can be paired in batteries or mounted separately. Light and medium laser cannons are often found on starfighters and freighters. Heavy laser cannons are mounted to capital ships as secondary weapons to deal with smaller ships. Lasers are also often mounted to military ground vehicles.

## QUAD LASER CANNON

Quad lasers are dedicated anti-starfighter weapons consisting of four small-caliber laser cannons linked to a single firing mechanism and slaved to a sophisticated fire-control system. They fire four laser blasts with every pull of the trigger and can quite easily fill the space around a ship with enough kilojoules of energy to destroy even the toughest starfighter or patrol boat.

### TURBOLASER

Massive, heavy-caliber weapons with incredible energy requirements, turbolasers are the largest weapons mounted to starships. Turbolasers can punch clean through an opponent’s shields, armor, and hull with a single blast. The trade-offs are their heavy power requirements, slow recharge time, and difficulty in tracking and hitting small targets like starfighters.

## TRACTOR BEAMS

Tractor beams are modified shield generators that project a beam of energy that can ensnare starships. Used on orbital shipyards, planetary starports, space stations, and many starships, tractor beams are commonly used to guide vessels safely into slips and docking bays, as well as to handle cargo. When mounted to warships, they can be used offensively to capture enemy vessels and draw them into docking bays for ease of boarding.

## ORDNANCE

Ordnance provides vehicles and starships with a one-use weapon that can punch through armor or even lock on to opponents and track them. These projectiles are propelled by small sublight drives and carry high-yield warheads designed to give small ships a heavier punch against large ships, or to take out enemy starfighters or airspeeders before the opponent can close to engage.

### CONCUSSION MISSILES AND GRENADES

Roughly a meter long, concussion missiles employ special warheads. They combine a hardened durasteel penetrator that uses kinetic force to pierce through a ship’s armor with a shaped charge that causes damage through both explosive force and concussive shock.

Concussion grenades are primarily personal-scale weapons, although many military ground vehicles mount concussion grenade launchers that fire larger anti-infantry or anti-armor versions. Concussion grenade launchers are typically relatively short-range ballistic weapons, and thus are useless in space combat.

Additional concussion missiles cost 500 credits each and are restricted.

## FIRE ARCS

Every ship and vehicle has four fire arcs: forward, aft, port, and starboard. Each fire arc covers an area of the ship in a ninety degree arc extending from the center point of the ship. Depending on its location on a ship's hull and the manner in which it is mounted, a weapon can cover one or multiple fire arcs. Fixed weapons cover only one fire arc. For example, the laser cannons mounted in the nose of the BTL-A4 Y-wing are fixed forward and can only hit enemies in the forward fire arc. Turret-mounted weapons, such as the turbolasers mounted to the CR90 corvette, can traverse to cover any

fire arc required, which is listed as "Fire Arc All" in the weapon's description.

Some ships also have dorsal (top) and ventral (bottom) fire arcs. Weapons mounted on a ship's dorsal surface cannot hit ventral targets, and ventral-mounted weapons cannot engage threats approaching from the ship's dorsal side. For example, the ventral-mounted laser cannon on a YT-1300 light freighter has a ventral fire arc of All, which means it can engage any threat approaching from below the ship, but must reposition itself to engage enemies coming in from above.

## PROTON TORPEDOES

Proton torpedoes are highly advanced anti-ship projectiles typically carried by starfighters and patrol boats. They are larger and bulkier than concussion missiles and have a squat, conical warhead, meaning their launchers carry fewer rounds than an equivalent concussion missile launcher. These weapons mount a deadly, irradiating, proton-scattering warhead deto-

nated by a volatile Nergon-14 explosive charge. Proton torpedoes are designed to damage and destroy large vessels like bulk transports and capital ships. They allow small ships like starfighters and patrol boats to punch well above their weight.

Additional proton torpedoes cost 750 credits each and are restricted.

**TABLE 7-1: STARSHIP AND VEHICLE WEAPONS**

Name	Range	Dam	Crit	Qualities
Auto-Blaster	Close	3	5	Auto-fire
Blaster Cannon (Light)	Close	4	4	
Blaster Cannon (Heavy)	Close	5	4	
Concussion Missile Launcher	Short	6	3	Blast 4, Breach 4, Guided 3, Limited Ammo 3, Slow-Firing 1
Ion Cannon (Light)	Close	5	4	Ion
Ion Cannon (Medium)	Short	6	4	Ion
Ion Cannon (Heavy)	Medium	7	4	Ion, Slow-Firing 1
Ion Cannon (Battleship)	Medium	9	4	Breach 3, Ion, Slow-Firing 2
Laser Cannon (Light)	Close	5	3	
Laser Cannon (Medium)	Close	6	3	
Laser Cannon (Heavy)	Short	6	3	
Proton Torpedo Launcher	Short	8	2	Blast 6, Breach 6, Guided 2, Limited Ammo 3, Slow-Firing 1
Quad Laser Cannon	Close	5	3	Accurate 1, Linked 3
Tractor Beam (Light)	Close	–	–	Tractor 2
Tractor Beam (Medium)	Short	–	–	Tractor 4
Tractor Beam (Heavy)	Short	–	–	Tractor 6
Turbolaser (Light)	Medium	9	3	Breach 2, Slow-Firing 1
Turbolaser (Medium)	Long	10	3	Breach 3, Slow-Firing 1
Turbolaser (Heavy)	Long	11	3	Breach 4, Slow-Firing 2



# STARSHIP AND VEHICLE COMBAT

Combat engagements between starships and vehicles—from dogfights in space over a war-torn planet to speeder chases through the crowded streets of a Core World—function using the same basic combat rules as found in **Chapter VI: Conflict and Combat**. Starship and vehicle combat is not intended to be a completely separate rules system. Instead, it is designed to be an added layer of detail on the standard combat rules that allows players to run structured gameplay encounters using starships, vehicles, characters, or any combination thereof.


When running encounters using starships and vehicles, it is important to note that starships with silhouette 5 or higher have some different rules governing their actions. This is because these ships are quite a bit larger than starfighters and freighters, with crews of dozens or even hundreds of individuals.

## COMBAT OVERVIEW

Starship and vehicle combat in **FORCE AND DESTINY** follows the same basic order and rules as those detailed in **Chapter VI: Conflict and Combat**. They are listed again here for ease of reference.

### STEP 1: DETERMINE INITIATIVE

Before the first salvos are fired, all players and NPCs need to determine the order in which they will take their turns. This is referred to as the **Initiative order**.

To determine the Initiative order, each Player Character and NPC makes a **Simple (–) Cool** or **Vigilance check** (for more information on which to use, see the **Cool or Vigilance?** sidebar on page 142). Once all Initiative checks have been made, the GM notes the results of each check and ranks them in order from highest to lowest. If two checks are tied, the check with more  is ranked higher, and if they are still tied, PCs are ranked higher than NPCs. This is the Initiative order.

### STEP 2: ASSIGN INITIATIVE SLOTS

As the GM determines the Initiative order, he notes which results were generated by Player Characters and which results were generated by NPCs. The results generated by Player Characters become Player Character Initiative slots. The results generated by NPCs become NPC Initiative slots.

### STEP 3: PARTICIPANTS TAKE TURNS

Beginning at the top of the Initiative order, the players and GM fill each Initiative slot one at a time with a character turn. If the Initiative slot is a Player Character Ini-

tiative slot, then the players agree on one Player Character to fill the slot from among the Player Characters who have not acted that round. That Player Character then takes this turn. If the Initiative slot is an NPC Initiative slot, then the GM chooses one NPC to fill the slot from among the NPCs who have not acted that round. That NPC then takes this turn. Note that some starships can have multiple crew members in them.

### STEP 4: ROUND ENDS

Once all NPCs and Player Characters have taken a turn, the round ends. At this point, any effects that last until the “end of the round” end. The GM also determines if the ongoing action warrants additional rounds, or if it has been resolved. If the ongoing action continues, repeat step 3 using the same Initiative order generated in step 1. If the action has been resolved and the encounter is over, proceed to step 5.

### STEP 5: ENCOUNTER ENDS

Once the action has been resolved, the GM ends the encounter. At this point, any character abilities that can only be used “once per encounter” reset. Player Characters also have a chance to catch their breath and recover strain, and may take steps to help heal any incapacitated characters.

## SMALL CRAFT COMBAT

Combat between small, one-person ships like starfighters and patrol boats or speeder bikes and single-seat airspeeders is relatively straightforward. The pilot, as the sole crew aboard, has one starship maneuver and one starship action (or two starship maneuvers) during his turn. This means he can fly and fight aboard his ship, or concentrate solely on flying. Small craft combat (especially with high-speed vehicles like airspeeders, speeder bikes, or starfighters) is quite abstracted. As the vehicles are constantly moving and striving against one another for the upper hand (thanks to their incredible speed and agility), it would be nearly impossible to map out every move a starfighter makes. Instead, the Game Master and players describe the actions the characters and NPCs take, embellish them with narrative flair, then make their skill checks to resolve the actions.


## CAPITAL SHIP COMBAT

Combat in larger, capital-class starships of silhouette 5 or higher is, by necessity, even more abstract due to the complexity of the vessels and the number of crew members involved. Similar to combat in small craft,

capital ships can only perform one starship maneuver and one starship action (or two starship maneuvers) during their turn. This is not an inherent quality of the ship, however; it's based on the pilot or captain's actions and starship maneuvers. Along with the pilot, each additional crew member aboard can use his actions and starship maneuvers to handle weapons, operate sensors, move about the ship, and generally engage in combat along with the pilot. This all happens in the same round, and is subject to Initiative order just like personal combat. Something to remember concerning ship combat with vehicles of this immense size is that each ship is likely to have hundreds or thousands of crew. GMs and players should not track all of their Initiative slots and actions during combat. Instead, only focus on those individuals who are actually doing things pertinent to the ongoing encounter, and feel free to ignore the rest.

## COMBAT TURNS

Much like personal combat, combat between starships and vehicles in **FORCE AND DESTINY** is largely an abstract, narrative-driven activity designed for quickness and ease of use. This is meant to better reflect the frenetic, cinematic, action-adventure style of *Star Wars* and to avoid bogging down a game session with the minutiae of charts and grid maps. This means that the maneuvers a starship performs are open to narration and the interpretation of both the Game Master and the players.

In **FORCE AND DESTINY**, Player Characters follow the same rules of combat as detailed starting on page 141. This means they can perform one action and one maneuver during their turn. They may also be able to perform a second maneuver by either suffering strain or spending , although no player may ever take more than two maneuvers during his turn.

## MANEUVERS

Less involved than actions, maneuvers are simple activities that do not typically require a skill check. Beyond all the maneuvers in personal combat, there are several maneuvers that apply specifically to starships and vehicles. These additional maneuvers follow the usual rules governing maneuvers (see page 144). In addition (and especially in larger starships), characters are assumed to be able to perform personal maneuvers such as dropping prone, managing gear, or interacting with the environment (although the GM and players should use common sense as to what a character can and cannot do given the situation). This also includes maneuvers such as aiming, since a character can aim with a quad laser turret just as he can aim with a blaster rifle. In general, all of the maneuvers listed starting on page 144 apply in all forms of combat (with a certain level of common sense).

## LIMITED AMMO AND STARFIGHTERS

**S**ometimes starfighters or other small ships have weapons such as proton torpedoes or concussion missile launchers that have the Limited Ammo quality. Although normally Limited Ammo weapons can be reloaded with a maneuver once exhausted, starfighters generally carry only one payload of torpedoes or missiles, and must be reloaded back at a base or carrier starship. They cannot be reloaded in mid-flight, and especially not in mid-combat!

When ships or vehicles are in encounters, they should always track their current speed. A ship may be operating at any speed from 0 to its maximum; however, accelerating and decelerating take maneuvers to accomplish.

A starship or vehicle with a silhouette between 1 and 4 can benefit from one Pilot Only maneuver per round, and can benefit from a second Pilot Only maneuver if it suffers 2 system strain (Pilot Only maneuvers are ones that affect the movement of the ship itself, and ships may only move so fast and so far). If the starship has a single pilot, the pilot must also suffer 2 strain (or downgrade his action to a maneuver) to perform two maneuvers, as per combat rules. Some ships can have multiple pilots, in which case each can perform a Pilot Only maneuver, and only the ship suffers the strain. However, these ships are rare.

A starship or vehicle with silhouette 5 or higher can only benefit from one Pilot Only maneuver in a round.

## ACCELERATE/DECELERATE

**Pilot Only:** Yes  
**Silhouette:** Any  
**Speed:** Any

The pilot may increase or decrease the ship or vehicle's current speed by one, to a minimum of 0 or a maximum of the ship's maximum speed rating.

## FLY/DRIVE

**Pilot Only:** Yes  
**Silhouette:** Any  
**Speed:** Any

This starship maneuver reflects the simple act of moving the ship or vehicle closer or farther away from something at its current speed. The number of starship maneuvers required for a ship or vehicle to move through a given number of range bands (see **Planetary Scale Range Bands**, page 176) is dependent on its speed. It is important to remember that range is based on the moving ship's perspective, and is not a measure of actual physical distance. Moving between one range band and the next always takes two ma-

maneuvers regardless of speed, with the following exceptions detailed below:

- **Speed 0:** The ship or vehicle is not moving and cannot use this starship maneuver until it accelerates.
- **Speed 1:** One starship maneuver to move within close range of a target or object, or two starship maneuvers to move from close to short range or from short range to close range.
- **Speed 2–4:** One starship maneuver to move within close range of a target or object, or to move from close to short range or from short to close range. Two starship maneuvers to move from close to medium or medium to close range.
- **Speed 5–6:** One starship maneuver to move within close range of a target or object or to move from close to medium range or from medium to close range. Two starship maneuvers to move from close to long or long to close range.

### EVASIVE MANEUVERS

**Pilot Only:** Yes  
**Silhouette:** 1–4  
**Speed:** 3+

Evasive Maneuvers reflects a pilot's efforts to avoid incoming fire, collision, or other calamity. Executing Evasive Maneuvers upgrades the difficulty of the dice pool once for all attacks made against the ship until the end of the pilot's next turn. While this makes the ship executing the starship maneuver harder to hit, it also makes it harder for the ship executing the starship maneuver to hit anything else. Executing Evasive Maneuvers likewise upgrades the difficulty of the dice pool once for all attacks made by the ship until the end of the pilot's next turn. Evasive Maneuvers can only be undertaken by ships and vehicles of silhouette 4 or lower. Anything larger is typically too slow or awkward to perform Evasive Maneuvers.

### COMBAT AND THE PILOTING SKILL

**D**uring combat involving starships and vehicles, Player Characters and NPCs are often called upon to make Piloting checks to control their vehicles, take certain actions, or avoid disastrous outcomes. Whenever a Piloting check is called for, the piloting character or NPC must make a check using either Piloting (Planetary) or Piloting (Space), depending on the vehicle. For the sake of brevity, the specific version of the Piloting skill is not defined, and it is up to the GM to adjudicate which skill is more appropriate.

### STAY ON TARGET

**Pilot Only:** Yes  
**Silhouette:** 1–4  
**Speed:** 3+

This reflects a pilot's concentration and ability to shut out combat-related stresses and distractions to make sure a target is hit or an adversary destroyed. Until the end of the pilot's next turn, all combat checks from the vehicle or vessel executing this maneuver upgrade the ability of the dice pool once. Unfortunately, while he is concentrating so hard on his target, the pilot blocks out all other threats and is an easier target for opponents. Any combat checks made targeting a ship executing this starship maneuver also upgrade their ability once until the end of the pilot's next round. This starship maneuver is restricted to small vessels like starfighters and patrol boats; only ships and vehicles of silhouette 4 or lower can Stay on Target.

### PUNCH IT

**Pilot Only:** Yes  
**Silhouette:** 1–4  
**Speed:** Any

This maneuver allows a ship or vehicle to go immediately to its maximum speed rating from any other speed, by throwing the throttles to maximum and overloading the ship or vehicle's drives. While expeditious, it also puts undue strain on a ship or vehicle. When executing this starship maneuver, the ship or vehicle suffers one point of system strain for every point of speed between the ship's current speed and its maximum speed.

For example, the pilot of a YT-1300 light freighter is hiding from an Imperial Navy patrol at speed 0 in the lee of a large asteroid. Suddenly, he is set upon by a pair of TIE fighters, decides that discretion is the better part of valor, and Punches It. He immediately throws his throttles to their maximum setting, and the ship jumps to life. While he escapes unharmed and is able to jump to hyperspace, the sudden acceleration deals three points of system strain to his ship.

This starship maneuver is restricted to ships of silhouette 4 or lower, as larger vessels have too much mass to accelerate so quickly.

## ANGLE DEFLECTOR SHIELDS

**Pilot Only:** No  
**Silhouette:** Any  
**Speed:** Any

Using this maneuver, a crew member with access to the shield controls can reassign up to one point of defense from one defense zone to another. For example, a player could shore up a vessel's forward defense zone with a point from its aft defense zone. This maneuver only works if the ship or vehicle has defense that can be reassigned, as with deflector shields.

## ACTIONS

In combat involving starships or vehicles, there are some additional actions characters may perform that specifically apply to the ship or vehicle they are operating. Some of these actions are labeled as Pilot Only actions. A starship or vehicle may benefit from only one Pilot Only action per round, no matter how many crew members are aboard it. (Pilot Only actions are actions that affect the movement of the ship itself, and ships may only move so fast and so far.)

Remember, any of the actions listed starting on page 146 in **Chapter VI: Conflict and Combat** can also be performed in combats involving ships or vehicles, within the bounds of common sense.

## DAMAGE CONTROL

**Pilot Only:** No  
**Silhouette:** Any  
**Speed:** Any

As a ship's hull shakes and rattles beneath the abuse of an enemy's laser cannons, sparks fly, and systems begin to fail. The Damage Control action is an attempt to mitigate such stress, whether it's caused by combat or accident. Using this action, any Player Character who makes a successful Mechanics check recovers one point of system strain. The difficulty of the Mechanics check is determined by the system strain the ship is currently suffering (see **Table 7-2: Damage Control Difficulty**). Damage Control can be attempted as many times as needed to reduce a ship's system strain to zero (with the caveat that a single character can still only perform one action per turn, of course).

Likewise, a skilled mechanic can repair some of the hull trauma dealt to a vehicle even during an ongoing fight, although this is much trickier. In general, PCs can only attempt one Damage Control check to reduce hull trauma (by one point per success) per encounter—there are only so many repairs that can be accomplished without the facilities of a proper shipyard. In addition, the GM is the final arbiter as to whether a Player Character can attempt repairs of hull trauma at all (a snubfighter pilot could not climb

out of his cockpit during a dogfight to patch his wing, nor could a speeder biker reattach one of his control surfaces while driving through a forest).

Characters can also use this action to repair Critical Hits the ship is suffering from. The difficulty of repairing a Critical Hit is listed on **Table 7-9: Critical Hit Result**. Checks to repair Critical Hits can be attempted multiple times, until the Critical Hit is repaired.

**TABLE 7-2: DAMAGE CONTROL DIFFICULTY**

Total System Strain	Total Hull Trauma	Difficulty
System strain less than half system strain threshold.	Hull trauma less than half vehicle's hull trauma threshold.	Easy (◆)
System strain equal to or more than half vehicle's system strain threshold.	Hull trauma equal to or more than half vehicle's hull trauma threshold.	Average (◆◆)
System strain exceeds vehicle's system strain threshold.	Hull trauma exceeds vehicle's hull trauma threshold.	Hard (◆◆◆)

## GAIN THE ADVANTAGE

**Pilot Only:** Yes  
**Silhouette:** 1-4  
**Speed:** 4+

This action reflects the constant, frantic give-and-take of a dogfight between small craft like starfighters and patrol boats or high-speed vehicles such as airspeeders. It allows a pilot to gain the upper hand on a single opponent so that he positions himself for a better attack during the following round. To execute this starship action, the pilot makes a Piloting check, the difficulty of which is determined by the relative speeds of the ships or vehicles involved in the attack. These difficulties are outlined in **Table 7-3: Speed Advantage Difficulty**. If the check succeeds, the pilot ignores all penalties imposed by his own and his opponent's use of the Evasive Maneuvers starship maneuver until the end of the following round. In addition, the pilot also chooses which defense zone he hits with his attack. If he fails his check, he fails to Gain the Advantage from the attempt and still suffers the effects of any Evasive Maneuvers.

Once the advantage has been gained, on the following turn the opponent may attempt to cancel out the advantage by using Gain the Advantage as well. This works as described earlier, but his check is one step more difficult for each time he or his opponent has successfully Gained the Advantage against the other.

**TABLE 7-3: SPEED ADVANTAGE DIFFICULTY**

Difference in Speed	Difficulty
Initiating ship is traveling at the same speed as the target ship.	Average (◆◆)
Initiating ship's speed is one or more higher than target ship.	Easy (◆)
Initiating ship's speed is one lower than target ship.	Hard (◆◆◆)
Initiating ship's speed is two or more lower than target ship.	Daunting (◆◆◆◆)

**ADDITIONAL SHIP AND VEHICLE ACTIONS**

**Pilot Only:** No

**Silhouette:** Any

**Speed:** Any

When aboard a vehicle in combat, those who are not piloting or firing weapons may still want to contribute to the encounter. Although the number of options open to them is limited only by a player's creativity, **Table 7-5: Additional Starship and Vehicle Actions** has a list of some of the actions passengers can attempt during encounters. The table lists the actions by name, the skill required, the check's attendant difficulty, and the results of a success (GMs should modify the difficulty of the check if they see fit, and can also keep players from using certain skills that may not make sense in a certain situation). These actions are all covered by the Perform a Skill Check action, and are by no means an exhaustive list. However, they do serve to provide a range of ideas.

**PERFORM A COMBAT CHECK WITH VEHICLE WEAPONS**

**Pilot Only:** No

**Silhouette:** Any

**Speed:** Any

This is similar to the Perform a Combat Check action on page 147, with some minor differences in implementation due to the differences between vehicles and individuals. For this reason, the steps to perform a combat check are repeated here, with the differences written in each step, instead of the differences being listed without context.

Each weapon on a starship or vehicle may only be fired a maximum of once per round unless a rule specifically allows otherwise.

**1. DECLARE AN ATTACK AND SELECT TARGETS**

With the enemy ship lined up in his gun sights and the sound of his targeting systems in his ears, the character chooses to make an attack. He selects the skill he will use to make the attack (usually the Gunnery skill, although some vehicles may have weapons on them requiring the Ranged [Heavy] skill instead). Most combat checks aboard a starship or vehicle are made using the starship or vehicle's weapons. Remember, a

particular starship or vehicle weapon can only be used once per round, no matter how many characters there are aboard the ship.

**2. ASSEMBLE THE DICE POOL**

Before pressing the firing stud and sending a barrage of laser fire at his target, the character must assemble a dice pool based on the skill used, its characteristic, and any applicable talents and abilities he possesses. Certain conditions, such as a Critical Injury's effect, a Critical Hit inflicted on the ship or vehicle, a vehicle's defense, or an environmental effect, may also contribute dice to the dice pool. See page 18 for more information on building a dice pool.

The difficulty of combat checks when firing from vehicles or starships is based on comparing silhouettes of the firing ship and the target (even if the target of the attack is not a vehicle or starship) and is outlined in **Table 7-4: Silhouette Comparison**. The listed difficulties reflect the fact that large ships find it challenging to hit small, fast vessels, and their bulk makes them an easy target for those same small craft. Thanks to the advanced targeting computers installed in most starships, the range of a shot has no bearing on the attack's difficulty; if the target is within range, a starship can hit it. The check is further affected by modifiers brought on by starship maneuvers, talents, or terrain, or by any other modifiers at the Game Master's discretion.

When attacking a ship of silhouette 4 or lower, the defender chooses which defense zone the attack hits. Smaller ships are more agile and constantly in motion, meaning that during combat they are continually juking, dodging, evading, and generally positioning themselves so that their strongest defense zone is always facing their attacker. When attacking a ship of silhouette 5 or higher, the defense zone affected by the attack is determined by the position of the ships in combat. The relative positions of ships in combat is determined by both the Game Master's and the Player Characters' actions and is illustrated through the cinematic gameplay style inherent in **FORCE AND DESTINY**.

**TABLE 7-4: SILHOUETTE COMPARISON**

Difference in Silhouette	Difficulty
Firing vessel has the same silhouette as target, or the silhouette is 1 larger or smaller than the target.	Average (◆◆)
Firing vessel has a silhouette 2 or more points smaller than the target vessel.	Easy (◆)
Firing vessel has a silhouette 2 points larger than the target ship.	Hard (◆◆◆)
Firing vessel has a silhouette 3 points larger than the target ship.	Daunting (◆◆◆◆)
Firing vessel has a silhouette 4 or more points larger than target ship.	Formidable (◆◆◆◆◆)

**TABLE 7-5: ADDITIONAL STARSHIP AND VEHICLE ACTIONS**

Action	Skills and Difficulties	Results
Plot Course	Average (◆◆) Astrogation check or Hard (◆◆◆) Perception check	The crew member studies the terrain ahead and plots a course that should take the vehicle safely through it. On a successful check, each success reduces the ■ suffered for difficult terrain by one.
Co-Pilot	Average (◆◆) Piloting check	The crew member serves as the vehicle's co-pilot, managing systems and auxiliary equipment to allow the pilot to focus on flying or driving. On a successful check, each success downgrades the difficulty of the pilot's next Piloting check by one.
Jamming	Average (◆◆) Computers check	The crew member uses the vehicle's systems to jam the communications of enemy vehicles. On a successful check, the enemy must make an <b>Average (◆◆) Computers check</b> to use its communication systems. The difficulty increases by one for each additional ☆ ☆, and the jamming affects an additional target for each ☹ spent.
Boost Shields	Hard (◆◆◆) Mechanics check	The crew member re-routes power from other systems to boost the defensive systems of a vehicle. This only works if the vehicle already has a defense rating. On a successful check, the vehicle suffers 1 system strain and increases the defense of one defense zone by one until the beginning of the crew member's next turn. Additional ☆ increase the duration by one round per ☆.
Manual Repairs	Hard (◆◆◆) Athletics check	In some cases, repairs can be as simple as a sturdy metal plate welded over a damaged system. If the GM allows it and the crew member has the proper tools for the job, the crew member can attempt to use the Damage Control action with Athletics rather than Mechanics. If successful, he may remove one point of hull trauma from the ship, plus one additional point for each additional ☆ ☆. Remember, this follows the limitations of the Damage Control action, and thus may only be attempted once per encounter.
Fire Discipline	Hard (◆◆◆) Leadership or Discipline check	The crew member forgoes fighting to analyze the opponents' tactics and direct his fellows to greater accuracy with their weapons fire. If successful, the next crew member firing a weapon aboard the ship can add □ to his check. Each additional ☆ ☆ grants this to an additional crew member. In addition, the crew member may spend ☹☹☹ to allow every hit from shipboard weapons to inflict 1 system strain on their target as well as regular hull trauma damage until the beginning of his next turn, as the carefully timed shots pummel shields and overload systems.
Scan the Enemy	Hard (◆◆◆) Perception check	The crew member uses the ship's scanners to study the enemy. If successful, he learns what weapons the ship has, its modifications, and its system strain and hull trauma thresholds. If he spends ☹☹ he can also learn its current system strain and hull trauma levels.
Slice Enemy's Systems	Hard (◆◆◆) Computers check	The crew member uses powerful shipboard computers to attempt to disrupt the systems of an enemy vehicle. If successful, he reduces the defense of one zone on the target vehicle for one round per ☆. A ☹ may be spent to disable a weapon system for one round, and ☹☹ may be spent to inflict 1 system strain on the target vehicle.
"Spoof" Missiles	Average (◆◆) Computers check or Hard (◆◆◆) Vigilance check	The crew member tracks incoming attacks and uses vehicle systems to disrupt their tracking systems, or even times incoming missiles and drops flares and chaff at opportune moments. If successful, any attacks against the crew member's ship or vehicle using weapons with the Guided quality upgrade their difficulty by one (plus an additional upgrade for every additional ☹☹) until the start of the crew member's next turn.

**3. POOL RESULTS AND DEAL DAMAGE**

Once the player rolls the dice pool for his character, he evaluates the results. As with any skill check, the check must generate more ☆ than ▼ to be successful.

When making a combat check, after calculating overall success, each remaining ☆ adds +1 damage to a successful attack. If the attack affects multiple targets, the additional damage is added to each target. Remember, most weapons on vehicles and starships deal damage on the planetary scale, meaning each point of damage is the equivalent of ten points of damage on the personal scale.














**4. RESOLVE ☹ AND ☹**

As with every skill check, ☹ and ☹ can be spent to gain incidental beneficial effects on a combat check. However, just as the rules governing encounters are


















somewhat more regimented than the rules governing narrative gameplay, some of the options governing the spending of ☹ and ☹ during combat also are more clearly defined. In encounters, the player controlling the active character determines how his character spends ☹ and ☹ unless the GM has a specific reason to decide for him instead.




The first way to spend ☹ and ☹ in a starship or vehicle attack is to activate Critical Hits or active weapon qualities. As described on pages 119 and 180, each weapon has a critical rating that consists of a numeric value. The user can spend that many ☹ to inflict one Critical Hit on the target in addition to regular effects and damage. (If the target is an individual, it inflicts a Critical Injury as per page 158.) For more information on starship and vehicle Critical Hits, see page 180. Remember, the attack must deal damage past armor to inflict a Critical Hit.







**TABLE 7-6: SPENDING  AND  IN STARSHIP AND VEHICLE COMBAT**





Cost	Result Options
 or 	<p>If piloting a ship, sudden maneuvers force the ship to slow down by one point of speed.</p> <p>The active character loses the benefits of a prior maneuver (such as executing Evasive Maneuvers or Aim) until he performs the maneuver again.</p> <p>The character's active ship or vehicle suffers 1 system strain. (This option may be selected more than once.)</p>
  or 	<p>An opponent may immediately perform one free maneuver in response to the active character's check.</p> <p>Add  to the targeted character's next Piloting or Gunnery check.</p> <p>The active character or an allied character suffers  on his next action.</p>
   or 	<p>The Initiative slot being used by the active player drops to last in the Initiative order.</p> <p>The active character grants the enemy a significant advantage in the ongoing encounter, such as drifting straight into his line of fire, thereby decreasing the difficulty of any checks made against the active character's ship or vehicle by one until the beginning of that character's next turn.</p>
	<p>The primary weapon system of the active character's ship (or the particular weapon system he is manning if he is acting as a gunner) suffers the effects of the Component Hit Critical (see page 181). This does not count toward the ship's accumulated Critical Hits.</p> <p>Upgrade the difficulty of an allied character's next Gunnery, Piloting, Computers, or Mechanics check, including that of the current active character.</p> <p>The active character suffers a minor collision either with one of his opponents within close range or with the stellar phenomena/terrain he is flying or driving through.</p>
 (plus failed check)	<p>The active character suffers a major collision either with one of his opponents within close range or with the stellar phenomena/terrain he is flying or driving through.</p>

**TABLE 7-7: SPENDING  AND  IN STARSHIP AND VEHICLE COMBAT**







Cost	Result Options
 or 	<p>Add  to the next allied active character's Piloting, Gunnery, Computers, or Mechanics check.</p> <p>Notice a single important point in the ongoing conflict, such as a fatal flaw in an enemy ship's course or a weak point on an attacking speeder.</p> <p>Inflict a Critical Hit with a successful attack that deals damage past armor ( cost may vary).</p> <p>Activate a weapon quality ( cost may vary).</p>
  or 	<p>Perform an immediate free maneuver, provided the active character has not already performed two maneuvers in that turn.</p> <p>Add  to the targeted character's next Piloting or Gunnery check.</p> <p>Add  to any allied character's next Piloting, Gunnery, Computers, or Mechanics check, including that of the active character.</p>
   or 	<p>When dealing damage to an opposing vehicle or ship, have the shot temporarily damage a component of the attacker's choice rather than deal hull damage or system strain. The effects of this are up to the attacker and the GM, and should make logical sense. For example, damaging a ship's shield generator should drop its defense to 0 until the generator is repaired (ideally with a Mechanics check). However, it should not be too debilitating. See <b>Tables 7-10</b> and <b>7-11</b>, on page 182, for some possible components to disable.</p> <p>Ignore penalizing terrain or stellar phenomena until the end of the active character's next turn.</p> <p>If piloting the ship, perform one free Pilot Only maneuver (provided it does not exceed the maximum number of two Pilot Only maneuvers in a turn).</p> <p>Force the target ship or vehicle to veer off, breaking any Aim or Stay on Target maneuvers.</p>
	<p>Upgrade the difficulty of the targeted character's next Piloting or Gunnery check.</p> <p>Upgrade any allied character's next Piloting, Gunnery, Computers, or Mechanics check.</p> <p>Do something vital to turning the tide of battle, such as destroying a capital ship's shield generator or losing a pursuing ship in an asteroid field.</p>
 	<p>When dealing damage to an opposing vehicle or ship, have the shot destroy some important component of the attacker's choice rather than deal hull damage or system strain, leaving it completely inoperable until fully repaired. As with the above option for disabling a component, this should be agreed upon by the GM and player, but could include destroying the engines of a fleeing ship, taking out its hyperdrive, or blowing off weapons. See <b>Tables 7-10</b> and <b>7-11</b> on page 182 for some possible components to destroy.</p>













A weapon's qualities are special effects and abilities that apply only when using that particular weapon. They come in two forms: active and passive. Active qualities require the user to spend a certain number of  to trigger them. Generally this is  , although some qualities require more or less. Qualities can inflict effects on a target that, unless specified otherwise, are always in addition to other effects, Critical Hits and Injuries, and damage.

In addition to always counting as an additional  ,  can be spent to activate these qualities as well.  may be spent to inflict one Critical Hit (no matter what the weapon's critical rating is) on a successful attack. In addition,  may be spent to activate one weapon quality, no matter how many  it would normally take to do so.

However, there are additional options for spending  and  in starship or vehicle combat. A list of the most common can be found on **Table 7-7: Spending  and  in Starship and Vehicle Combat**. As in regular combat, this list is not intended to be absolute, but to provide guidelines for players and GMs.

## 5. RESOLVE AND

In the same fashion in which the controlling player determines how his character spends  and  in his combat check, the GM determines how to spend any  and  generated in the check. Although the GM does this by default, in some cases (such as checks made by NPCs) he may give the players the option to spend  and  instead.

While most weapon descriptions include options for spending  and , most do not have specific options for spending  and  (although this is not always the case). Some particularly volatile or dangerous weapons do have these options, and if they do, the options are detailed in the weapon's description. Starship encounters, however, do include specific options for spending  and . The most common of these can be found on **Table 7-6: Spending  and  in Starship and Vehicle Combat**. As with  and , keep in mind that these are not intended to be the only options available. As always, GMs can invent other ways to spend  and , depending on the specific circumstances of the encounter, and any option that the players and GM agree on can be viable.

## 6. REDUCE DAMAGE, APPLY TO HULL TRAUMA THRESHOLD, AND APPLY CRITICAL HITS

When a ship or vehicle suffers damage, it reduces that damage by its armor (fulfilling the same purpose as soak on individuals). If any damage remains after this reduction, the vehicle suffers that much hull trauma (applied against its hull trauma threshold). If the net result is zero or negative, the vehicle suffers no hull trauma. See page 178.

A successful attack can also generate a Critical Hit, which is similar to a Critical Injury. This can oc-

cur because the weapon's critical rating triggered or because the target accumulated hull trauma greater than its hull trauma threshold. When a Critical Hit is inflicted, the attacker rolls percentile dice on **Table 7-9: Critical Hit Result**, on page 181. The result of the dice roll indicates which Critical Hit is applied.

Some weapons and talents modify Critical Hit rolls, potentially making a Critical Hit more or less effective. In addition, the attacker can spend the critical rating cost multiple times on a single hit, adding +10 to the result for each additional Critical Hit beyond the first. Note that talents and qualities that specifically affect Critical Injuries do not affect Critical Hits (so the Vicious quality, for example, would have no effect on a ship or vehicle).

## PLANETARY SCALE RANGE BANDS

Like personal combat, starship and vehicle combat utilizes broad and abstract range measurements, referred to as **planetary scale range bands**. Planetary scale range bands follow the same rules as regular range bands, found on page 151. The only difference is that planetary scale range bands operate on a much larger scale.

As stated on the following page, close range on planetary scale picks up where personal scale leaves off. However, the scale is so much bigger that a single person could never use maneuvers to move next to a target that is "close" to him on a planetary scale—the distance may be up to several kilometers and take an hour of walking to cover. Further range bands on a planetary scale would be even more extreme.

This isn't to say that ships and vehicles (especially smaller vehicles such as landspeeders) can't operate in standard range bands. Any ship or vehicle able to move could cover the distance measured by standard range bands quickly, and individuals would measure their range to a vehicle or ship using standard range bands. However, because ships and vehicles can cover those distances so quickly, it makes little sense for them to measure distances in such (relatively) small increments. This is doubly true for starfighters and airspeeders, which can cover kilometers of distance in seconds.

Therefore, vehicles and starships use a second set of range bands, referred to as planetary scale range bands. As mentioned previously, the shortest range band in planetary scale ("close range") is a larger distance than all range bands in personal scale, and therefore encapsulates all range bands in personal scale. This means a ship or vehicle able to move to a point within close range is also covering the equivalent of all five range bands' worth of distance in personal scale. This also means even the shortest-range starship and vehicle weapons have the range of the largest personal-scale ranged weapons.



## CLOSE RANGE

Close range in planetary scale is slightly farther than extreme range in personal scale, and it can cover everything from a few dozen meters up to several kilometers in distance between two points. This might seem like a great deal of space, but most vehicles can cover this distance in several minutes at worst and microseconds at best.

On the surface of a planet, most ground vehicles engage at close range, using their larger heavy blasters and laser cannons to hit targets a regular soldier would have trouble seeing, much less hitting. In the air and in space, close range is the metaphorical “knife fight” range, in which dogfights between snubfighters or high-performance airspeeders take place. Capital ships endeavor to stay out of close range of each other, as it is essentially point-blank for their weapon batteries. Two large warships slugging it out at close range can tear each other to bits in short order.

## SHORT RANGE

Short range in planetary scale is anything up to roughly several dozen kilometers away. On the surface of a planet, this is far enough that vehicles no longer engage each other with line-of-sight weaponry (although artillery weapons can still pound opponents with indirect fire).

In space, short range is just out of dogfighting range and beyond the range of most starfighter and patrol boat weapons. However, most self-propelled weapons can hit targets within short range, so these smaller vessels often carry concussion missiles and proton torpedoes to extend their reach. Short range is still uncomfortably close for capital ships, though not quite as brutally point-blank as close range.

## MEDIUM RANGE

On the surface of a planet or inside a planet’s atmosphere, something is within medium range if it is within roughly fifty kilometers, long enough that only the most powerful artillery weapons can engage it.

In space, something may be within medium range at a somewhat longer distance, up to a few hundred

## PLANETARY SCALE IN SPACE AND ON THE GROUND

**P**lanetary scale range bands can represent longer or shorter distances, depending on whether the encounter is taking place in space or on (or just above) a planet’s surface. This is because space is a much larger environment than any ground-based environment. Without air friction and terrain to hinder movement, starships can move much faster than even the fastest airspeeder. This is why each planetary scale range band talks about the distances represented in space and on the ground.

kilometers. This is far beyond the reach of most starfighter weapons, but at the ideal range of most of the big guns mounted on capital ships. Thus, most capital ship engagements happen at medium range, with starfighters dogfighting between them.

## LONG RANGE

Long range on a planet’s surface can be anywhere from a hundred to two hundred kilometers away. Engagements never happen at this distance, at which enemies appear as flickering phantoms on the screens of each side’s scanner systems.

In space, however, long range can be up to several thousand kilometers away. At this point, engagements between ships become rare, with only the largest capital ship weapons able to bridge the gulf.

## EXTREME RANGE

On a planet’s surface, extreme range is the far edge of a vehicle’s scanners, far enough that weapons cannot hope to reach.

In space, extreme range is likewise beyond the range of almost all starship weapons, even those mounted on capital ships. At extreme range, opposing ships are still jockeying for position before engaging each other, and both sides still have the chance to break off and escape.

# STELLAR PHENOMENA OR TERRAIN

**S**pace is full of obstacles, from asteroids and comets to strange gravitational anomalies, nebulae, and even dreaded black holes. When a ship passes near or through one of these treacherous obstacles, the pilot might need to make an appropriate Piloting check, even if he is attempting a starship maneuver that typi-

cally wouldn’t require one. This starship maneuver’s difficulty is based on the ship’s speed (as it is generally easier to avoid an obstacle while traveling at a reduced speed) and silhouette (as it is usually easier to dodge something in a smaller ship than in a larger one).

**TABLE 7-8: NAVIGATION HAZARD SETBACK DICE**

Number of ■	Planetary Description	Space Description
–	Flat, clear terrain. Roads, firm fields, grassy plains, or (if flying) clear skies and good weather.	An easy, relatively unchallenging navigational situation. A broad, loosely packed asteroid field, for example, or a thin, calm nebula.
■	Somewhat trickier terrain. Scattered trees, dense undergrowth, rolling hills, sand dunes, or windy weather.	A tricky but not seriously daunting set of obstacles. Flying over high mountains on a moon, or a thicker asteroid field or nebula.
■■	Dangerous terrain. A thick forest, steep and rock-covered hills, or flying in atmosphere during a violent storm	A dangerous astronomical feature. Flying around or through a fracturing comet, or navigating through a particularly dense and turbulent asteroid field.
■■■ +	Very risky terrain. Sheer cliff faces, deep swamps, lava with only a thin crust of hardened rock, and speeding through a canyon only just wide enough for the vehicle to fit through are all examples of flying or driving across this type of terrain.	An extremely dangerous situation calling on every ounce of a pilot's skill and coolness. Navigating the Maw, flying close to a deadly pulsar, flying through asteroid tunnels, or other dangerous and foolhardy pursuits.

These rules also apply to vehicles driving on the surface of a planet or flying in a planet's atmosphere. The basic concepts are the same: smaller, more agile vehicles are more likely to avoid a fatal collision with the local terrain than larger, cumbersome vehicles.

The difficulty of the Piloting check is equal to the vehicle or starship's current speed or half of its silhouette (rounded up), whichever is higher. The lower of the two values indicates how many times the difficulty of the check is upgraded. For example, the pilot of a TIE fighter flying through an asteroid field at top speed (speed 5) would make a Piloting check with a **Formidable** (◆◆◆◆◆) difficulty. He would then take half the ship's silhouette (base of 3, divided in half and rounded up to 2) and upgrade the difficulty of the check by that value. In the end, the poor TIE pilot has to make a check against ◆◆◆ and ◆◆.

However, a Jawa sandcrawler with a speed of 1 and silhouette of 4 driving through a canyon would only be an **Average** (◆◆) check, with one die upgraded to a ◆. In this case, the slow speed of the sandcrawler works to the Jawa pilot's advantage, even though the vehicle is fairly large and unwieldy.

Failing these checks does not mean the ship or vehicle crashes (although failing and generating ☹ might well result in a crash). Instead, it means that the pilot has been unsuccessful in navigating through the situation. He drops his speed by one, and does not reach wherever he was attempting to go (if he was trying to reach a specific location at medium range from his ship or vehicle, for example, he remains at medium range from the location).

## NAVIGATION HAZARDS

While even the tiniest speck of debris can pose a threat to a starship hurtling through the void, not all astronomical features are created equal. Piloting a ship through a well-charted nebula is one thing, but threading a ship through a densely packed asteroid field while being chased by Imperial fighters is another matter entirely. If local space is hazardous enough, the Game Master can add ■ to a player's Piloting check.

## CELESTIAL HAZARDS AND DIFFICULT MANEUVERS

Ship captains or vehicle drivers might find themselves in situations where they are already in the thick of an asteroid field or nebula (or a swamp or scree-covered hillside) and need to perform an action that requires a Piloting check. In this case, the player makes the Piloting check as specified in the description of the action (not the check specified by his speed and silhouette). He does, however, add the specified number of ■ dictated by the difficulty of the obstacles; see **Table 7-8: Navigation Hazard Setback Dice** for reference. The Game Master can also choose to upgrade the difficulty of the check based on the speed of the vehicle or ship. In general, he should upgrade the difficulty once if the speed is 1, 2, or 3 and twice if the speed is 4, 5, or 6.

## TAKING DAMAGE

As is the case with Player Characters in personal combat, there are two types of damage ships and vehicles suffer in **FORCE AND DESTINY**: system strain and hull damage. System strain is similar to the strain suf-

fered by Player Characters, and reflects light, temporary damage caused by glancing blows or pushing a vessel to the limits of its capabilities. Hull damage is more serious and, consequently, more life-threatening.

This is actual, physical damage that makes its way past the ship's defenses and becomes hull trauma. Hull trauma is permanent until repaired.

## HULL TRAUMA

A ship or vehicle's hull trauma threshold is a measure of its sturdiness and build quality. When a ship suffers damage in excess of its armor, the excess converts into hull trauma. When hull trauma exceeds a ship or vehicle's hull trauma threshold, one of two things happens. For vehicles silhouette 3 or smaller and of no particular importance (a common TIE fighter or a landspeeder full of faceless thugs, for example), it simply explodes, killing the pilot and any passengers. Alternatively, at the Game Master's discretion, the vehicle could simply be disabled. For larger vehicles such as stock light freighters and anything silhouette 4 or larger (or a smaller ship such as a starfighter or a landspeeder with a Player Character inside it), the vehicle immediately suffers a Critical Hit from **Table 7–9: Critical Hit Result**, on page 181. Additionally, the ship's systems shut down, it reverts to emergency power, its sublight drives sputter out, and it is adrift. At this point, the ship is a near-lifeless hulk, effectively out of combat, and likely being evacuated.

If the pilot or crew of an incapacitated ship with hull trauma that exceeds its hull trauma threshold is particularly desperate or foolish, they may attempt some temporary repairs to either escape or rejoin the fray. By scavenging parts from ruined systems, raiding the hold for any spares, and bypassing damaged

components, along with a **Hard (◆◆◆) Mechanics check**, the crew can bring the ship back to some semblance of life. The ship reduces its hull trauma to one point below its hull trauma threshold but suffers the following penalties: speed is reduced to 1, handling is reduced to –3, and all weapon systems are inoperable until fully repaired. If the ship reenters combat in this fragile state, any attack that inflicts hull trauma immediately generates a Critical Hit, with +30 added to the roll on **Table 7–9: Critical Hit Result**. All of these effects persist until the ship can be dry-docked and repaired.

## SYSTEM STRAIN

System strain works the same way as strain suffered by characters. A vehicle that suffers strain in excess of its system strain threshold quickly finds itself in an untenable situation. Generators overload, reactors shut down, shields fall, engines go dead, electrical fires start, and all manner of electrical mayhem occurs as, one-by-one, essential systems go offline and the ship becomes unresponsive. Until the crew can make repairs, the ship becomes helpless, adrift in space or hurtling along a course from which it can neither deviate nor escape.

In game terms, when a ship or vehicle exceeds its system strain threshold, the ship's speed drops to zero during the following round. The majority of its systems (such as engines, weapons, and shields) cease operating as well. This means it cannot move, its weapons cannot shoot, and its defense drops to zero. This might be a relatively minor situation if this is a ship flying

## VEHICLES AND MINIONS

**W**hen using starships and vehicles in combat, a GM can still use the rules for minions to streamline and speed up encounters. The process for using minion rules with single-pilot vehicles such as speeder bikes, airspeeders, and starfighters is very similar to the process for using minion rules with NPC minion groups. Simply combine two to four of the same vehicles (piloted by the same minion NPC profile) into a single minion group. This group of vehicles operates as a single entity, which can narratively be described as flying in formation or at least a loosely clustered mob. Just as with minion groups of NPCs, starship or vehicle minion groups attack once as a group (upgrading the skill check if the minion NPC profile's "group only" skills allow this) and take damage as a group. They all select the same maneuvers and move to roughly the same locations as well.

Larger capital ships or heavy vehicles are generally never treated as minions—nobody wants to

have to fight a minion group of two to four Star Destroyers, after all. However, they can have minion groups operating within them. A capital ship with multiple weapons should have its weapons operated by minion gunners. Such a ship generally has multiple weapons of the same type firing in the same arc. A GM can group multiple weapons of the same type and with the same firing arc on the same vehicle or ship and have them fire as a single minion group. This means all the weapons fire as one at the same target, upgrading the check if the minion gunners have Gunnery as a group skill. This speeds up the turns of capital ships (since they generally have a large number of guns to fire) and represents the ability of capital ships to hit other vessels through sheer volume of fire.

Remember, however, when using minion groups on a single capital ship or vehicle, the vehicle is still what takes damage, not the minion group.

## THE CHASE

There are some cases in starship and vehicular combat when two or more characters want to engage in a chase. In such cases, the standard rules for combat can be modified slightly to represent this.

The most important thing to remember in a chase is that a great deal of the action is going to be narrative in nature. Skill checks can and will resolve the outcome of the chase, but the action during the chase is mostly narrative, and therefore up to the GM and players to describe.

To resolve a chase, the GM first should determine how far away the two vehicles start from each other. If the chase consists of two ground vehicles, such as speeder bikes or landspeeders, the GM may want to use personal scale range bands. If, on the other hand, the chase consists of two airspeeders, starfighters, or even capital ships, he should probably use planetary scale range bands.

Once he's determined starting distance, the chased and the pursuer should make a **competitive Piloting check**, with the type of Piloting check (Planetary or Space) being dependent on the vehicles used. The difficulty of the check depends on the circumstances of the chase. A pursuit through clear space with no terrain could be a **Simple (–) check**. Conversely, if the terrain is actually a factor, then the difficulty should be set using the rules found on the previous page, which means pilots will likely need to balance their need for speed with the dangers of running into possibly fatal obstacles.

Once both parties have made their check, compare total successes (as with every competitive check). If the pursuer wins, he closes the distance between himself and his prey by one range band. If the chased wins, he opens the distance between himself and his pursuer by one range

band. In addition, if the winner is traveling faster than the loser, he opens or closes the distance by an additional number of range bands equal to the difference in relative speeds.

It is up to the GM at what point the chase resolves, but in general, it should end if the pursuer is able to close the gap so that he is engaged (or at close range) with his prey, or if the chased is able to open the distance to beyond extreme range.

If the chase is taking place as part of a larger encounter (such as two characters on speeder bikes chasing each other while the rest of the group fights a larger battle), then the GM should have the parties involved in the chase make their competitive check at the beginning of the round, before anyone else takes their turn. Then all characters take their turns as normal, with those involved in the chase having a turn to boost their speed, attack the person they're pursuing, or even try to make emergency repairs while they continue their pursuit (however, they cannot use their turn to take maneuvers that would move their position relative to the other members of the chase until the chase is over). It's important to note that the positions of those involved in a chase are likely changing relative to the rest of the party, and it's up to the GM and players as to where they go. Remember, the chase rules represent how far away the members of a chase are from each other, not how far they travel or where they actually go. This part is the narrative aspect of a chase, discussed previously.

Finally, it's important to note that these rules can also be used to play out a foot chase, the only differences being that the difficulty of the chase would be a set difficulty, the speeds of all participants would be equal, and the competitive check would probably be Athletics.

through deep space or a vehicle safely sitting on the ground—or a more dangerous situation if the ship is flying near something with a gravitational pull.

While the situation aboard a ship that has exceeded its system strain threshold is indeed dire, not all is lost. Any crew member can aid the ship in recovering strain by performing repairs and damage control such as rebooting systems, bypassing fried circuits, and putting out electrical fires. This is accomplished through the Damage Control action.

Ships and vehicles do recover from system strain slowly over time. For every full day a ship or vehicle spends without taking more system strain, it reduces its total system strain by one.

## CRITICAL HITS

Occasionally a lucky, well-placed shot or a collision with a particularly large or dangerous object does more to a ship than bounce harmlessly off the shields or scuff up the armor. Ion cannon blasts can short out systems; searing laser beams can pierce shields, armor, and hull alike to incinerate crew alive; and rogue asteroids can tear a ship's innards out, leaving it powerless and adrift in the cold dark of deep space.



These rare occurrences are reflected by the results on **Table 7–9: Critical Hit Result**. A number of factors can lead to a ship's suffering a Critical Hit. For example, it might suffer enough hull trauma to exceed its hull trauma threshold, or a successful combat check

**TABLE 7-9: CRITICAL HIT RESULT**

d100	Severity	Result
01–09	Easy (◆)	<b>Mechanical Stress:</b> The ship or vehicle suffers 1 point of system strain.
10–18	Easy (◆)	<b>Jostled:</b> A small explosion or impact rocks the vehicle. All crew members suffer 1 strain and are disoriented for one round.
19–27	Easy (◆)	<b>Losing Power to Shields:</b> Decrease defense in affected defense zone by 1 until the Critical Hit is repaired. If the ship or vehicle has no defense, suffer 1 point of system strain.
28–36	Easy (◆)	<b>Knocked Off Course:</b> A particularly strong blast or impact sends the ship or vehicle careening off in a new direction. On his next turn, the pilot cannot execute any maneuvers and must make a Piloting check to regain control. The difficulty of this check depends on his current speed.
37–45	Easy (◆)	<b>Tails핀:</b> All firing from the ship or vehicle suffers ■■ until the end of the pilot's next turn. All crewmembers are immobilized until the end of the pilot's next turn.
46–54	Easy (◆)	<b>Component Hit:</b> One component of the attacker's choice is knocked offline and is rendered inoperable until the end of the following round. For a list of ship components, see <b>Table 7-10: Small Ship or Vehicle Components</b> or <b>Table 7-11: Large Ship or Vehicle Components</b> , depending on target ship silhouette.
55–63	Average (◆◆)	<b>Shields Failing:</b> Reduce defense in all defense zones by 1 point until the Critical Hit is repaired. If the ship or vehicle has no defense, suffer 2 points of system strain.
64–72	Average (◆◆)	<b>Navicomputer Failure:</b> The navicomputer (or in the case of a ship without a navicomputer, its R2 unit) fails, and the ship cannot make the jump to hyperspace until the Critical Hit is repaired. If the ship or vehicle is without a hyperdrive, the vehicle or ship's navigation systems fail, leaving it flying or driving blind, unable to tell where it is or where it's going.
73–81	Average (◆◆)	<b>Power Fluctuations:</b> The ship or vehicle is beset by random power surges and outages. The pilot cannot voluntarily inflict system strain on the ship (to gain an extra starship maneuver, for example) until this Critical Hit is repaired.
82–90	Hard (◆◆◆)	<b>Shields Down:</b> Decrease defense in affected defense zone to 0, and decrease defense in all other defense zones by 1 until this Critical Hit is repaired. While the defense of the affected defense zone cannot be restored until the Critical Hit is repaired, defense from other zones can be assigned to protect that defense zone as usual. If the ship or vehicle is without defense, suffer 4 points of system strain.
91–99	Hard (◆◆◆)	<b>Engine Damaged:</b> The ship or vehicle's maximum speed is reduced by 1 point, to a minimum of 1, until the Critical Hit is repaired.
100–108	Hard (◆◆◆)	<b>Shield Overload:</b> The ship's shields completely fail. Decrease the defense of all defense zones to 0. This Critical Hit cannot be repaired until the end of the encounter, and the ship suffers 2 points of system strain. If the ship or vehicle is without defense, reduce armor by 1 until the Critical Hit is repaired.
109–117	Hard (◆◆◆)	<b>Engines Down:</b> The ship or vehicle's maximum speed is reduced to 0 until the Critical Hit is repaired, although it continues on its present course thanks to momentum. In addition, the ship cannot execute any maneuvers until the Critical Hit is repaired.
118–126	Hard (◆◆◆)	<b>Major System Failure:</b> One component of the attacker's choice is heavily damaged and is inoperable until the Critical Hit is repaired. For a list of ship components, see <b>Table 7-10: Small Ship or Vehicle Components</b> or <b>Table 7-11: Large Ship or Vehicle Components</b> depending on target ship silhouette.
127–133	Daunting (◆◆◆◆)	<b>Major Hull Breach:</b> A huge, gaping tear is torn in the ship's hull, and the ship depressurizes. For ships and vehicles of silhouette 4 and smaller, the entire ship depressurizes in a number of rounds equal to the ship's silhouette. Ships and vehicles of silhouette 5 and larger tend to be highly compartmentalized and have many safeguards against depressurization. These ships don't completely depressurize, but parts do (the specifics regarding which parts depressurize is up to the GM; however, each section of the ship or vehicle that does lose air does so in a number of rounds equal to the vehicle's silhouette). Vehicles and ships operating in an atmosphere can better handle this Critical Hit. However, the huge tear still inflicts penalties, causing the vehicle to suffer the Destabilized Critical Hit instead (see next entry).
134–138	Daunting (◆◆◆◆)	<b>Destabilized:</b> The ship or vehicle's structural integrity is seriously damaged. Reduce the ship or vehicle's hull trauma threshold and system strain threshold to half their original values until repaired.
139–144	Daunting (◆◆◆◆)	<b>Fire!</b> Fire rages through the ship. The ship or vehicle immediately takes 2 points of system strain, and anyone caught in the fire takes damage as discussed on page 156. A fire can be put out with some quick thinking and appropriate skill or Vigilance and/or Cool checks at the Game Master's discretion. Once going, a fire takes one round per 2 of the ship's silhouette points to put out.
145–153	Daunting (◆◆◆◆)	<b>Breaking Up:</b> The vehicle or ship has suffered so much damage that it begins to come apart at its seams, breaking up and disintegrating around the crew. At the end of the following round, the ship is completely destroyed, and the surrounding environment is littered with debris. Anyone aboard the ship or vehicle has one round to get to an escape pod, bail out, or dive for the nearest hatch before they are lost.
154+	–	<b>Vaporized:</b> The ship or vehicle is completely destroyed, consumed in a particularly large and dramatic fireball. Nothing survives.

**TABLE 7-10: SMALL SHIP OR VEHICLE COMPONENTS**

Component	Description
Support Droid	Typically an astromech, the droid is knocked out of commission until it can be repaired. If this droid is a Player Character, it immediately suffers 10 strain.
Ejection System	The pilot and/or crew are unable to escape the ship in an emergency until this system resets or is repaired, depending on the severity of the Critical Hit.
Weapon System	One weapon system of the attacker's choice is knocked offline.
Sensors	Sensor range is reduced by one range band. If the ship's sensors are already limited to close range, they are knocked offline completely, and the ship is effectively blind until the sensors are rebooted or repaired, depending on the severity of the Critical Hit.
Comms	The comms are knocked offline, and the ship can neither send nor receive any electronic signals or data.
Sublight Engines	The engines are slightly damaged and the ship's speed is reduced by 1 point.
Hyperdrive	Either the hyperdrive or navicomputer are damaged, and the ship cannot make the jump to hyperspace.
Shields	The ship's defense is reduced by 1 point in all defense zones.

could generate enough  or  to trigger a weapon's critical rating. Remember, an attack's damage also has to exceed a target's armor to deal a Critical Hit, which is important when firing small arms at something using armor instead of soak. When an attacker generates a Critical Hit, he rolls on **Table 7-9: Critical Hit Result**, and his target suffers the listed effects. Critical Hits are divided into four color-coded severity levels, which dictate the difficulty of the check required to repair the Critical Hit, as listed in the table. These difficulties can be further modified at the GM's discretion.

Once a ship or vehicle suffers a Critical Hit, it counts as suffering that Critical Hit until it is repaired. This status counts even if the effects of the Critical Hit only last a single round. While a ship or vehicle is suffering the effects of a Critical Hit, any additional Critical Hits

generated against it add +10 to the roll on **Table 7-9: Critical Hit Result** per existing Critical Hit.

## COMPONENT CRITICALS

Of all the Critical Hit results, **Component Hit Criticals** have the potential to be the most devastating (outside of those that completely destroy a vessel). Component Hit Criticals functionally disable, either temporarily or permanently, critical systems on a target vessel and can lead to a number of complications. There are two charts for Component Hit Criticals, one for small ships of silhouette 4 or lower, and one for large ships of silhouette 5 or higher. The effects of most of these Critical Hits stack, and a ship can suffer more than one Component Hit Critical.

**TABLE 7-11: LARGE SHIP OR VEHICLE COMPONENTS**

Component	Description
Landing Gear	The ship's landing gear is stuck. Any attempt to land a ship that cannot deploy its landing gear results in 2 points of hull trauma and 2 points of system strain. This only applies to ships of silhouette 5 or less; anything larger is unable to enter a planet's atmosphere.
Weapon System	One weapon system of the attacker's choice is knocked offline.
Sensors	Sensor range is reduced by one range band.
Comms	The comms are knocked offline, and the ship can neither send nor receive any electronic signals or data.
Sublight Engines	The engines are slightly damaged, and the ship's speed is reduced by 1 point.
Hyperdrive	The hyperdrive is damaged, and the ship cannot make the jump to hyperspace.
Shields	The ship's defense is reduced by 1 point in all defense zones.
Landing Bay	One of the vessel's landing bays is knocked out of commission. The severity of the damage is ultimately left to the Game Master's discretion, and could result in anything from a temporary inability to launch or recover ships from this bay, to a failure of the docking bay shield and a total decompression of the entire compartment.
Cargo Hold	The ship is hulled, and one of the cargo holds is exposed to vacuum. Cargo may be damaged or lost, and anyone in the cargo hold takes damage according to the Game Master's discretion.
Bridge	The bridge is damaged. No starship maneuvers or starship actions may be executed aboard the ship until the damage is repaired. In addition, the ship continues on its course at its current speed, and cannot be stopped or its course changed until the damage is fixed.

## REPAIRING HULL TRAUMA

While system strain and the results of many Critical Hits are temporary, hull trauma is more permanent. Repairing hull trauma requires three things—proper facilities, money, and time—the latter two usually in abundance. Proper facilities have enough tools, light, parts, and workspace to make needed repairs to the vehicle.

Once a ship is in a slip or dry dock for repairs, each point of hull trauma restored costs roughly 500 credits. This cost can fluctuate based on the Player Characters' reputation, the scarcity of parts, and countless other factors. The final cost for repairs, like many other aspects of **FORCE AND DESTINY**, is left to the Game Master's discretion. The time required is also variable

and is left to the Game Master's discretion. A good rule of thumb is that light damage (up to a quarter of a ship's total hull threshold) should take an amount of time measured in days, while any damage over that takes weeks or even months to repair.

If it proves imprudent or impossible to get to a proper maintenance facility, the GM might choose to allow the PCs to repair their vehicle using scavenged parts and their own ingenuity. However, these repairs should be somewhat inferior to the real thing, hard to perform (requiring several **Hard** [◆◆◆] or **Daunting** [◆◆◆◆] **Mechanics checks**) and time-consuming. In short, they should be an arduous plot point for the PCs to overcome, not a cheapskate way to avoid getting work done at proper facilities.

## INTERSTELLAR TRAVEL

**D**espite the fact that the advent of the galaxy-shrinking hyperdrive has made travel between stars commonplace, the galaxy is still largely an unimaginably

vast, empty void dotted here and there with tiny islands of civilization. The distances involved in space travel are much larger than those on a planet's surface. Where an overland trip of a thousand kilometers is considered quite long on a planet, traveling the same distance into space from the surface barely takes a ship into orbit. On the other hand, a trip of hundreds of thousands of kilometers, from a planet to its moon, for example, can be considered a short hop.

There are two types of starship travel: sublight travel and hyperspace travel.

### COLLISIONS

**T**here are occasions when vehicles or starships run into the terrain around them, or into another nearby vehicle or starship. In these cases, there are two possible types of collision: glancing blows (minor collisions) and head-on hits (major collisions). Collisions can be mitigated by a ship's defenses; particle shields in particular are specifically designed to absorb impacts.

In the case of a minor collision, all vehicles or starships involved suffer a single Critical Hit. Subtract the ship's defense times ten from the roll; if the result is zero, the ship's shields or other defenses have nullified the collision entirely, and the Critical Hit is canceled. In the case of a major collision, all vehicles or starships involved suffer a single Critical Hit as well. However, only subtract the ship's defense multiplied by five from the roll. If there are multiple defense values on multiple facings of the ship, the GM chooses which facing is hit, based on what the ship or vehicle was doing at the time.

At the GM's discretion, some particularly large vehicles and vessels might be able to ignore collisions with very small vehicles or vessels. However, larger ships and vehicles have a harder time avoiding collisions with larger asteroids or terrain features.

### SUBLIGHT TRAVEL

Sublight travel happens in realspace while a ship is running under her sublight engines. Traveling from a planet's surface to one of its moons or flying between planets in the same system are trips that are undertaken at sublight speeds. These journeys are measured by hundreds of thousands and millions of kilometers. Even at the incredible speeds at which starships travel in realspace, such trips can require many days to complete. **Table 7–12: Sublight Travel Times** presents examples of rough travel distances and times to help both the Game Master and the players estimate the time required for their trip and plan accordingly. These are simply guidelines, however, and should not be taken as hard fact. There are any number of obstacles or extenuating circumstances that could shorten or lengthen a trip, from exceedingly heavy traffic to a freak meteor shower to the appearance of an Imperial fleet in orbit. Ultimately, the Game Master should remember that the exact length of any trip at sublight speeds is left to his discretion, and such movement happens, essentially, at whatever speed the plot requires.

**TABLE 7-12: SUBLIGHT TRAVEL TIMES**

Trip Time	Example
5–15 minutes	Time needed to fly from a planet's orbit to a safe hyperspace jump distance.
30–90 minutes	Time needed to fly from a planet's surface to one of its moons.
6–12 hours	Time needed to fly from one planet to another within the same star system. This time varies a great deal depending on the relative position of the planets in question and any stellar phenomena between them.
12–72 hours	Time needed to fly from the center of a star system to its farthest limits. Again, this time varies greatly depending on the size of the system and any obstacles or stellar phenomena encountered along the way.

## HYPERSPACE TRAVEL











Whereas sublight travel is how ships move between the planets of a single star system, hyperspace travel is how they travel between the stars themselves. Essentially another dimension accessed through the fantastic technology of the hyperdrive, hyperspace allows starships to travel at many times the speed of light, shortening a trip that would take thousands of years at sublight speeds to a handful of days or weeks.


Although it has been studied and scrutinized for as long as the sentient spacefaring races have used it, the exact nature of hyperspace remains a mystery. What is known about it is that hyperspace is essentially an alternate dimension that exists conterminously with realspace. This means that anything traveling through hyperspace is traveling the same direction in realspace. It is this conterminous nature that allows for the mapping of hyperspace and the establishment of hyperspace routes. The relationship between objects in realspace and their reflection in hyperspace is well-documented. Objects, especially large objects with powerful gravity like planets and stars, cast a shadow in hyperspace, and thus they exist in both planes at once. For example, if a star exists at a certain location, its reflection exists in the same location in hyperspace. The hyperspace shadows possess the same mass in hyperspace as the objects that cast them possess in realspace. They present a serious and concrete obstacle in both planes.

Ships moving through hyperspace must navigate around these obstacles as they do in realspace. This is why fixed, well-established hyperspace routes exist between major population centers in the galaxy.

Navigating even the most well-documented hyperspace route entails incredibly complex calculations, which are largely handled by a ship's navicomputer. Although the navicomputer does the bulk of the work, a ship's captain or, in those ships large or lucky enough to have one, its astrogator, still needs to enter coordinates

**TABLE 7-13: ASTROGATION MODIFIERS**

+ 	Description
+   	Damaged or missing astromech droid or navicomputer.
+ 	Quick calculations or entry into hyperspace under duress, typically while escaping pursuit.
+ 	Ship is lightly damaged.
+   	Ship is heavily damaged.
+ 	Outdated, corrupt, or counterfeit navigation charts or navicomputer data.

and double-check the computer's final calculations. Under ideal conditions, this requires an **Easy** () **Astrogation check**. As conditions are rarely ideal for those fighting against the Empire, the Game Master should use the modifiers in **Table 7-13: Astrogation Modifiers** to increase the difficulty of the Astrogation check to reflect the circumstances under which it is being made.

Once a ship is actually in hyperspace, there is little for the crew and passengers to do but sit back and enjoy the ride. All hyperspace routes have an average duration, measured in hours or days, based on the time required for a ship equipped with a Class 1 hyperdrive to make the trip under ideal conditions. As with sublight travel, the time it takes to travel between star systems is left to the Game Master's discretion. When determining the length of time needed for any given trip through hyperspace, the GM should consult **Table 7-14: Hyperspace Travel Times** for general guidelines. These average times are modified by a ship's hyperdrive class, and they can be further modified by the Game Master at his discretion due to complications with the Astrogation check, fluctuations in the route, outdated charts, or any other reason he sees fit.

Of course, most starships (especially civilian vessels) do not have a Class 1 hyperdrive. To determine the actual travel time for a particular starship, first determine the hyperdrive travel time. The GM should consult **Table 7-14**; then, using that information as a basis, he can estimate the actual travel time between the two points for a Class 1 hyperdrive. Next, he multiplies this travel time by the hyperdrive's class. So, the time for a Class 1 hyperdrive remains the same. However, a ship with a Class 2 hyperdrive would take twice as long to get somewhere, a Class 3 hyperdrive would take three times as long, and so on.

**TABLE 7-14: HYPERSPACE TRAVEL TIMES**

Distance Traveled	Average Duration
Within a sector	Ten to twenty-four hours.
Within a region	Ten to seventy-two hours.
Between regions	Three days to one week.
Across the galaxy	One to three weeks.



# VEHICLE PROFILES

Planetary vehicles in **FORCE AND DESTINY** fall into four broad categories, which encompass a wide variety of landspeeders, walkers, airspeeders, and groundcars. Used in nearly every occupation and often a requirement for survival, a good, reliable vehicle is usually more than the sum of its parts.

## AIRSPEDERS

Airspeeders are a common sight on worlds across the galaxy. Airspeeders are generally small to medium-sized atmospheric craft powered by a combination of high-thrust turbine engines and repulsorlifts.

### UBRIKKIAN INDUSTRIES TALON I COMBAT CLOUD CAR

A sturdy, nimble high-atmosphere cloud car designed specifically for combat and patrol duty, the Ubrikkian Industries' Talon I is utilized by many security forces.



**Vehicle Type/Model:** Cloud Car/Talon I.  
**Manufacturer:** Ubrikkian Industries.  
**Maximum Altitude:** 100 kilometers.  
**Sensor Range:** Short.  
**Crew:** One pilot.  
**Encumbrance Capacity:** 10.  
**Passenger Capacity:** None.  
**Price/Rarity:** 36,000 credits/5.  
**Customization Hard Points:** 2.  
**Weapons:** Forward-mounted twin heavy blaster cannon (Fire Arc Forward; Damage 4; Critical 3; Range [Close]; Linked 1).

## LANDSPEEDERS

Ubiquitous and reliable, speeders can be found on even the most backwater worlds in the galaxy.

Speeders ignore hazards and the effects of terrain lower than their operating altitudes.

### PASSENGER LANDSPEEDER

The following profile represents a typical five-person landspeeder used for short-range planetary travel.

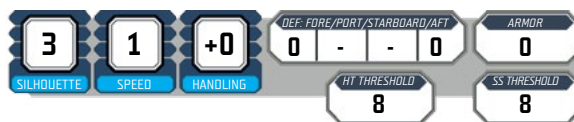


**Vehicle Type/Model:** Landspeeder/Various.  
**Manufacturer:** Various Corporations.

**Maximum Altitude:** 10 meters.  
**Sensor Range:** Close.  
**Crew:** One pilot.  
**Encumbrance Capacity:** 10.  
**Passenger Capacity:** 4.  
**Price/Rarity:** 3,500 credits/3.  
**Customization Hard Points:** 4.  
**Weapons:** None.

### A-A3 DRAY LIGHT SPEEDER TRUCK

Designed as light-duty speeder trucks, Drays feature an enclosed cab that seats three abreast and a long, open bed that can carry cargo or passengers.



**Vehicle Type/Model:** Speeder truck/A-A3.  
**Manufacturer:** Trast Heavy Transports.  
**Maximum Altitude:** 8 meters.  
**Sensor Range:** Close.  
**Crew:** One pilot.  
**Encumbrance Capacity:** 135 (without passengers in the bed).  
**Passenger Capacity:** 3 in the cab, up to 8 in the bed.  
**Price/Rarity:** 7,000 credits/2.  
**Customization Hard Points:** 3.  
**Weapons:** None.

### 85-XS ODYSSEY HEAVY SPEEDER BIKE

Based on the reliable 74-Y speeder bike platform, this two-person speeder bike was designed for long-distance travel over rough terrain.



**Vehicle Type/Model:** Speeder Bike/85-XS.  
**Manufacturer:** Aratech Repulsor Company.  
**Maximum Altitude:** 25 meters.  
**Sensor Range:** Close.  
**Crew:** One pilot.  
**Encumbrance Capacity:** 15.  
**Passenger Capacity:** 1.  
**Price/Rarity:** 4,500 credits/5.  
**Customization Hard Points:** 4.  
**Weapons:** None.

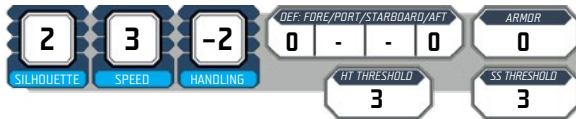
## WHEELED AND TRACKED VEHICLES

Wheels and tracks remain some of the oldest means of locomotion in the galaxy.

Wheeled vehicles suffer the effects of terrain as discussed in **Ground Vehicles and Terrain**, page 188, while tracked vehicles treat any terrain as if it were one step lower in difficulty.

### GALLIS-TECH 48 ROLLER

Gallis-Tech's 48 Roller is a one-person wheel bike, a contraction where the pilot rides within a single, large wheel.



**Vehicle Type/Model:** Wheel Bike/48 Roller.  
**Manufacturer:** Gallis-Tech.  
**Sensor Range:** None.  
**Crew:** One pilot.  
**Encumbrance Capacity:** 5.  
**Passenger Capacity:** 0.  
**Price/Rarity:** 750 credits/5.  
**Customization Hard Points:** 0.  
**Weapons:** None.

### GROUND CAR

The groundcar is as primitive as it is ubiquitous on poor or recently-colonized worlds. Instead of using repulsorlifts or even tracks, it moves via four or more powered wheels.



**Vehicle Type/Model:** Groundcar/Variou.

**Manufacturer:** Various manufacturers.  
**Sensor Range:** None.  
**Crew:** One pilot.  
**Encumbrance Capacity:** 20.  
**Passenger Capacity:** 3.  
**Price/Rarity:** 1,500 credits/2.  
**Customization Hard Points:** 2.  
**Weapons:** None.

## WALKERS

Two or more articulated legs give walkers the ability to traverse most terrain, although not at any great speed.

Like repulsorlift vehicles, walkers ignore penalties from light terrain and from difficult terrain composed of any hazard lower than half the vehicle's height.

### AT-HCT

A single driver controls the vehicle from a saddle-seat mounted off its front. Behind the driver, the rest of the AT-HCT consists of a single open-topped bed.



**Vehicle Type/Model:** Walker/AT-HCT.  
**Manufacturer:** Rothana Heavy Engineering.  
**Sensor Range:** Medium.  
**Crew:** One pilot.  
**Encumbrance Capacity:** 200.  
**Passenger Capacity:** 6.  
**Price/Rarity:** 3,000 credits/3.  
**Customization Hard Points:** 2.  
**Weapons:** None.

## STARSHIP PROFILES

Starships are produced in a dizzying array of shapes, styles, and sizes by dozens of highly respected shipwrights and industrial concerns throughout the galaxy. The following section provides a list of vessels that an itinerant Force user might encounter in his travels.

### STARFIGHTERS AND PATROL BOATS

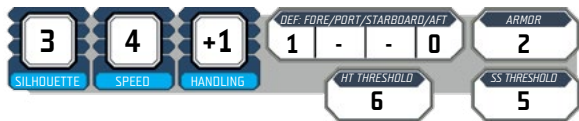
Starfighters and patrol boats are the smallest hyper-space-capable starships found in the galaxy. While they share some overlapping missions, starfighters and patrol boats are generally quite different in their construction, load-out, and usage.

Starfighters are small, short-range, one or two-person spacecraft used by both military and civilian organizations across the galaxy for patrol, escort, force projection, and reconnaissance duties.

Patrol boats are larger and sturdier vessels. Typically between a starfighter and a light freighter in size, patrol boats are designed for intrasystem patrols, interdiction, law and customs enforcement, and long-range reconnaissance.

### DELTA-6 SYSTEM DEFENSE STARFIGHTER

An incredibly simple starfighter, the Delta-6 is a lightweight, single-seat interceptor with a narrow, arrow-head-shaped hull.



**Hull Type/Class:** Starfighter/Delta-6.  
**Manufacturer:** Kuat Systems Engineering.  
**Hyperdrive:** None.  
**Navicomputer:** None.  
**Sensor Range:** Close.  
**Ship's Complement:** One pilot.  
**Encumbrance Capacity:** 8.  
**Passenger Capacity:** 0.  
**Consumables:** One day.  
**Price/Rarity:** 30,000 credits/4.  
**Customization Hard Points:** 2.  
**Weapons:** Forward-mounted twin light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).

### DELTA-7 AND DELTA-7B AETHERSPRITE LIGHT INTERCEPTOR

Descended from the ancient *Aurek*-class tactical strike-fighter and the earlier Delta-6 short-range interceptor, the Aethersprite was designed to replace the aging Delta-6 in military, paramilitary, and private defense forces.



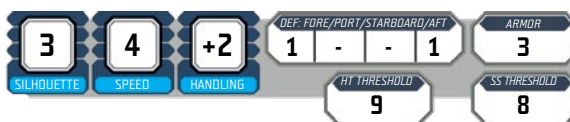
**Hull Type/Class:** Starfighter/Delta-7/Delta-7B.  
**Manufacturer:** Kuat Systems Engineering.  
**Hyperdrive:** None.  
**Navicomputer:** None—astromech droid socket.  
**Sensor Range:** Close.  
**Ship's Complement:** One pilot, one astromech droid.  
**Encumbrance Capacity:** 4.  
**Passenger Capacity:** 0.  
**Consumables:** 5 days.  
**Price/Rarity:** 78,000 credits/6.  
**Customization Hard Points:** 2.  
**Weapons:** Forward-mounted twin medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

### DELTA-12 SKYSPRITE

The Delta-12 Skysprite is a rare two-seat version of the Delta-7 Aethersprite light interceptor. Designed as both a trainer and long-range reconnaissance fighter, the Skysprite is nearly identical to its siblings.

### SYLIURE-31 HYPERSPACE DOCKING RING

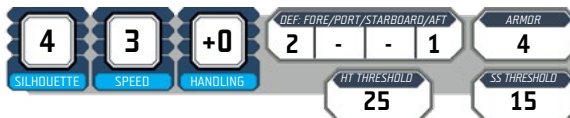
Designed by TransGalMeg in association with KSE, the Syliure-31 is a medium-range hyperspace sled made to provide hyperspace capabilities to the Delta-7, Delta-7B, and Delta-12 starfighters. The Syliure-31 is a simple affair consisting of two powerful ion engines and a medium-range Class 1 hyperdrive that gives the Delta-series fighters respectable range and hyperspace capabilities. Hyperspace docking rings are usually kept in orbit above worlds with garrisoned Delta-series fighters, and some can still be found active on station over the occasional Outer Rim world.



**Hull Type/Class:** Starfighter/D-12 Skysprite.  
**Manufacturer:** Kuat Systems Engineering.  
**Hyperdrive:** None.  
**Navicomputer:** None—astromech socket.  
**Sensor Range:** Short.  
**Ship's Complement:** One pilot.  
**Encumbrance Capacity:** 8.  
**Passenger Capacity:** 1.  
**Consumables:** Two weeks.  
**Price/Rarity:** 85,000 credits/8.  
**Customization Hard Points:** 2.  
**Weapons:** None.

### LAMBDA-CLASS T4-A LONG-RANGE SHUTTLECRAFT

Slow and sturdy, these shuttles were designed to haul both passengers and cargo, and they can be configured as troop carriers, heavy cargo shuttles, and even luxury VIP shuttles for high-ranking Imperial officers and dignitaries.



**Hull Type/Class:** Shuttlecraft/Lambda-class.  
**Manufacturer:** Sienar Fleet Systems.  
**Hyperdrive: Primary:** Class 1, **Backup:** Class 10.  
**Navicomputer:** Yes.  
**Sensor Range:** Short.  
**Ship's Complement:** One pilot, one co-pilot, one navigator, one gunner, one comms operator, one engineer.  
**Encumbrance Capacity:** 200 (without passengers).  
**Passenger Capacity:** 20.  
**Consumables:** Two months.

**Price/Rarity:** 140,000 credits (R)/6.

**Customization Hard Points:** 2.

**Weapons:** Two forward-mounted light blaster cannons (Fire Arc Forward; Damage 4; Critical 4; Range [Close]; Linked 1).

Two forward-mounted twin light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).

Aft-mounted twin light blaster cannon (Fire Arc Aft; Damage 4; Critical 4; Range [Close]; Linked 1).

### CIVILIAN PATHFINDER SCOUT SHIP

A long, narrow vessel with sharply pointed bows, steeply raked, aft-mounted stabilizers, and a planform like an arrow, the Pathfinder was designed as a long-range scout and courier vessel.



**Hull Type/Class:** Scout Ship/*Pathfinder*-class.

**Manufacturer:** Vangaard Industries.

**Hyperdrive: Primary:** Class 3, **Backup:** Class 15.

**Navicomputer:** Yes.

**Sensor Range:** Extreme.

**Ship's Complement:** One pilot, one co-pilot.

**Encumbrance Capacity:** 45.

**Passenger Capacity:** 2.

**Consumables:** Three months.

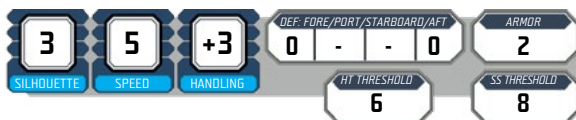
**Price/Rarity:** 45,000 credits/6.

**Customization Hard Points:** 2.

**Weapons:** Dorsal turret-mounted light laser cannon (Fire Arc All; Damage 5; Critical 3; Range [Close]).

### TIE/LN SPACE SUPERIORITY STARFIGHTER

The primary space superiority fighter of the Imperial Navy, the tiny and fragile Twin Ion Engine fighter has been in service with the Empire for decades now.



**Hull Type/Class:** Starfighter/TIE/Ln.

**Manufacturer:** Sienar Fleet Systems.

**Hyperdrive:** None.

**Navicomputer:** None.

**Sensor Range:** Close.

**Ship's Complement:** One pilot.

**Encumbrance Capacity:** 4.

**Passenger Capacity:** 0.

**Consumables:** Two days.

**Price/Rarity:** 50,000 credits (R)/4.

**Customization Hard Points:** 0.

**Weapons:** Forward-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

## GROUND VEHICLES AND TERRAIN

Vehicles that travel on or in close proximity to the ground are affected by natural and artificial terrain features that can make piloting more difficult. Depending on its difficulty and makeup, terrain reduces a vehicle's speed. In addition, just like with starfighters, the speed the vehicle is moving determines the difficulty of any Piloting (Planetary) checks that might need to be made to navigate the area. In addition, the terrain involved may add further complications to the check.

TABLE 7-15: DIFFICULT TERRAIN

+ ■	Terrain
-	Light terrain. Rough gravel roadways; clear, dry fields; low hills; and light urban ground or air traffic.
+ ■	Medium terrain. Deep mud or standing water less than fifty centimeters deep. Also soft, drifting sand; dense undergrowth; ancient ruins; and heavy urban ground or air traffic.
+ ■ ■	Heavy terrain. Fast-flowing water over a meter deep; rocky, unstable terrain; thick forests; narrow, winding streets; ruined cities; urban ground or air traffic so heavy that it has completely stopped. Wheeled vehicles typically cannot pass this type of terrain, but tracked vehicles and walkers can.

## FREIGHTERS AND TRANSPORTS

The lifeblood of galactic commerce, transports and freighters carry the agricultural, industrial, and commercial bounty of the galaxy to all of its people. Used by militaries, governments, and private concerns, these are spacious, generally slow vessels designed for the sole purpose of moving goods from production to market as efficiently and safely as possible.

### G9 RIGGER LIGHT FREIGHTER

A small, unremarkable craft, the G9 has a blocky, double-decked hull that resembles a speeder truck more than a starship.



**Hull Type/Class:** Light Freighter/*Rigger*-class.

**Manufacturer:** Corellian Engineering Corporation.

**Hyperdrive: Primary:** Class 3, **Backup:** None.

**Navicomputer:** Yes.

**Sensor Range:** Medium.

**Ship's Complement:** One pilot, one co-pilot.  
**Encumbrance Capacity:** 80.  
**Passenger Capacity:** 6.  
**Consumables:** One month.  
**Price/Rarity:** 55,000 credits/5.  
**Customization Hard Points:** 4.  
**Weapons:** Dorsal auto-blasters (Fire Arc Forward; Damage 3; Critical 5; Range [Close]; Auto-Fire).

Outrigger turret-mounted light blaster cannon (Fire Arc Forward, Starboard, and Aft; Damage 4; Critical 4; Range [Close]).

Ventral wing-mounted light blaster cannon (Fire Arc Forward; Damage 4; Critical 4; Range [Close]).

### HWK-290 LIGHT FREIGHTER

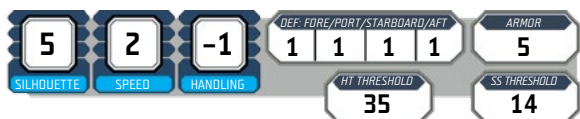
Unlike the relatively staid and workmanlike YT-series, which was marketed toward smaller-profile traders and tramp freighter operators, the HWK-290 was targeted at wealthy, high-profile clients such as powerful interstellar shipping conglomerates and planetary governments.



**Hull Type/Class:** Freighter/HWK-290.  
**Manufacturer:** Corellian Engineering Corporation.  
**Hyperdrive: Primary:** Class 2, **Backup:** None.  
**Navicomputer:** Yes.  
**Sensor Range:** Short.  
**Ship's Complement:** One pilot, one co-pilot.  
**Encumbrance Capacity:** 75.  
**Passenger Capacity:** 2.  
**Consumables:** Three months.  
**Price/Rarity:** 70,000 credits/7.  
**Customization Hard Points:** 5.  
**Weapons:** None.

### HT-2200 MEDIUM FREIGHTER

Solidly built and packed with state-of-the-art avionics and cargo-handling systems, the massive, slab-sided HT-2200 medium freighter is a relatively new ship design from Corellian Engineering Corporation (CEC).

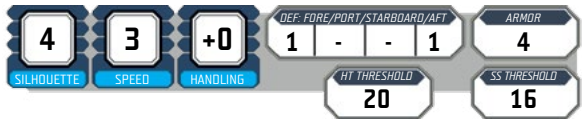


**Hull Type/Class:** Freighter/HT-2200.  
**Manufacturer:** Corellian Engineering Corporation.  
**Hyperdrive: Primary:** Class 2, **Backup:** Class 15.  
**Navicomputer:** Yes.  
**Sensor Range:** Short.  
**Ship's Complement:** One pilot, one co-pilot, one engineer, one loadmaster.  
**Encumbrance Capacity:** 800.  
**Passenger Capacity:** 8.

**Consumables:** Three months.  
**Price/Rarity:** 140,000 credits/5.  
**Customization Hard Points:** 5.  
**Weapons:** One dorsal and one ventral turret-mounted medium laser cannon (Fire Arc All; Damage 6; Critical 3; Range [Close]).

### SIMIYAR LIGHT FREIGHTER

One of the more popular ships to come out of the vaunted Mon Calamari Shipyards, the *Simiyar*-class light freighter is study in both form and function.

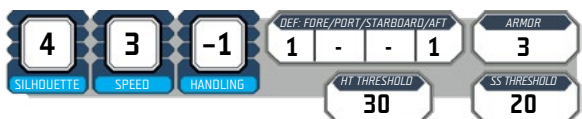


**Hull Type/Class:** Freighter/*Simiyar*-class.  
**Manufacturer:** Mon Calamari Shipyards.  
**Hyperdrive: Primary:** Class 2, **Backup:** Class 15.  
**Navicomputer:** Yes.  
**Sensor Range:** Medium.  
**Ship's Complement:** One pilot, one co-pilot.  
**Encumbrance Capacity:** 90.  
**Passenger Capacity:** 5.  
**Consumables:** Two months.  
**Price/Rarity:** 165,000 credits/6.  
**Customization Hard Points:** 4.  
**Weapons:** Dorsal turret-mounted twin light laser cannons (Fire Arc All; Damage 5; Critical 3; Range [Close]; Linked 1).

Forward-mounted light ion cannon (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Ion).

### ZH-25 QUESTOR LIGHT FREIGHTER

Spurred by the success of the Z-10 *Seeker*-class scout ship, the ZH-25 *Questor*-class is Starfeld Industries' first foray into the light freighter market.



**Hull Type/Class:** Freighter/*Questor*-class.  
**Manufacturer:** Starfeld Industries.  
**Hyperdrive: Primary:** Class 2, **Backup:** Class 15.  
**Navicomputer:** Yes.  
**Sensor Range:** Medium.  
**Ship's Complement:** One pilot, one co-pilot.  
**Encumbrance Capacity:** 100.  
**Passenger Capacity:** 6.  
**Consumables:** Three months.  
**Price/Rarity:** 115,000 credits/6.  
**Customization Hard Points:** 4.  
**Weapons:** Ventral turret-mounted medium laser cannon (Fire Arc All; Damage 6; Critical 3; Range [Close]).

## CAPITAL SHIPS

In layman's terms, a capital ship is typically a large, heavily armed and armored warship with a sizable crew, designed to battle other ships of its type.

### ADZ-CLASS DESTROYER

Produced by Kuat Drive Yards (KDY), the Adz-class is a purpose-built patrol ship designed for long-range patrol duty and detached solo cruising.



**Hull Type/Class:** Destroyer/Adz-class.  
**Manufacturer:** Kuat Drive Yards.  
**Hyperdrive:** Primary: Class 2, Backup: Class 12.  
**Navicomputer:** Yes.  
**Sensor Range:** Extreme.  
**Ship's Complement:** 30 officers, pilots, and enlisted crew.  
**Starfighter Complement:** 6.  
**Encumbrance Capacity:** 500.  
**Passenger Capacity:** 8 troops.  
**Consumables:** 3 months.  
**Price/Rarity:** 4,450,000 credits (R)/7.  
**Customization Hard Points:** 1.

**Weapons:** Two forward and one aft dorsal turret-mounted quad laser cannons (Fire Arc All; Damage 5; Critical 3; Range [Close]; Accurate, Linked 3).

Two port and two starboard turret-mounted light ion cannons (Fire Arc All; Damage 5; Critical 4; Range [Close]; Ion).

### CR90 CORVETTE

A versatile light capital ship, Corellian Engineering's CR90 corvette is a small, multi-purpose vessel popular with both militaries and civilian organizations. These ships are remarkably fast and agile for vessels of their size.



**Hull Type/Class:** Corvette/CR90.  
**Manufacturer:** Corellian Engineering Corporation.

**Hyperdrive:** Primary: Class 2, Backup: None.

**Navicomputer:** Yes.

**Sensor Range:** Long.

**Ship's Complement:** 30–165, depending on configuration.

**Encumbrance Capacity:** Up to 2,500, depending on configuration.

**Passenger Capacity:** Up to 600, depending on configuration.

**Consumables:** One year.

**Price/Rarity:** 1,200,000 credits/5.

**Customization Hard Points:** 4.

**Weapons:** One dorsal and one ventral turret-mounted twin medium turbolaser battery (Fire Arc All; Damage 10; Critical 3; Range [Long]; Breach 3, Linked 1, Slow-Firing 1).

Two port and two starboard turret-mounted light turbolasers (Fire Arc Port or Starboard; Damage 9; Critical 3; Range [Medium]; Breach 2, Slow-Firing 1).

### IR-3F-CLASS LIGHT FRIGATE

The IR-3F-class light frigate is an old and outdated patrol craft.



**Hull Type/Class:** Frigate/IR-3F-class.  
**Manufacturer:** Republic Sienar Systems.

**Hyperdrive:** None.

**Navicomputer:** None.

**Sensor Range:** Extreme.

**Ship's Complement:** 20 officers and enlisted crew.

**Starfighter Complement:** None.

**Encumbrance Capacity:** 1,800.

**Passenger Capacity:** 10 troops.

**Consumables:** One month.

**Price/Rarity:** 1,000,000 credits/6.

**Customization Hard Points:** 2.

**Weapons:** One ventral turret-mounted twin light turbolaser battery (Fire Arc Forward; Damage 9; Critical 3; Range [Medium]; Breach 2, Linked 1, Slow-Firing 1).

One dorsal turret-mounted twin light turbolaser battery (Fire Arc All; Damage 9; Critical 3; Range [Medium]; Breach 2, Linked 1, Slow-Firing).

One port and one starboard turret-mounted twin medium laser cannon (Fire Arc Port and Starboard; Damage 6; Critical 3; Range [Close]; Linked 1).

## SHIP AND VEHICLE MODIFICATIONS

Many ships and vehicles can be improved in a wide variety of ways. These improvements can range from simple increases in armor, shields, or speed to

more esoteric enhancements such as electronic countermeasures or hidden storage compartments.

## ATTACHMENTS

The following are a small selection of common attachments seen on the ships and vehicles used by characters in **FORCE AND DESTINY**. These modifications run the gamut from docking clamps and larger engines to hidden compartments and more powerful weapons. This is not intended to be a comprehensive list, as such a list is well outside the scope of this publication, but it is meant to be representative of what can be done to customize a spacecraft. Game Masters are encouraged to design their own attachments to fit their players' tastes and the needs of their campaigns. More options for attachments will appear in future supplements.

### ADVANCED TARGETING ARRAY

Installation of an ATA increases the accuracy of a ship's weapons.

**Base Modifiers:** Upgrades the ability of Gunnery checks when firing mounted weapons by one.

**Modification Options:** 1 Additional upgrade Mod, 1 Innate Talent Mod (Sniper Shot), 1 Innate Talent Mod (True Aim).

**Hard Points Required:** 1.

**Cost:** 4,000 credits.

### ELECTRONIC COUNTERMEASURES SUITE

Designed to blind and deafen enemy ships, an electronic countermeasures suite transmits a dense stream of white noise and junk data that fogs sensors and jams comms traffic. This may be applied to all starships and vehicles.

**Base Modifiers:** Blocks all sensors within range, counting the ship or vehicle's silhouette as one step smaller when being fired at. Immediately notifies all ships in a star system, or within 100 kilometers if planetside, of the ship or vehicle's existence.

**Modification Options:** 1 Increase difficulty by one when making subsequent attacks with the Guided quality Mod.

**Hard Points Required:** 1.

**Cost:** 3,000 credits.

### ENHANCED CARBON-DURASTEEL ARMOR

Produced by numerous starship manufacturers, these armor plates are made from a complex lattice of carbon nanotubes embedded with spun threads of durasteel. This modification may be applied to all starships and vehicles.

**Base Modifiers:** Adds one point to starship armor and reduces starship handling by one.

**Modification Options:** None.

**Hard Points Required:** 2.

**Cost:** 2,000 credits per point of starship or vehicle silhouette.

TABLE 7-15: ATTACHMENTS

Attachment	Price	Rarity	HP
Advanced Targeting Array	4,000	4	1
Electronic Countermeasures	3,000	6	1
Enhanced Armor	2,000 x silhouette	3	2
High-Output Ion Turbine	5,300	5	1
Hyperdrive Generator	6,400	4	1
Hydraulic Control Circuits	1,000	7	2
Reinforced Shield Generator	3,800	5	2
Retrofitted Hangar Bay	5,000 x silhouette	3	2
Smuggling Compartments	(R) 1,200	1	1
Upgraded Comms Array	4,800	6	1
Upgraded Weapons	Varies	Varies	Varies

### HIGH-OUTPUT ION TURBINE

Upgraded engines increase a ship or vehicle's raw, straight-line speed at the cost of lower reliability. This modification may be added to any ship or vehicle.

**Base Modifiers:** Adds one point to a ship's speed and reduces system strain threshold by one.

**Modification Options:** None.

**Hard Points Required:** 1.

**Cost:** 5,300 credits.

### HYDRAULIC CONTROL CIRCUITS

These circuits do have an incredible resistance to the effects of ion weapons, a fact that has not gone unnoticed among pilots and ship owners.

**Base Modifiers:** Ships equipped with these attachments suffer half damage from weapons possessing the Ion quality after damage is reduced by soak. When installed, reduce handling and system strain threshold by one.

**Modification Options:** 1 Defender chooses ship component affected by Ion item quality, as opposed to the attacker Mod. 1 Increase system strain threshold by one Mod.

**Hard Points Required:** 2.

**Cost:** 1,000 credits.

### HYPERDRIVE GENERATOR

Upgraded hyperdrive generators increase a vessel's speed through hyperspace, allowing it to complete journeys in a fraction of the usual time.

**Base Modifiers:** Reduces a ship's hyperdrive rating by 1 to a minimum of 1.

**Modification Options:** 2 Reduce hyperspace rating from one to a minimum of .5 Mods.

**Hard Points Required:** 1.

**Cost:** 6,400 credits.

## REINFORCED SHIELD GENERATOR

Hardened shields upgrade a ship's stock particle and ray shielding, increasing its strength and making the shields easier to manage.

**Base Modifiers:** One additional point of defense to one defense zone of choice Mod.

**Modification Options:** 2 One additional point of defense to one defense zone of choice Mods.

**Hard Points Required:** 2.

**Cost:** 3,800 credits.

## RETROFITTED HANGAR BAY

Some starships and large vehicles can be modified to carry smaller vehicles (with a maximum silhouette of two smaller than the carrier) in a converted cargo hold or other compartment. May only be used on ships or vehicles with a silhouette of 5 or more.

**Base Modifiers:** Allows a ship or vehicle to carry smaller vehicles (with a maximum silhouette of two smaller than the carrier) in a converted cargo hold or other compartment. The maximum capacity is calculated by adding together all of the carried vehicles' silhouettes. Carrier vehicles with silhouette 5 can carry a total silhouette of 5, silhouette 6 vehicles can carry a total silhouette of 20, and silhouette 7+ vehicles can carry a total silhouette of 60. Common sense and GM judgment apply when determining what vehicles can and cannot fit in a hangar bay.

**Modification Options:** 5 Additional +1 maximum silhouette capacity Mods.

**Hard Points Required:** 2.

**Cost:** 5,000 credits per point of starship or vehicle silhouette.

## SMUGGLING COMPARTMENTS

Installed in starships, especially freighters and transports, for the transportation of contraband, smuggling compartments are used to hide goods from the prying eyes of planetary customs agents.

**Base Modifiers:** Stores items of up to 25 encumbrance per compartment. This still counts as part of the total encumbrance threshold of a ship. Increases difficulty of checks made to find compartments by +2.

**Modification Options:** 2 Additional storage (25 encumbrance) Mods.

**Hard Points Required:** 1.

**Cost:** 1,200 credits.

## UPGRADED COMMS ARRAY

Upgraded comms systems are powerful subspace comms arrays that can be fitted to most ships in the galaxy. They are typically equipped with both video and audio pickups and with the ability to interface quickly and easily with droid brains and other comms systems.

**Base Modifiers:** Increases the range of shipboard

communications by one range band.

**Modification Options:** 2 Additional comms range band Mods.

**Hard Points Required:** 1.

**Cost:** 4,800 credits.

## UPGRADED WEAPONS

The simple act of mounting more or heavier weapons on a starship or vehicle. The combinations of weapon load-outs are nearly endless, thanks to the diversity of weapon systems in the galaxy. Weapon choice is left up to the needs of the Player Characters and the availability, either legally or illegally, of weapon systems.

**Base Modifiers:** See **Table 7-16: Upgrading Weapons** for a list of what weapons can be mounted to what kind of ship. This is not meant to be an exhaustive list, but provides a series of guideline that can be applied for other, non-standard weapons as well.

**Modification Options:** None.

**Hard Points Required:** 0 if replacing an existing system. 1 if adding a new weapon system. Weapon systems combining two or more weapons always cost 1 hard point, even if replacing an existing system.

**Cost:** Varies.

**TABLE 7-16: UPGRADING WEAPONS**

Weapon	Price/ Rarity	Compatible Silhouette
Auto-Blaster	3,000/3	2-10
Blaster Cannon (Light)	4,000/2	2-10
Blaster Cannon (Heavy)	5,000/3	3-10
Concussion Missile Launcher	7,500/5	3-10
Ion Cannon (Light)	5,000/5	3-10
Ion Cannon (Medium)	6,000/6	5-10
Ion Cannon (Heavy)	7,500/7	6-10
Laser Cannon (Light)	5,500/4	3-10
Laser Cannon (Medium)	7,000/4	3-10
Laser Cannon (Heavy)	7,500/5	4-10
Proton Torpedo Launcher	(R) 9,000/7	3-10
Quad Laser Cannon	8,000/6	4-10
Tractor Beam (Light)	6,000/4	4-10
Tractor Beam (Medium)	8,000/5	5-10
Tractor Beam (Heavy)	10,000/6	5-10
Turbolaser (Light)	(R) 12,000/7	5-10
Turbolaser (Medium)	(R) 15,000/7	6-10
Turbolaser (Heavy)	(R) 20,000/8	6-10
Linking two or more weapons of the same type (this adds the Linked quality to the weapon with a value equal to the additional weapons added)	+ half the cost of the weapon per additional weapon	As weapon



# VIII

## THE FORCE

**A**lthough the galaxy is a vast place, thousands of years of recorded hyperspace travel, technological progress, and exploration have uncovered many of its mysteries. Galactic civilization has spread across the stars. Its sciences have explained the physical laws governing the universe, and—some argue—swept away the need for primitive superstitions.

And yet, the galaxy has a fundamental mysticism that science cannot unravel. This power has always defied the attempts of skeptics to explain it away, and its influence is undeniable. Species and cultures have known this strange energy by a multitude of names, but the Jedi and Sith know it as the Force.

Sentient beings have known of the Force throughout galactic history. Historians have recorded the role of Force-sensitive beings in momentous events since the earliest days of the Old Republic. Force users fought in many pivotal conflicts, from the ancient and high-mythical battles between the Jedi and Sith to the still-recent conflicts in the galaxy-spanning Clone Wars. They have

counseled governments and led empires. They have brought both strife and peace to the galaxy.

Despite Imperial attempts to suppress knowledge of the Force, memories remain of the two great opposing traditions of Force users: the Jedi and the Sith. Each has sought to understand the Force in its own way, and myths and tales tell of their constant struggle throughout the ages. Perhaps because of the inherently mystical nature of their studies, both remain shrouded in legend. However, these two paths embody the duality of the Force, and comprise the major approaches for those who wish to manipulate its awesome power for good or ill.

Regardless of legend or rumor, such feats are almost unthinkable now in this era of Galactic Civil War and Imperial persecution. The Force remains, always, but its students are scattered and hidden. If they are to shape the course of galactic events once again, they must learn of its ways and choose a path for themselves.

## THE FORCE IN FORCE AND DESTINY

**B**y default, all characters playing a career from **FORCE AND DESTINY** are Force-sensitive. Being Force-sensitive

is very different from being a Jedi, as only years of study in the techniques and teachings of the Order

entitle a Force user to such an accolade. Most Force-sensitives would not be able to achieve the degree of skill necessary to become fully fledged Jedi Knights, and in the modern age, the Jedi have been so thoroughly expunged that finding a qualified teacher in their techniques is a practical impossibility. That being said, many of the characters in **FORCE AND DESTINY** have the opportunity to advance their abilities and hone their skills to the point where they could rival the Jedi of old. It is up to them as to whether they emulate the ancient guardians of the galaxy or supplant them.




In this game, the ability to use the Force is represented by a character's Force rating. Most Non-Player Characters have a Force rating of zero. This does not mean they are wholly cut off from the Force, as everything in the galaxy is affected by it, but it has no tangible impact on their day-to-day existence as they perceive it. Force-sensitive characters who do apprehend the Force always have a Force rating. All of the Player Characters who use a career from **FORCE AND DESTINY** have a Force rating of 1 at character creation, and have chances to increase it as their characters grow.


## FORCE-SENSITIVE CHARACTERS

Being Force-sensitive allows a character to unlock certain special abilities and the means with which to activate and use Force powers, which are discussed later in this chapter.

**A Force-sensitive character is any character with a Force rating of 1 or higher.** A character must be Force-sensitive to select certain specialization trees and particular talents. In addition, certain talents and abilities may affect Force-sensitive characters in different ways than they affect characters who do not have a Force rating. There are some abilities that only

### FORCE DICE

The twelve-sided, white Force die  is the seventh narrative die used in **FORCE AND DESTINY**. On it are white circular symbols representing the light side of the Force  and black circular symbols representing the dark side of the Force .

The Force die is unique among the dice in **FORCE AND DESTINY** because, unlike the other dice, the Force die does not generate symbols that contribute toward success or failure. In addition, the Force die's Light Side and Dark Side symbols do not cancel each other out. Instead, the Force die generates resources in the form of Force points  for Force-sensitive characters to spend to activate Force powers and other abilities.

affect Force-sensitive characters, and there are others to which Force-sensitives are effectively immune. When this is the case, it is noted in the description of the talent or ability in question.

### BECOMING FORCE-SENSITIVE




Generally, Player Characters using a career from **FORCE AND DESTINY** do not need to become Force-sensitive, since they start that way. A Player Character who uses one of **FORCE AND DESTINY**'s six careers gains Force rating 1 as a starting ability.

If a PC does not begin play with Force rating 1 (this generally will only happen if the player selects a career from **AGE OF REBELLION** or **EDGE OF THE EMPIRE**), the character will need to take one of the Force-sensitive universal specializations in those books to gain Force rating 1 and become a Force-sensitive.

## FORCE-SENSITIVE RULES

**F**orce-sensitives gain access to certain unique powers and abilities via the Force. These abilities can take the form of **Force powers** or **Force talents**. Both Force powers and Force talents have a set of individual rules governing their use, as described later in this section. They also share certain universal rules.

Force powers and Force talents generally work in one of two ways:

- First, the PC can make a **Force power check**, rolling a number of Force dice  and using the results to generate Force points . The character can spend these  to activate and enhance

abilities in a variety of ways, as described in the individual Force power or Force talent.

- Second, the PC can **commit** a number of Force dice. While Force dice are committed to a power (as described in the power), the PC counts his Force rating as one lower than normal for each Force die committed. Force dice can remain committed to a power or ability for multiple game rounds, and while committed, provide the PC with an ongoing effect.

## FORCE POWER CHECKS

Most Force powers and Force talents provide the user with a temporary effect—they accomplish something and then end. What they accomplish is detailed in the description of the power or talent. However, most powers or talents that provide a temporary effect require the character to spend one or more **Force points** ● to activate the power or ability.

Characters generate ● by making a Force power check, rolling one or more Force dice (⊖) and generating ● based on the results. When a Force-sensitive character attempts to activate a power or use certain Force talents, he creates a dice pool that—usually—consists solely of a number of Force dice. The ability sometimes specifies how many Force dice he uses; **however, the number of Force dice he adds to the pool can never exceed his current Force rating.** He then rolls the dice. Every Light Side result ○ generates one Force point ● the character may spend to fuel the power's abilities. Every Dark Side result ● generates no Force points ● and is disregarded.

However, the dark side of the Force is always offering easy power, tempting a Force user to give in and accept its aid. A Force-sensitive character may use one

or more ● to generate one additional ● each—in addition to those generated by the ○. The consequences that come with this choice can be dire, and can gravely affect the individual who gives in to this temptation. A Force-sensitive character in **FORCE AND DESTINY** who wishes to use one or more ● to provide Force points for a power must flip one Destiny Point from light to dark. If there are no light side Destiny Points to flip, he may not use ● at all. **He then suffers strain equal to the number of ● results he wishes to use, and suffers one Conflict per ● results he uses to generate ●.** A character may always choose to have a ○ result or ● result not generate ●.

Once the character determines how many ● he has generated, he consults the Force power or Force talent and determines how he may spend those ●. Most powers and talents have abilities that require one or more ● to activate. Each ● can be spent only once. The character may spend as many or as few ● as he wishes; however, once he is finished spending ●, any unspent ● are lost.

Once a Force power check has been resolved, this concludes the character's action. A Force power is always “successfully” activated, even if the check does not generate any Force points to spend on the power.

## RESISTING FORCE POWER CHECKS

**F**orce powers are designed to be simple and inclusive, so that what Player Characters can accomplish with a power is often limited only by their imaginations. However, when confronting a powerful adversary, even skilled Force users may find their abilities stymied by an opponent's formidable will.

When a Player Character or powerful Non-Player Character (generally a nemesis, but sometimes a plot-important, named rival) wishes to use a Force power against another PC or powerful NPC, the GM can decide to make the Force power check an opposed check, if it is not already. To make the check opposed, the GM consults with the player and determines a skill that the attacking character must use as part of the Force power check. The attacking character then assembles a dice pool combining the Force dice he would use to make the Force power check with the Ability and Proficiency dice he would use in the skill check.

The GM then determines what skill the defending character must use to oppose the check. This skill sets the difficulty of the check, as per the rules for opposed checks on page 23. The attacking player then makes the check. The check must generate sufficient ● to activate the

power and must generate at least one uncanceled ☆ to successfully execute the action he is attempting with the Force power.

The skills used in the check are up to the GM and the players involved, and they depend on the circumstances of the check. Generally, the attacking character can default to using the Discipline skill, although in some cases, other skills may make sense. An opposed check involving the Seek power, for example, might have the attacking character use Vigilance, whereas a check involving the use of Influence in a social setting could use Deception or Charm.

Likewise, the skills used to oppose the check also depend on the situation. The defending character often can use Discipline to oppose a Force power check if that character is also a Force user. However, in an opposed check where the attacking character is trying to pull the weapon from the defending character's hand, the defending character might use Athletics (representing attempts to hold onto a weapon). Likewise, an attempt to use Move to throw a character around a battlefield could be opposed by Resilience, as the defending character resists with his raw physical strength.

## COMBINED FORCE POWER CHECKS

Some Force powers or Force talents require the character to make a Force power check that is combined with a skill check. This generally represents the character using Force abilities in conjunction with other skills. It also comes into play when the character's Force abilities are opposed by the skills of his target.

When a character combines a Force power check with a standard skill check, he combines the  $\square$  he would roll to make the Force power check with the dice he would roll to make the skill check. Relevant powers and talents specifically state when a combined check should take place. Such a check may also occur when a PC is dealing with particularly powerful characters (see the **Resisting Force Power Checks** sidebar on page 195). Unless specifically stated otherwise, the character must generate enough  $\bullet$  to activate the Force power or Force talent *and* must generate at least one uncanceled  $\star$  for the check to successfully complete the action (see page 22 for more information on passing or failing checks).

This entire process still counts as making a single check.

### SPENDING $\bullet$ BEFORE RESOLVING CHECKS

Many combined Force power checks allow the character to spend  $\bullet$  before resolving the overall success or failure of a check. For example, a talent might allow the character to make a Force power check combined with a skill check, then spend  $\bullet$  to add additional  $\star$  to the check. In other cases, a Force power could require the character to generate enough  $\bullet$  to move an object toward a target but also require him to succeed at a skill check to hit the target with the moving object.

In these cases, although the entire check is made at one time, the character should generate and spend  $\bullet$  immediately after rolling the dice pool, before interpreting the results of the rest of the pool.

## COMMITTING FORCE DICE

Some Force powers and Force talents provide an ongoing effect—they give the character a benefit that lasts until he chooses to end it. What they do is detailed in the description of the power or talent. However, most powers or talents that provide an ongoing effect require the character to commit a number of Force dice.

To activate and fuel an ongoing effect, the Force-sensitive character **commits** a number of Force dice  $\square$ . The number of  $\square$  that need to be committed is listed in the effect; however, a character cannot commit more  $\square$  than his current Force rating.

When a character has committed one or more  $\square$ , he counts his current Force rating as lower than his actual Force rating. For all mechanical purposes, the character's Force rating temporarily decreases by an

amount equal to the number of  $\square$  committed. This is the PC's **current Force rating**. When he ends the effect, the character no longer counts his Force rating as lower than usual, because the dice are no longer committed. However, a Force-sensitive character remains a Force-sensitive character, even if committing  $\square$  has dropped his current Force rating to zero.

A character may end an ongoing effect at the end of any of his subsequent turns as an incidental. While an ongoing effect is active, the character may not activate that specific ongoing effect again (the character cannot be benefiting from two "copies" of the same ongoing effect).

## FORCE TALENTS

Force-sensitive characters have access to a number of unique talents, referred to as Force talents. Force talents are talents available only to individuals who possess a Force rating. They represent the Force's ability to aid an individual in minor ways, but they are not complex enough to be individual Force powers. Often, these talents represent the character's ability to unconsciously tap into the Force; they are his instinctual awareness of the Force and his surroundings.

Force talents follow all the rules for talents, with the caveat that they can only be used by characters who have a Force rating of 1 or higher. Characters may use Force talents if their current Force rating is zero due to committing  $\square$ ; however, many Force talents require characters to commit  $\square$  or make Force power checks, which are based on the character's current Force rating.

Active Force talents state whether they require an action, maneuver, or incidental to activate.

### FORCE POINTS AND THE $\bullet$ SYMBOL

**I**n **EDGE OF THE EMPIRE** and **AGE OF REBELLION**, the  $\bullet$  symbol was used interchangeably to denote both the  $\bullet$  result on a Force die and a Force point generated from that result. This worked in those games because Force users were assumed to be light side Force users by default, and would be generating most of their Force points from  $\bullet$  results. However, **FORCE AND DESTINY** requires a greater degree of granularity in its Force rules. Therefore, instead of using the  $\bullet$  symbol to denote Force points, this book uses the  $\bullet$  symbol for Force points instead. Functionally, any powers present in **FORCE AND DESTINY** and the other two games work identically; this new symbol only serves to help clarify the difference between the symbols on the Force die and the Force points those symbols generate.

## DARK SIDE FORCE USERS

The rules presented here for Force power checks assume that the character using the power is a light side Force user. However, if a character's Morality drops below 30, he becomes a dark side Force user. Dark side Force users generate 1 using slightly different rules; their fall can also have several other mechanical effects, as detailed on page 36.

When a dark side Force user makes a Force power check, instead of using 1 to generate 1, he uses 2. The dark side Force user gener-

ates one 1 per 2. If the dark side Force user wishes to use 2 results to generate additional 1, he must flip one Destiny Point from light to dark and suffer strain equal to the number of 2 results he wishes to use.

The GM might also wish to use NPCs or adversaries who are dark side Force users. These individuals follow the rules for dark side Force users as detailed above unless their descriptions specify otherwise. However, the GM flips a Destiny Point from dark to light instead.

## FORCE POWERS

The primary means by which a Force user manipulates the Force is not unconscious. A true Force user can deliberately tap into the Force to change and manipulate himself and his surroundings. The Force can allow someone to do things others may see as fantastic or even unbelievable: levitating items, blocking blaster shots with one's hands, controlling the minds of others, and even predicting the future.

Force powers are one of the means by which a Force-sensitive character accomplishes those tasks. In **FORCE AND DESTINY**, Force powers are broad and overarching abilities that allow Force-sensitive characters to perform impressive and fantastic feats.

Each Force power focuses on a particular task that can be performed through the manipulation of the Force. Force powers might require Force power checks to activate temporary effects, or they could require users to commit Force dice to activate ongoing effects. Some might be able to do both. In any case, unless the power's description specifically states otherwise, **using the power requires one action in structured time.**

The initial purchase of each Force power costs a certain amount of experience, which is listed in the power's entry. Once the power is purchased, the user may spend additional experience to further customize and enhance it.

Unless specified in the Force power description, Force powers can be purchased by any character.

### FORCE POWER BREAKDOWN

Each Force power can be divided into two sections: the power's basic form and its upgrades. A Force-sensitive character who purchases a Force power immediately gains access to the most basic form of the power. This is represented in the first row of the Force power tree, such as on page 199. The basic form is the Force power at its simplest, and it provides the foundation for all of the upgrades that accompany the Force power.

Force power upgrades are the means by which players can customize the Force powers their characters can access, modifying them to serve their needs and their characters' personalities. Upgrades are pur-

chased with experience points; an upgrade can be purchased only if it is connected to the basic form or to a previously purchased upgrade in its tree. The experience cost of each upgrade is listed in its box.

### UPGRADES

Force power upgrades are grouped into several different categories, as described below:

**Strength:** Strength upgrades amplify the basic effect of a power, making the power more potent.

**Magnitude:** Magnitude upgrades increase the number of targets affected by the power, allowing the user to affect multiple items or individuals with a single action.

**Duration:** Duration upgrades increase the length of time of the power's effects.

**Range:** Range upgrades increase the distance from which the Force power can affect its targets.

**Control:** Control upgrades add new effects to Force powers or modify existing effects (adding or changing the way the Force-sensitive character spends Force points).

**Mastery:** Each Mastery upgrade allows an experienced Force user to unlock an extremely potent ability for the power.

### SPENDING MULTIPLE 1 ON BASIC POWERS AND UPGRADES

The basic forms and upgrades of many powers may be activated multiple times as part of a single use of the Force power. For example, the Influence basic form can be activated multiple times during a single use, each 1 spent inflicting one strain. **However, each form and upgrade states if it can be activated multiple times; if it does not say it can be activated multiple times, then it cannot.**

These categories remain the same for each Force power, although how they modify the Force power depends on the power itself. For example, the Duration upgrade for Influence increases the length of Influence's effect by one minute or one round of combat

per upgrade, whereas the Duration upgrade for Sense increases the number of times its ongoing effects can be triggered each round. Some Force powers do not have each category of upgrade, depending on the power and how it works.

## FORCE POWERS AND NARRATIVE

The powers presented in **FORCE AND DESTINY** are intended to fit with the game's narrative style, and as such are left intentionally broad in scope. If players find ways to use their characters' Force powers outside of their predefined boundaries, the GM should consider allowing it, provided it is not abusive and adheres reasonably closely to the power's original design. In essence, players are encouraged to be creative with their Force powers, as are GMs.

For example, a Force-sensitive character might notice a colleague losing his step and falling off a nearby balcony. Even though the players are not in structured time, the GM could reasonably allow the Force-sensitive character to immediately make a check to use his Move power and see if he can catch his friend before he hits the ground below.

## FORCE POWER: BATTLE MEDITATION

By sensing the will of the Force and one's place in the universe, a Force user can telepathically guide allies around him, helping them to coordinate and achieve feats that might otherwise be impossible. This guidance can easily become domination, however, and so Force users concerned with the ethics of free will must strive to maintain a balance between gentle nudges in the right direction and outright tyranny when using this ability. Individuals less concerned with such trifling matters like "morality" and "the basic dignity of all sentients" frequently use battle meditation and other such techniques to guide their disposable pawns to ignoble ends for their own selfish betterment.

### BASIC POWER

Battle Meditation's basic power allows the Force user to influence and coordinate large groups of allies, guiding their actions to help them work as a unified whole. The basic power has one way of spending Force points:

- The user may spend 1 to add one automatic 1 to all checks a number of engaged friendly targets up to his Presence make before the end of his next turn. If the user spent any 2 on this check, reduce

each target's Willpower by one (to a minimum of 1) until the end of the user's next turn.

### UPGRADES

**Control Upgrade:** The user may make an **Easy (◆) Leadership check** as a part of his Force check to activate the basic power. If he succeeds *and* generates enough Force points to activate the power, he can telepathically transmit a simple order to each character he affects with this power. This order is not mandatory, but the recipient comprehends it even if he does not understand the user's language.

**Duration Upgrade:** The power gains the ongoing effect: Commit ○○○ after successfully activating the basic power. This power remains in effect on each affected target as long as the target stays within range of the power. If a target moves beyond the range of the power, the effects end for him, but not for any other targets of the power.

**Magnitude Upgrade:** Spend 1 to increase the number of targets affected by an amount equal to the user's Presence multiplied by the number of Magnitude upgrades purchased. The Force user may activate this multiple times, increasing the number of targets by this number each time.

**Mastery Upgrade:** If the user spent no 2 to generate 1 on this check, he may choose one skill; while they are under the effects of the power, each affected character counts as having the same number of ranks in the chosen skill as the affected character with the most ranks in that skill. If the user spent 2 to generate 1 on this check, each target affected must make an **Easy (◆) Discipline check** to resist obeying any orders given by the user as part of this power.

**Range Upgrade:** Spend 1 to increase the maximum range at which the Force user can affect targets through this power by a number of range bands equal to the number of Range upgrades purchased. The Force user may activate this multiple times, increasing the range by this number each time.

**Strength Upgrade:** Spend 1 to add one additional 1 to each target's checks per Strength upgrade purchased. The Force user may activate this multiple times, increasing the number of additional 1 by this number each time.

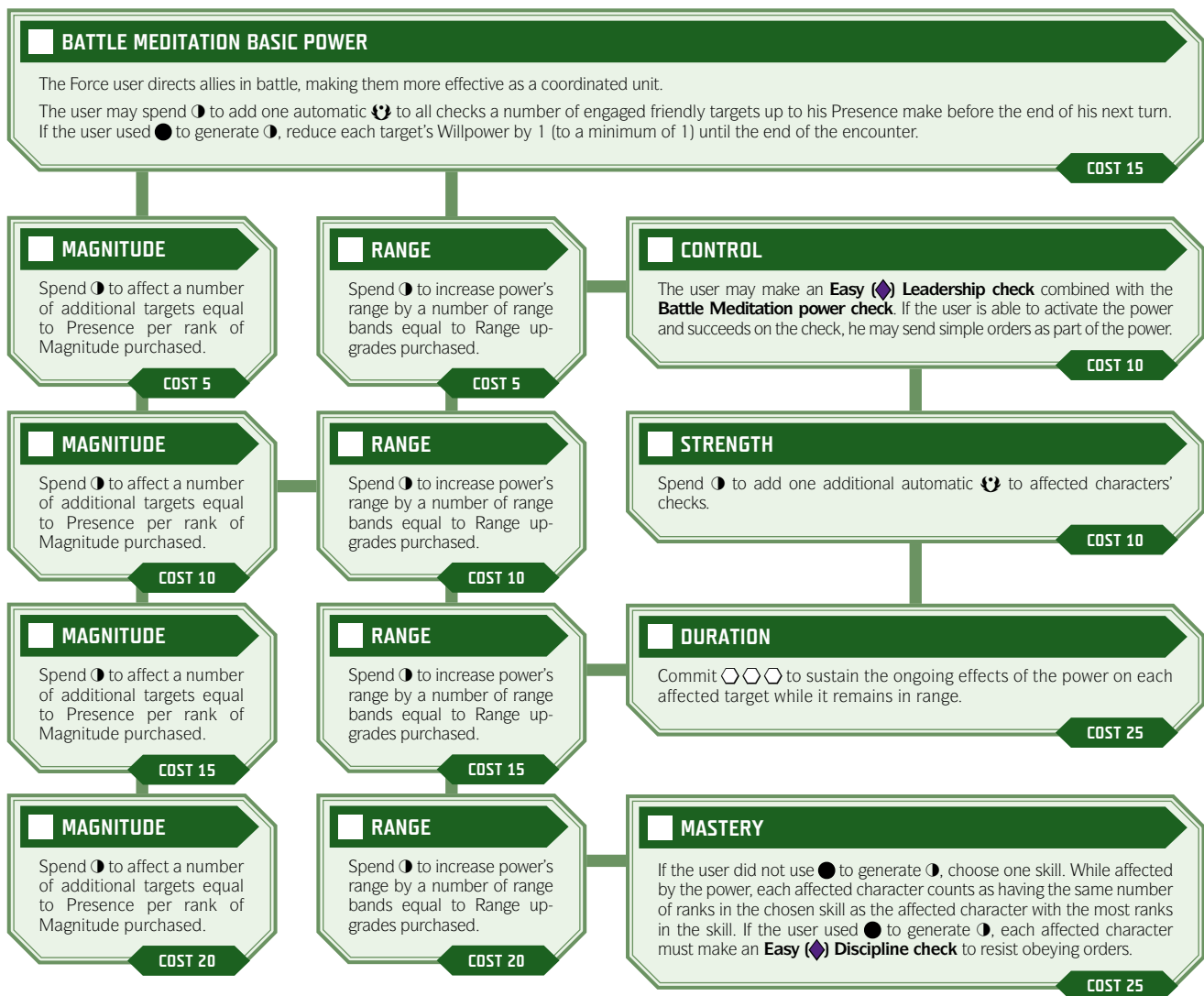
## FORCE POWER: BIND

Force users skilled in telekinetic powers can seize others from afar, preventing them from moving or attacking. When used with a calm heart, this power can be an extremely useful defensive tool, letting the Force user stop an enemy in his tracks without hurting him. Of course, once a foe is in the Force user's grip, it can be extremely tempting to simply crush him.

# Force Power Tree: Battle Meditation

Prerequisites: Force Rating 2 +

FORCE ABILITY



## BASIC POWER

Bind's basic power allows the Force user to restrain those nearby. The basic power has one way to spend Force Points:

- The user may spend 1 to immobilize a target within short range until the end of the user's next turn. If the user used any 1 to generate 1 on this check, the target also suffers 1 wound (ignoring soak) per 1 spent on the check.

## UPGRADES

**Control Upgrade:** Spend 1 to immediately move the target one range band toward or away from the user.

**Control Upgrade:** Whenever a target affected by Bind takes an action, it suffers strain equal to the Force user's Willpower.

**Duration Upgrade:** The power gains the ongoing effect: Commit 1 1 as an incidental after successfully activating the basic power. This power remains in effect on each affected target as long as the target stays within range of the power. If a target moves beyond the range of the power, the effects end for him, but not for any other targets of the power.

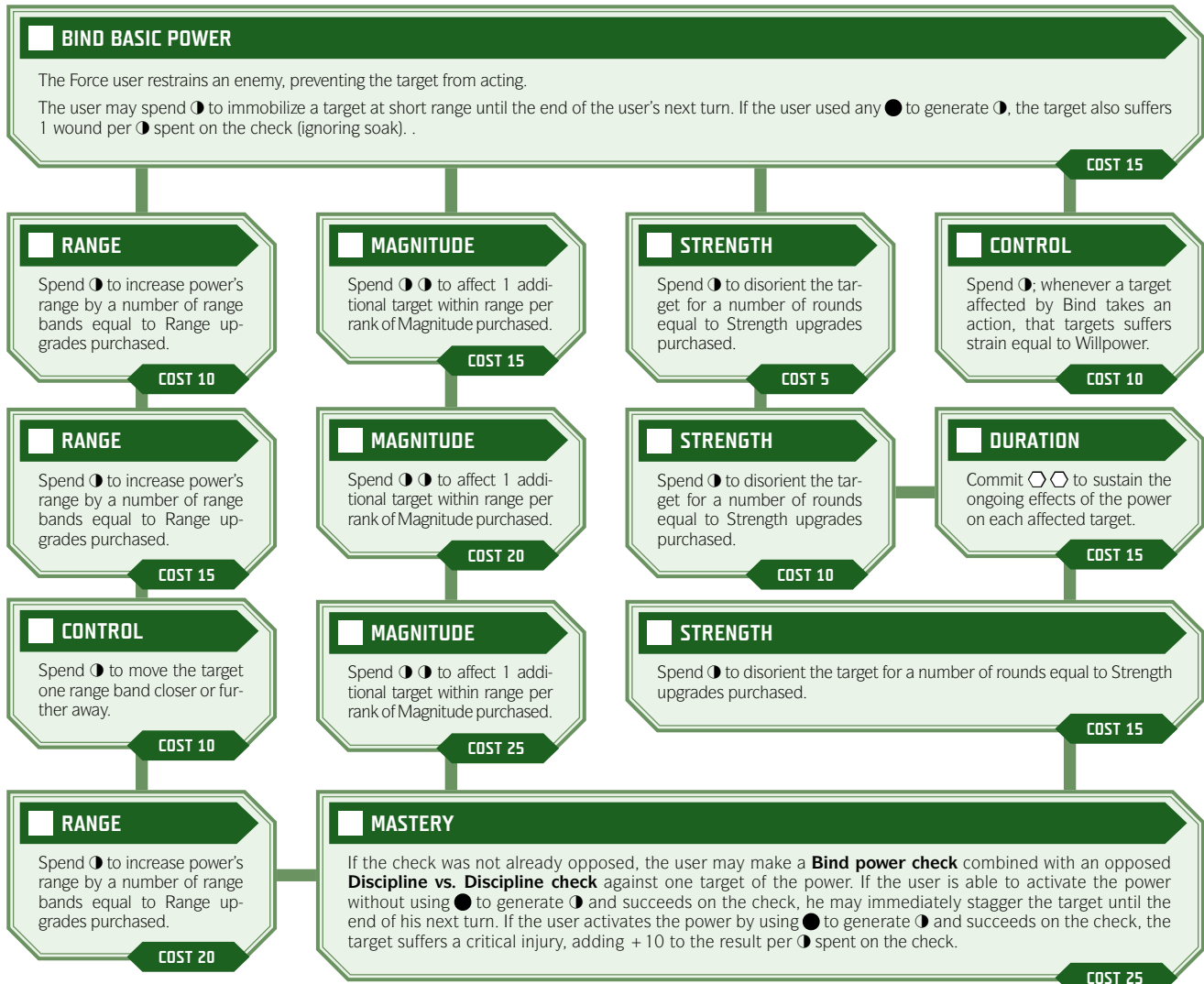
**Magnitude Upgrade:** Spend 1 1 to increase the number of targets affected by an amount equal to the number of Magnitude upgrades purchased. The Force user may activate this multiple times, increasing the number of targets by this number each time.

**Mastery Upgrade:** If the check was not already opposed, the user must roll an **opposed Discipline vs. Discipline check** as part of the pool to activate the power. To activate this upgrade, he must generate enough Force points to activate the power *and* he

# Force Power Tree: Bind

Prerequisites: Force Rating 2 +

FORCE ABILITY



must succeed at the opposed check. If the user succeeds and spent no 2 on the check, he also staggers the target until the end of the user's next turn. If the user succeeds and used any 2 to generate 1 on this check, the target immediately suffers a Critical Injury with a +10 to the roll per 1 spent on the check.

**Range Upgrade:** Spend 1 to increase the maximum range at which the Force user can affect targets with this power by a number of range bands equal to the number of Range upgrades purchased. The Force user may activate this multiple times, increasing the range by this number each time.

**Strength Upgrade:** Spend 1 to disorient the target for a number of rounds equal to the number of Strength upgrades purchased. The Force user may activate this multiple times, increasing the number of rounds by this number each time.

## FORCE POWER: ENHANCE

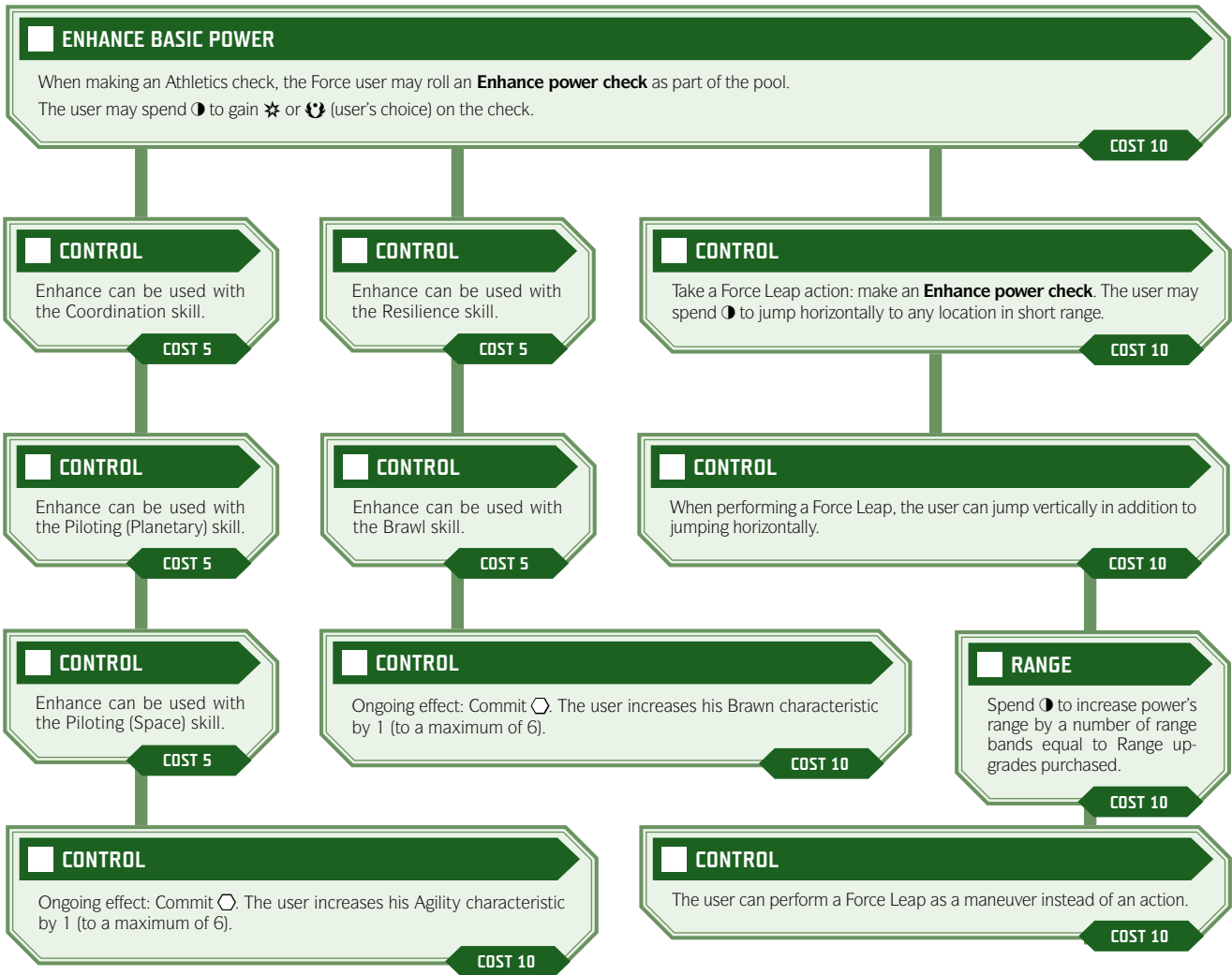
One of the most straightforward ways in which Force users utilize the power of the Force is to imbue their own bodies with energy and strength. Making leaps that might otherwise be deemed impossible, moving at high speeds, and harnessing physical strength well beyond the capacity of most sentient beings are all equally viable. In this way, the Force becomes an almost literal fuel for feats of endurance and power. Most Force users find it a relatively simple thing to use the Force in order to overcome their own physical limitations and shrug off the effects of fatigue. With a little practice, most Force users are able to expand the arenas in which they can use the Force beyond that of mere brute strength. They are able to concentrate the Force into assisting them with acts of dexterity and acrobatics.



# Force Power Tree: Enhance

Prerequisites: Force Rating 1 +

FORCE ABILITY



## BASIC POWER

Enhance allows Force users to perform athletic feats beyond the original scope of their natural abilities. The basic power has one way of spending Force points:

- When making an Athletics check, the Force user may roll an Enhance power check as part of the pool. The user may spend 1 to gain \* or (his choice) on the check. This counts as a normal Force power check in every way—it is simply combined with the overall skill check.

## UPGRADES

Upgrades to Enhance work in two distinct ways. Force users may choose to use the power to improve their natural abilities, enhancing existing skills and even improving their bodies' physical characteristics using the Force. Alternatively, Force users can employ the power to achieve physical feats not otherwise achievable by other

beings, leaping long distances or incredible heights.

**Control Upgrade:** The Force user gains the ability to use Enhance with the Coordination skill instead of Athletics.

**Control Upgrade:** Enhance can be used with the Piloting (Planetary) skill.

**Control Upgrade:** Enhance can be used with the Piloting (Space) skill.

**Control Upgrade:** This power gains the ongoing effect: Commit ( ). The Force user increases his Agility characteristic by one (to a maximum of 6).

**Control Upgrade:** Enhance can be used with the Resilience skill.

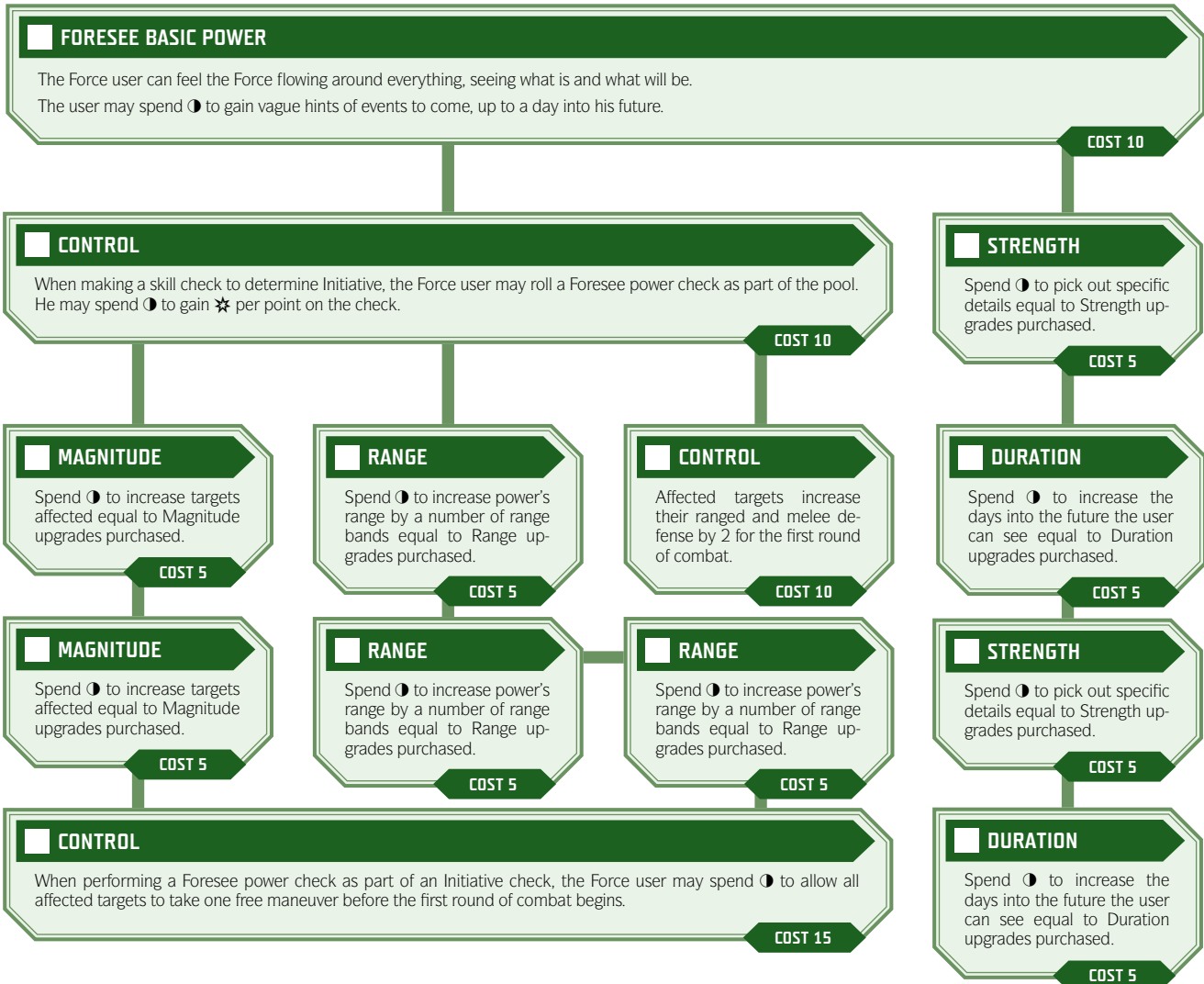
**Control Upgrade:** Enhance can be used with the Brawl skill.

**Control Upgrade:** This power gains the ongoing effect: Commit ( ). The Force user increases his Brawn characteristic by one (to a maximum of 6).

# Force Power Tree: Foresee

Prerequisites: Force Rating 1 +

## FORCE ABILITY



**Control Upgrade:** The Force user can take a Force Leap action to make an Enhance power check. He may spend 1 to jump horizontally to any location within short range. He can use this to leap over obstacles or impassable terrain but cannot leap directly vertically.

**Control Upgrade:** When taking a Force Leap action, the Force user can leap to any location in range vertically as well as horizontally.

**Control Upgrade:** The Force user only needs to use a maneuver to perform a Force Leap, instead of an action.

**Range Upgrade:** Spend 1 to increase the maximum range the Force user can jump by the number of Range upgrades purchased. The Force user may not activate this multiple times. Remember that the Force user must still spend Force points to activate the power's actual effects.

## FORCE POWER: FORESEE

The power of foresight has been used in countless different ways by countless different Force users throughout history. Some use it to gain vague images far into the future, while others use it to predict the movements of their foes or see an unexpected event in their near future.

### BASIC POWER

The most basic form of Foresee allows the character to look into the Force to see vague hints of his near future. These hints may be blurry visual images, brief samples of sound, or simple emotions. The basic power cannot see anything more than a day into the future. The basic power has one way of spending Force points:

- The user may spend 1 to gain vague hints of events to come in the next day of his own, personal future.

## UPGRADES

Foresee's upgrades work in two distinct manners. The first set of upgrades serve to further enhance the character's ability to intuit the actions of others in the short term, particularly in combat rounds. Other, more esoteric, advantages of the power allow the Force user to reach further into the future, pulling specific details from events to come.

**Control Upgrade:** When making a skill check to determine Initiative, the Force user may roll a Foresee power check as part of the pool. He may spend 1 to gain 1 per point on his check.

**Control Upgrade:** When performing a Foresee power check as part of an Initiative check, the Force user may spend 1 to allow all affected targets to take one free maneuver before the first round of combat begins.

**Control Upgrade:** When performing a Foresee power check as part of an Initiative check, all targets affected by the power increase their ranged and melee defense by two for the first round of combat.

**Duration Upgrade:** The Force user may spend 1 to see a number of extra days into the future equal to the number of Duration upgrades purchased. The Force user may activate this multiple times, increasing the number of days by this number each time.

**Magnitude Upgrade:** The Force user may spend 1 to affect engaged allies with the power as well as himself. This increases the number of people affected by the number of Magnitude upgrades purchased. The Force user may activate this multiple times, increasing the number of targets by this number each time.

**Range Upgrade:** The Force user may spend 1 to increase the range at which he can affect his allies with this power by a number of range bands equal to the number of Range upgrades purchased. The Force user may activate this multiple times, increasing the range by this number each time.

**Strength Upgrade:** The Force user may spend 1 to recall a number of specific details from his vision equal to the number of Strength upgrades purchased. The Force user may activate this multiple times, recalling more details each time.

## FORCE POWER: HEAL/HARM

This power reflects a Force user's capacity to manipulate the living energy in things around him. A knowledge of anatomy and medical practices can help the Force user in stanching blood loss or snapping bones. It is ultimately a unity with the Force that allows one to control the vitality of living creatures. It is the individual's choice, however, whether to use this gift to help others flourish, binding their injuries and making

## DISTURBANCES IN THE FORCE

Any form of rapid or violent change in the galaxy creates a disturbance in the Force. While death causes the greatest ripples, anything from the birth of a child to galactic cataclysms can trigger these tremors to ripple through the Force like a shockwave. Force users feel these disturbances as a sense of uneasiness or discomfort that suddenly takes hold of them. Though this feeling varies in intensity, no disturbance should be dismissed lightly. Each one is a sign of a transformation occurring in the galaxy. It is also through sensing these disturbances that a Force user is capable of detecting when he is in the presence of other Force-sensitive objects and beings.

them whole, or to steal their vital essence, ripping the life from them to watch as they wither and die.

## BASIC POWER

Unlike many other Force powers, Heal/Harm has a basic power that can be used in two distinct ways (to heal or to harm). Heal allows the Force user to treat his comrades' injuries, while Harm lets him drain the life from his foes. When a character purchases the basic power Heal/Harm, he gains access to both Heal and Harm. Each time a character uses the basic power, he must choose whether he is using Heal or Harm, and he receives only the effects associated with his choice. Each upgrade a character purchases improves both Heal and Harm, but some improve each power in different ways.

### LIGHT SIDE (HEAL)

The basic power for Heal lets a character mend wounds with a simple touch. Heal can only be used by light side Force-sensitive characters. The basic power has one way to spend Force points:

- The user may spend 1 to remove a number of wounds equal to his Intellect from an engaged living creature. This counts as a use of a stimpack on the affected target (see page 161). This means a single target may only benefit from five uses of Heal over a 24-hour period, and his uses of Heal also count toward the limit on uses of stimpacks (and vice versa).

### DARK SIDE (HARM)

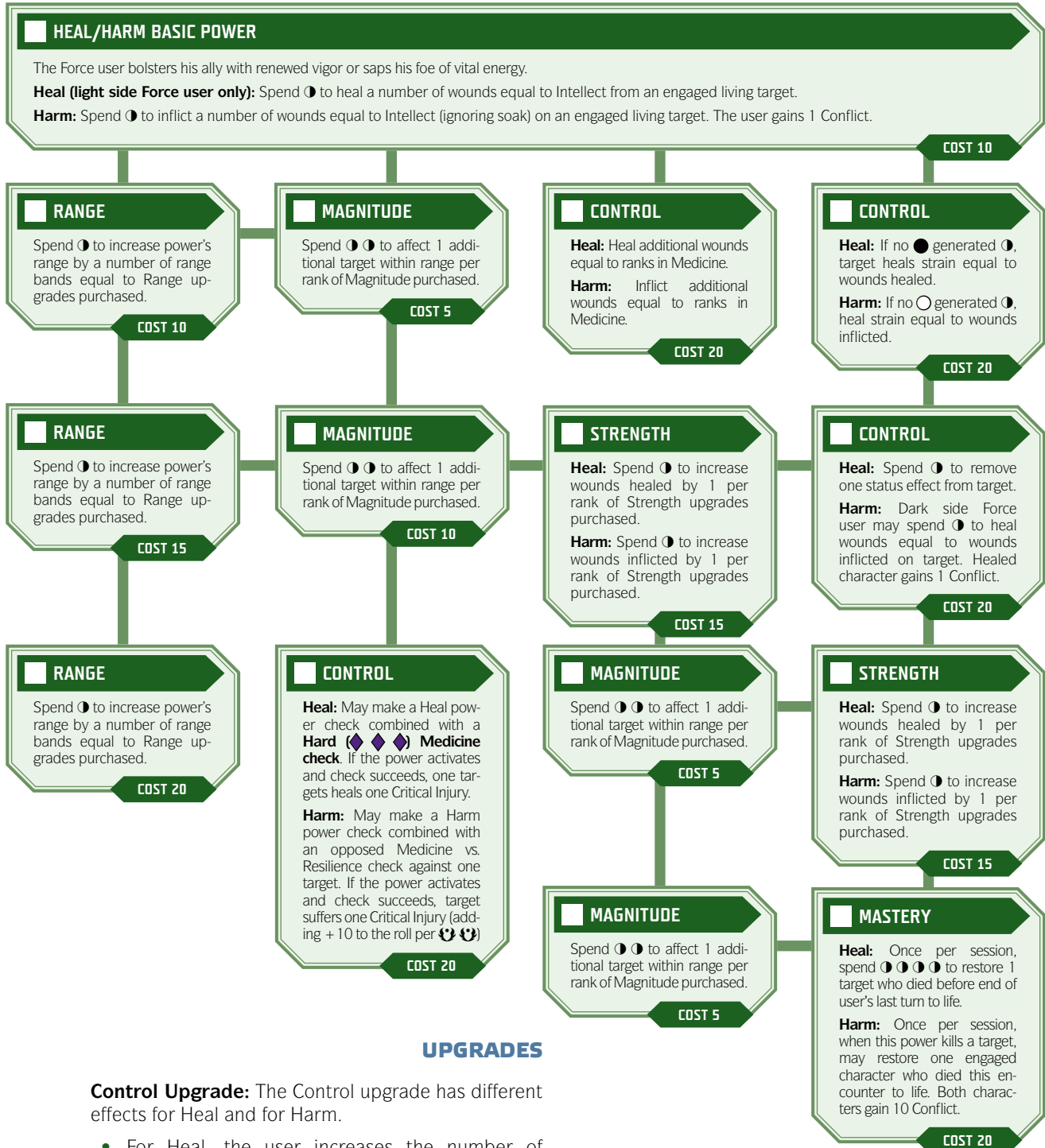
The basic power for Harm lets a character drain the very life from a target with a touch. The basic power has one way to spend 1:

- The user may spend 1 to inflict a number of wounds (ignoring soak) equal to the Force user's Intellect on an engaged living creature. The user gains 1 Conflict.

# Force Power Tree: Heal/Harm

Prerequisites: Force Rating 1 +

FORCE ABILITY



## UPGRADES

**Control Upgrade:** The Control upgrade has different effects for Heal and for Harm.

- For Heal, the user increases the number of wounds the target of this power recovers by his ranks in Medicine.
- For Harm, the user increases the number of wounds the target of this power suffers by his ranks in Medicine.

**Control Upgrade:** The Control upgrade has different effects for Heal and for Harm.

- For Heal, if the user spent no 1 on the check, the target of Heal also recovers an amount of strain equal to the wounds he recovered.

- For Harm, if the user spent no ○ on the check, the Force user recovers of an amount of strain equal to the damage he inflicted on one target.

**Control Upgrade:** The Control upgrade has different effects for Heal and for Harm.

- For Heal, the Force user may spend ● to immediately remove the staggered, immobilized, or disoriented condition from one target of the power. The Force user may activate this multiple times to trigger the bonus effect multiple times.
- For Harm, the Force user may spend ● to heal a number of wounds on an engaged living creature equal to the damage he inflicted on one target. This counts as a use of a stimpack on the target of the healing (see page 161). The character healed this way gains one Conflict. The Force user may activate this multiple times to trigger the bonus effect multiple times.

**Control Upgrade:** The Control upgrade has different effects for Heal and for Harm.

- For Heal, the Force user may roll a **Hard (◆◆◆) Medicine check** as part of the pool to activate the power. If he succeeds on the Medicine check *and* generates enough Force points to heal one or more targets, he may also heal one Critical Injury one of his targets is currently suffering.
- For Harm, if the check was not already opposed, the Force user may roll an **opposed Medicine vs. Resilience check** as a part of the pool to activate the power. If the Force user succeeds on the check *and* generates enough Force points to injure one or more targets, he may inflict one Critical Injury, with a +10 to the roll per ☹☹ he scored on the check, on one of his targets.

**Magnitude Upgrade:** The Magnitude upgrade improves both Heal and Harm in the same way. Spend ●● to increase the number of targets affected by an amount equal to the number of Magnitude upgrades purchased. The Force user may activate this multiple times, increasing the number of targets by this number each time.

**Mastery:** The Mastery upgrade has different effects for Heal and for Harm.

- For Heal, the Force user may spend ●●●● to resuscitate one target of the power who died since the end of the Force user's last turn. Immediately remove the Critical Injury or other effect that killed the target. The Force user can only activate this once per session. Note that in this case, the Force user is pulling the target back from the brink of death, not actually bringing them back to life.
- For Harm, when this power kills a sentient living target, the user may restore to life one engaged

character who died this encounter. Immediately remove the Critical Injury or other effect that killed the target. The Force user and the character revived this way both gain ten Conflict. Note that this is only for the perversion of nature that is returning a soul to its body after its time has come, and not for any associated acts of evil, such as killing an innocent to do it, which may generate additional Conflict (see page 220). The Force user can only activate this once per session.

**Range Upgrade:** The Range upgrade improves both Heal and Harm in the same way. Spend ● to increase the maximum range at which the Force user can affect targets with this power by a number of range bands equal to the number of Range upgrades purchased. The Force user may activate this multiple times, increasing the range by this number each time.

**Strength Upgrade:** The Strength upgrade has different effects for Heal and for Harm.

- For Heal, the Force user may spend ● to restore 1 additional wound on his target per rank of Strength purchased. The Force user may activate this multiple times, increasing the number of wounds healed by this number each time.
- For Harm, the Force user may spend ● to inflict 1 additional wound on his target per rank of Strength purchased. The Force user may activate this multiple times, increasing the number of wounds inflicted by this number each time.

## FORCE POWER: INFLUENCE

The ability to influence the minds of others is not something to be taken lightly, and misuse of the ability colloquially known as a "mind trick" is a sure step on the path to the dark side. A powerful Force user can manipulate the minds of others to the point where he can convince them to believe things that are untrue or calm an angry crowd. Conversely, he can rile the crowd into a murderous frenzy or frighten a single soul into gibbering madness. This is where the danger of Influence lies.

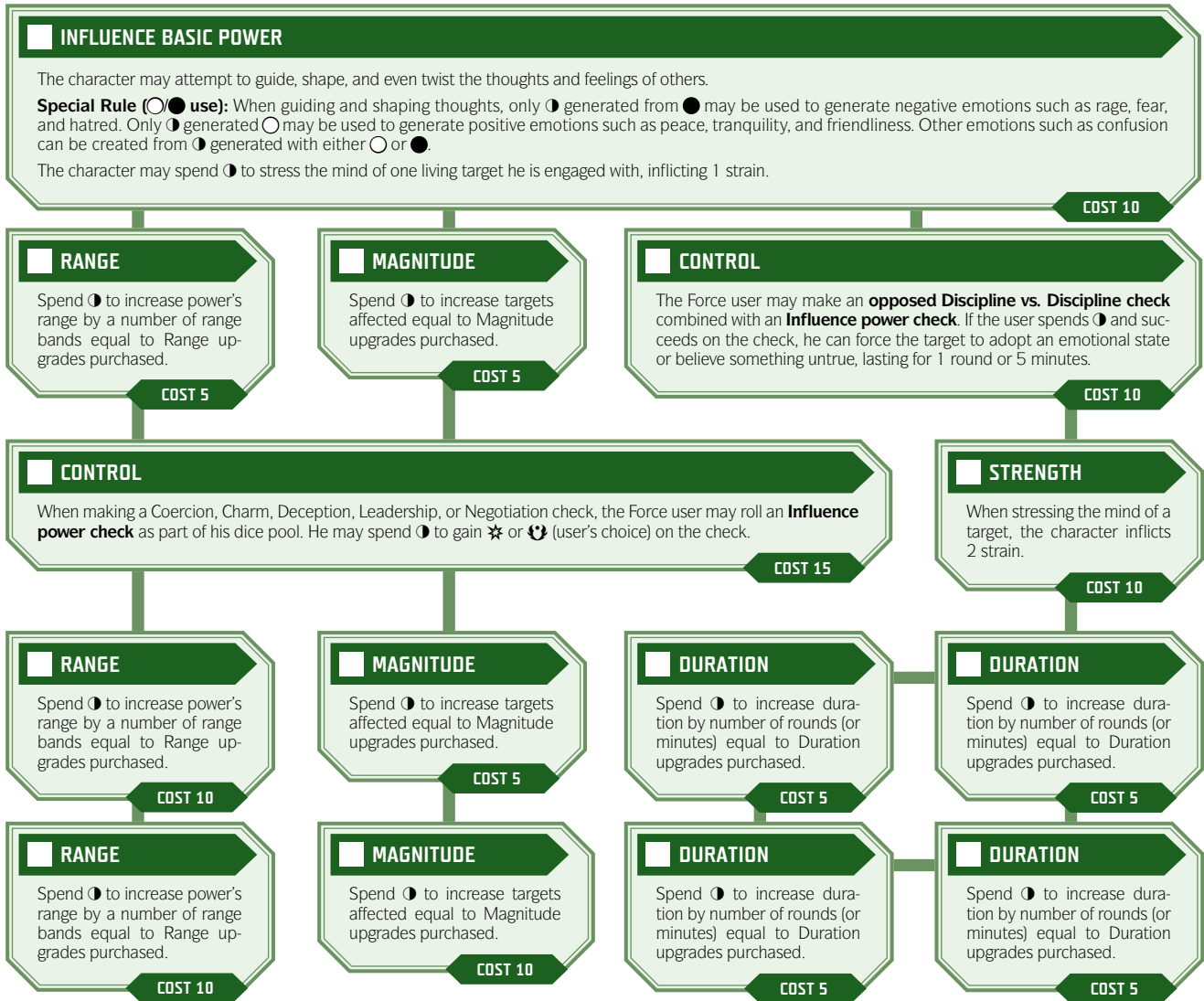
However, Influence is not inherently evil. Many Force users have used Influence to protect the helpless or to deal with a threat in a way that avoids violence. It is much better to convince a guard to return to his post than to have to kill him.

Influence's most basic and arguably crudest ability allows the user to inflict strain on a living target, stressing his mind until he passes out or is otherwise incapacitated. However, numerous Control upgrades allow the Force user who specializes in Influence to perform much more subtle and impressive feats.

# Force Power Tree: Influence

Prerequisites: Force Rating 1 +

FORCE ABILITY



## BASIC POWER

The most basic form of Influence does not allow the Force user to guide or shape the thoughts of others. He can "merely" strain their mind, inflicting stress and exhaustion. The basic power has one effect that can be triggered multiple times on the same or different targets:

- The user spends ● to stress the mind of one living target he is engaged with, inflicting 1 strain. The Force user may activate this multiple times, inflicting 1 additional strain each time.

## UPGRADES

When upgrading this power, the user can choose whether to influence and sway large crowds of people with his abilities or to directly modify the thoughts or emotions of others.

**Control Upgrade:** To gain the ability to alter the thoughts and emotions of a living target with whom he is engaged, the Force user makes an **opposed Discipline check** against the target as part of the pool to activate the power. The user must spend ● and he must succeed on the check to force the target to adopt an emotional state such as fear, friendliness, or hatred, or to believe something untrue ("These are not the droids you are looking for"). The effect lasts for roughly five minutes, or one round in combat. If the Force user has the ability to affect multiple minds with this power (such as with the Magnitude upgrade), the Discipline check either must be opposed by the mind with the highest ranks in Discipline, or its difficulty must be set at a flat value—based on the number of minds (at the GM's discretion).

**Control Upgrade:** The Force user gains the ability to enhance his arguments and charisma via the Force. When making a Coercion, Charm, Deception, Leader-

ship, or Negotiation check, the user may roll an Influence check as part of the pool. He may spend 1 to gain ✨ or 🌀 (his choice) per point on the check.

**Strength Upgrade:** When stressing the mind of a target, the Force user inflicts 2 strain instead of 1.

**Duration Upgrade:** The Force user may spend 1 to increase the time this effect lasts by a number of minutes or rounds in combat equal to the number of Duration upgrades purchased. The Force user may activate this multiple times, increasing the duration multiple times.

**Range Upgrade:** The Force user may spend 1 to increase the range at which the character can touch minds by a number of range bands equal to the number of Range upgrades purchased. The Force user may activate this multiple times, increasing the range by this number each time.

**Magnitude Upgrade:** The Force user may spend 1 to increase the number of minds being affected equal to the number of Magnitude upgrades purchased. The Force user may activate this multiple times, increasing the number of targets multiple times.

### INFLUENCE SPECIAL RULE

When Influence is used to guide and shape thoughts and emotions, checks using 1 to generate 1 may be used to create negative emotions such as rage, fear, and hatred, but may not be used to evoke positive emotions. Checks using 1 to generate 1 may create positive emotions such as peace, tranquility, and friendliness, but may not be used to generate negative emotions. More neutral emotions such as confusion can be elicited regardless of whether the check used 1 or 1 to generate 1. This rule is in addition to the rule about using 1 or 1 results to generate 1. This means that to generate negative emotions, the average player aligned with the light side must first roll 1, then flip a Destiny Point and suffer strain to use it to generate at least one 1 to spend.

## FORCE POWER: MISDIRECT

Trickery is an important part of many Force users' arsenals, letting them tip the scales of battle in their favor or even avoid some conflicts entirely. Force users versed in shrouding techniques often walk unseen amidst their foes—a particularly useful ability for any Force-sensitive hiding from the Empire. Especially

skilled crafters of illusions can even project visions onto those around them, baffling pursuers or terrifying enemies with horrific phantasms.

### BASIC POWER

The Misdirect power allows the user to manipulate the senses of others, beguiling his targets so that he can hide people and objects in plain sight or impose sensory illusions on those targets. The basic power has one way to spend Force points:

- The user may spend 1 to deceive the senses of a living target at short range or closer. The target does not perceive one object or being of silhouette 1 or lower that is within his line of sight.

### UPGRADES

**Control Upgrade:** Instead of merely hiding an object or person from the target with this power, the user may alter the appearance of that object or person, making it appear to be something or someone else to the target.

**Control Upgrade:** Instead of hiding an object or person from the target with this power, the user may give the target a vision of an illusory object, person, or creature where none exists. This phantasm must be silhouette 1 or smaller. If this check was not already opposed, the user must roll an **opposed Deception vs. Vigilance check** as part of the pool to activate the power. To make the target experience the illusion, the user must generate enough 1 to create the illusion *and* must succeed at the opposed check. If the user spent any 1 to generate 1 on this check, each target subjected to the unsettling illusion suffers 1 strain per 1 spent on the check.

**Control Upgrade:** The Force user gains the ability to blur his own form in the eyes of others, causing their attacks to miss vital spots and creating excellent opportunities for his own counterblows. The power gains the ongoing effect: Commit one or more 1: Add an automatic 1 per 1 to all combat checks made against the Force user.

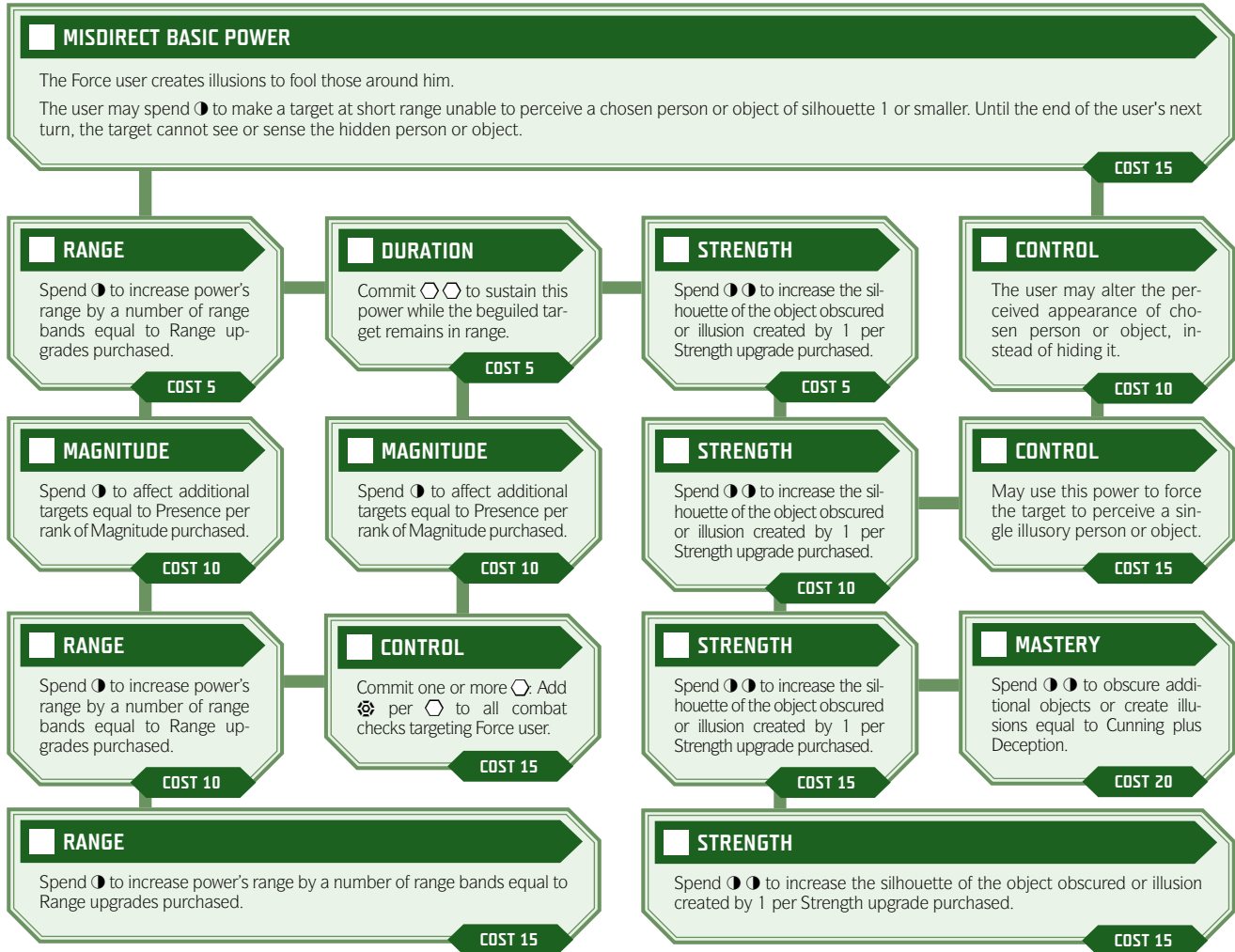
**Duration Upgrade:** Force users skilled in fooling the senses of others can extend the effects of the ability, shrouding themselves or creating phantasms that last as long as they need such diversions. The power gains the ongoing effect: Commit 1 1 as an incidental after successfully activating the basic power. This power remains in effect on each affected target as long as the target stays within range of the power. If a target moves beyond the range of the power, the effects end for him but not for any other targets of the power.

**Magnitude Upgrade:** Spend 1 to increase the number of targets affected by a number up to the user's Presence multiplied by the number of Magnitude up-

# Force Power Tree: Misdirect

Prerequisites: Force Rating 1 +

## FORCE ABILITY



grades purchased. The Force user may activate this multiple times, increasing the number of targets by this number each time.

**Mastery Upgrade:** Some Force users possess the ability to project not just a single vision upon those around them, but incredibly complex illusionary realms or vast swarms of howling terrors to intimidate their enemies. Though few Force users ever achieve such heights of power over the senses of others, those who do may spend 1 to increase the number of objects obscured or illusions created by an amount up to the user's Cunning plus his ranks in Deception. The Force user may activate this multiple times, increasing the number of objects hidden or altered, or illusions created, by this number each time.

**Range Upgrade:** Spend 1 to increase the maximum range at which the Force user can affect targets with this power by a number of range bands equal to the number of Range upgrades purchased. The Force

user may activate this multiple times, increasing the range by this number each time.

**Strength Upgrade:** Spend 1 to increase the silhouette of the object able to be obscured or the illusion created by one per rank of Strength purchased. The Force user may activate this multiple times, increasing the silhouette he can affect by this number each time.

## FORCE POWER: MOVE

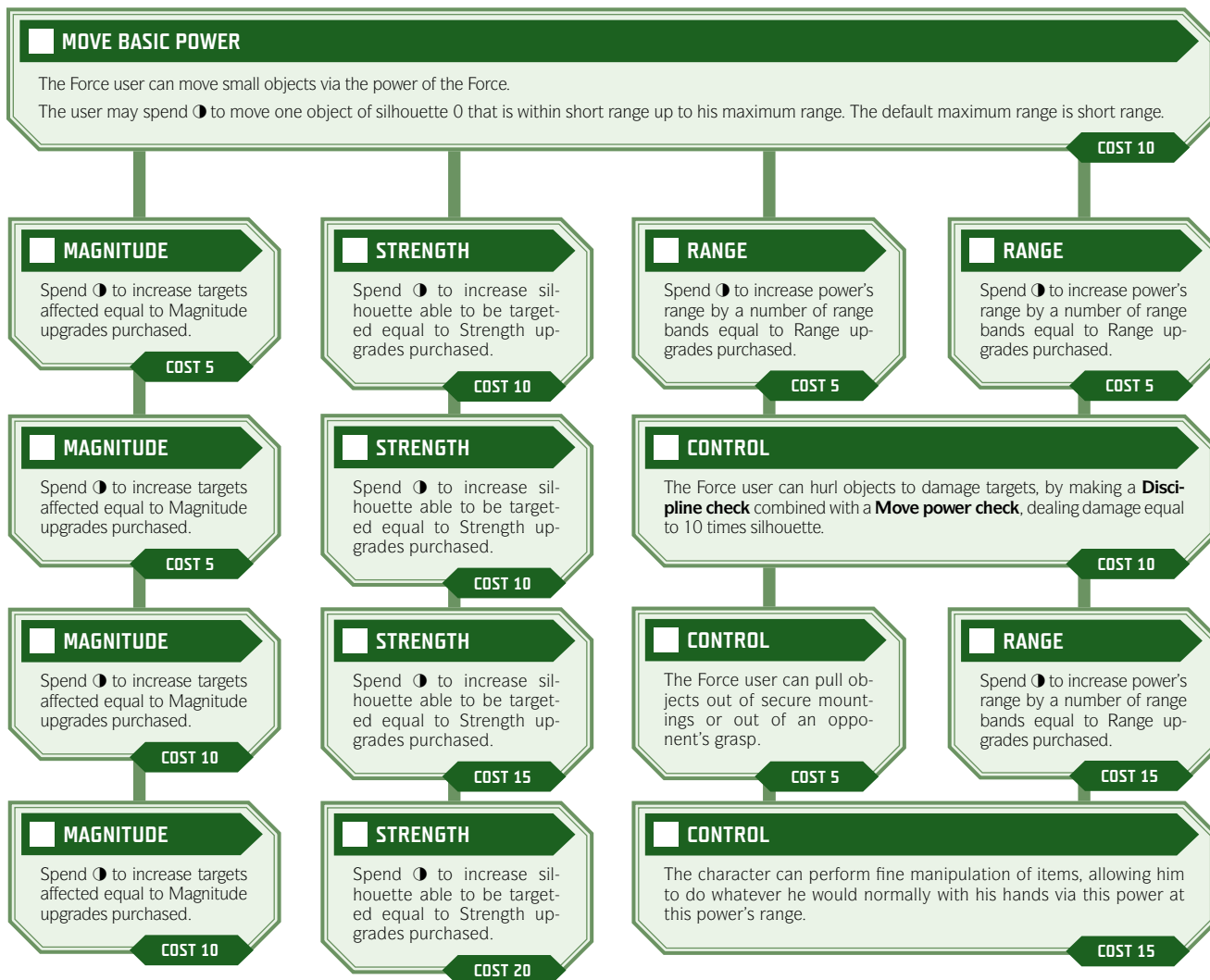
Many Force users develop the ability to shift objects without physically handling them, moving matter with the power of the mind. Those with a modicum of training in the skill can cause small objects to slowly and painstakingly rise, fall, or travel in space. True masters of the Force are rumored to be able to hurl starships about or juggle heavy crates in the air. Other applications of the power allow for Force users to manipulate control panels or computer keyboards at a distance.



# Force Power Tree: Move

Prerequisites: Force Rating 1 +

FORCE ABILITY



There is thought to be no limit to what a Force user could move with the application of enough concentration, though acquiring the proper perspective with which to move larger or more complex objects is beyond all but the most confident practitioners.

The Move power is one with a great degree of utility. Force users on spy missions can use it to acquire datapads or keys that might otherwise be out of reach. Saboteurs can use it to place explosives or ruin equipment by moving components out of place. Those in battle can disarm opponents by snatching weapons from their grasp, or alternatively, they may just bludgeon them with nearby objects.

When moving items, the default speed is slow and deliberate, not fast enough to inflict injury or allow for fine manipulation.

## BASIC POWER

At its most basic, Move allows the Force user to move small objects that are near him. It has one basic effect:

- The user may spend 1 to move one object of silhouette 0 that is within short range up to his maximum range. The default maximum range is short range.

## UPGRADES

Move's upgrades include the ability to move a greater number of objects at once, to move increasingly large objects, and to move objects over farther distances. Some upgrades give the Force user different ways to use the power, though most are cumulative improvements to the abilities described by the basic power.

**Control Upgrade:** The Force user gains the ability to move objects fast enough so as to be both difficult to dodge and capable of inflicting damage. Resulting impacts deal damage to both the target and the object being moved. The Force user makes a Discipline check with a difficulty equal to the silhouette of the object being thrown and makes a Move power check as part of the pool. To successfully hit the target, he must gain enough Force points to move the object from its starting location to the target *and* he must succeed on the check. The damage is resolved following the rules for ranged attacks. Silhouette 0 objects deal 5 damage, while other objects deal damage equal to ten times their silhouette. The number of targets affected by a single object is up to the GM, but in general, a single object should only affect a single target, unless the object is particularly large. If the player wants to use multiple objects to hit multiple targets, he may do so by using the rules for hitting multiple targets with the Auto-fire quality. This attack follows all the rules for ranged attacks, including ranged defense and aiming.

**Control Upgrade:** The Force user gains the ability to pull objects off secure mountings or from an opponent's grasp.

**Control Upgrade:** The Force user gains the ability to perform fine manipulation of items, allowing him to do whatever he could normally do with his hands to a held item. If this power is used to manipulate something such as a control board, the controls count as an object of silhouette 0.

**Magnitude Upgrade:** Spend 1 to increase the number of targets affected by an amount equal to the number of Magnitude upgrades purchased. The Force user may activate this multiple times, increasing the number of targets by this number each time. However, remember that the Force user must still spend Force points to activate the power's actual effects.

**Range Upgrade:** Spend 1 to increase the maximum range at which the Force user can move objects by a number of range bands equal to the number of Range upgrades purchased. The Force user may activate this multiple times, increasing the range by this number each time. However, remember the Force user must still spend Force points to activate the power's actual effects.

**Strength Upgrade:** Spend 1 to increase the maximum size of objects a character can move by a number equal to the number of Strength upgrades purchased.

## FORCE POWER: PROTECT/UNLEASH

Force users can harness the innate abilities of the Force to protect themselves and others from harm. However, that same power can be turned to terrible ends when the user infuses himself with the dark side.

## MOVING AND DURATION

As written, the Move power does not have a set duration. This is intentional. During narrative gameplay, the duration can be as long as it needs to be; in general, users will be moving items from one point to another. If they do need to keep an item suspended for a short period of time, that's perfectly acceptable and does not require a second check. Of course, if they do need to keep an item suspended for a long period of time (more than several minutes), the GM can decide to require a second check, or start inflicting strain as the Force user attempts to maintain the power.

The same holds true for durations during encounters. Generally, Force users suspend items for a single round when they use the Move power. If they wish to lift an item for multiple rounds, the GM could treat that as an ongoing effect, requiring the Force user to commit 1 to maintain the power. For particularly large items (silhouette 2 or larger, for example), the GM can also inflict strain equal to the silhouette each round the Force user maintains the power. However, this is up to the GM, based on the circumstances of the encounter.

Dark siders can shoot lightning from their fingertips or envelop their targets in withering, murderous cold.

## BASIC POWER

Unlike many other Force powers, Protect/Unleash has a basic power that can be used in two very different ways. A character who purchases the basic power Protect/Unleash gains access to both Protect and Unleash. Each time a character uses the basic power, he must choose whether to use Protect or Unleash and receives only the effects associated with that choice. Each upgrade a character purchases improves both Protect and Unleash, but some improve each power in a different way.

### LIGHT SIDE (PROTECT)

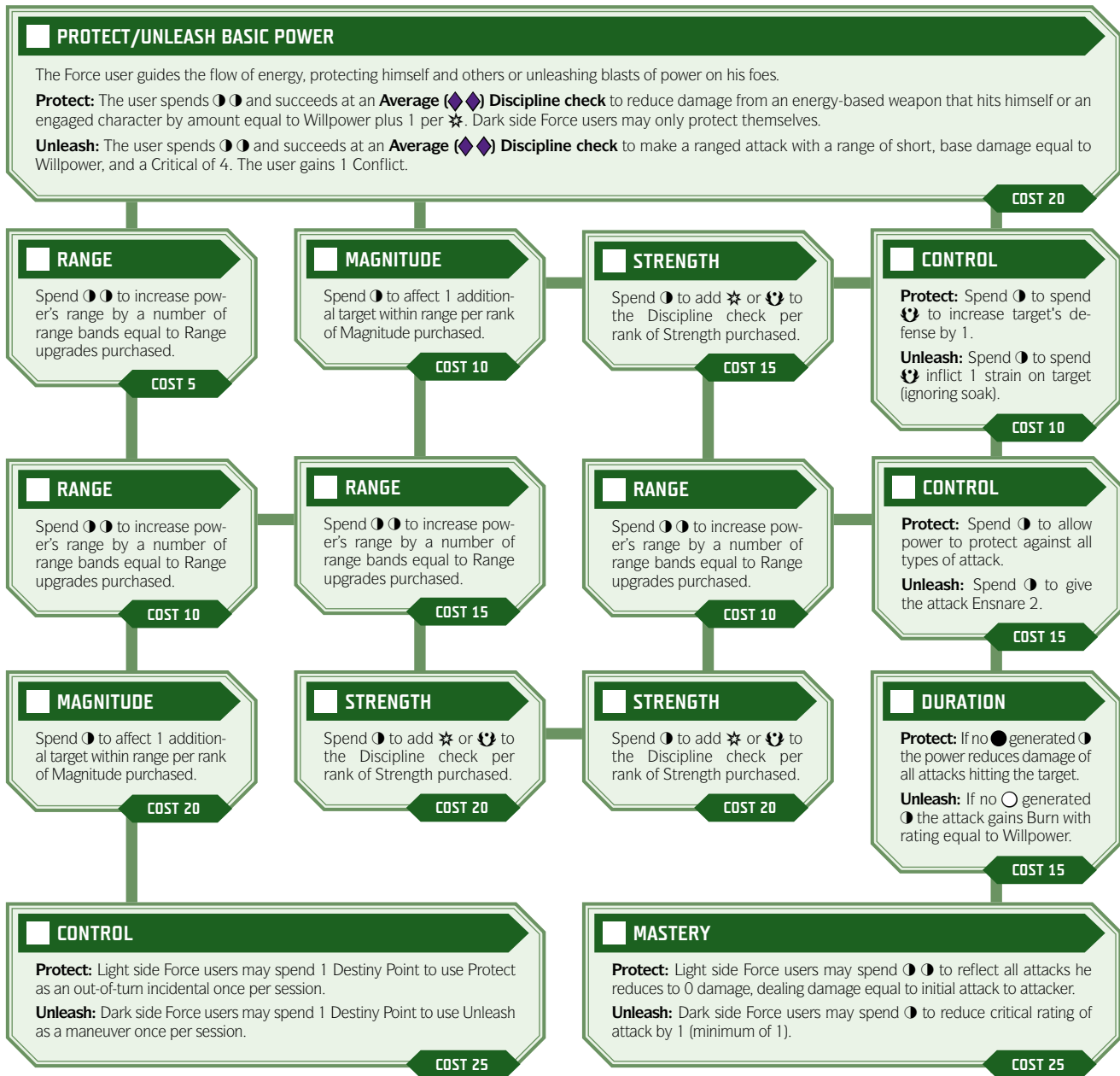
The basic power for Protect lets a Force user shield himself or an ally against oncoming energy attacks. A dark side Force user cannot use Protect to defend allies (he can only use it to protect himself). The basic power has one way to spend Force points:

- The user makes an **Average** (◆ ◆) **Discipline check** with the Force power check to protect himself or another engaged target. To raise this Force barrier, he must spend 1 1 to activate the power *and* he must succeed on the Discipline check. If he succeeds, the next time the engaged ally would otherwise suffer damage from a blaster shot, Force

# Force Power Tree: Protect/Unleash

Prerequisites: Force Rating 3 +

FORCE ABILITY



power, or other energy attack before the end of the user's next turn, reduce that damage by an amount equal to the Force user's Willpower plus the number of ★ he scores on the check.

## DARK SIDE (UNLEASH)

The basic power for Unleash lets a character blast an enemy with a surge of manifest emotion. The basic power has one way to spend Force points:

- The user makes an **Average (◆◆) Discipline check** as a part of the Force check to activate

the basic power to wreak terrible injury upon a target. To successfully smite the target, he must spend 2 Force points to activate the power *and* he must succeed on the Discipline check. The damage is resolved following the rules for ranged attacks, with a range of short, a base damage equal to the user's Willpower, and a critical rating of 4. The user then gains 1 Conflict.

## UPGRADES

**Control Upgrade:** The Control upgrade has different effects for Protect and for Unleash.

- For Protect, the user may spend 1 to have each he scores on the Discipline check to increase his target's Defense by one until the end of the user's next turn.
- For Unleash, the user may spend 1 to have each he scores on the Discipline check inflict one strain on the target (ignoring soak).

**Control Upgrade:** The Control upgrade has different effects for Protect and for Unleash.

- For Protect, the user may spend 1 to have the barrier protect against all attacks instead of only protecting against energy attacks.
- For Unleash, the user may spend 1 to have the attack gain the Ensnare 2 quality.

**Control Upgrade:** The Control upgrade has different effects for Protect and for Unleash.

- If the character is a light side Force user, then once per game session, the Force user may spend a Destiny Point to use Protect as an out-of-turn incidental.
- If the character is a dark side Force user, then once per game session, the Force user may spend a Destiny Point to use Unleash as a maneuver.

**Duration Upgrade:** The Duration upgrade has different effects for Protect and for Unleash.

- For Protect, if the user spent no 1 on the check, the Force barrier protecting his target shields against all energy attacks the target would otherwise suffer before the end of the user's next turn (instead of just the next energy attack).
- For Unleash, if the user used no 0 to generate 1 on the check, the attack gains the Burn quality with a value equal to the user's Willpower.

**Magnitude Upgrade:** The Magnitude upgrade improves both Protect and Unleash in the same way. Spend 1 to increase the number of targets affected by an amount equal to the number of Magnitude upgrades purchased. The Force user may activate this multiple times, increasing the number of targets by this number each time.

**Mastery:** The Mastery upgrade has different effects for Protect and for Unleash.

- For Protect, this upgrade represents gaining the clarity of mind and soul required to let energy and aggression flow harmlessly through the Force user and recoil back upon those who seek to harm him. If the user is a light side Force user, he may spend 1 1 to reflect all attacks that would be reduced to zero damage (before soak) by this power upon their sources. Each attack reflected

this way hits the attacker for the amount of damage it would have dealt to the user (before the reduction for Protect).

- For Unleash, this upgrade represents mastering the ultimate dark side technique, the dreaded Force lightning. If the user is a dark side Force user, he may spend 1 to reduce the attack's critical rating by one. The user may activate this multiple times, reducing the critical rating by one each time (to a minimum of 1).

**Range Upgrade:** The Range upgrade improves both Protect and Unleash in the same way. Spend 1 1 to increase the maximum range at which the Force user can affect targets with this power by a number of range bands equal to the number of Range upgrades purchased. The Force user may activate this multiple times, increasing the range by this number each time.

**Strength Upgrade:** The Strength upgrade improves both Protect and Unleash in the same way. Spend 1 to add \* or 1 to the check equal to the number of ranks of Strength purchased. The Force user may activate this multiple times, increasing the number of automatic \* or 1 by this number each time.

## FORCE POWER: SEEK

The Force user casts out with his mind's eye, searching for something lost, concealed, or forgotten. While countless different Force traditions across the galaxy have attached different practices and techniques to this power, from tribal cultures that use it to hunt prey-beasts to orders of assassins who seek out any who defy their orthodoxy, the basic ability remains the same: those who follow pathways of the Force can track down anything or anyone, regardless of the distance or eons that separate them from their quarry.

### BASIC POWER

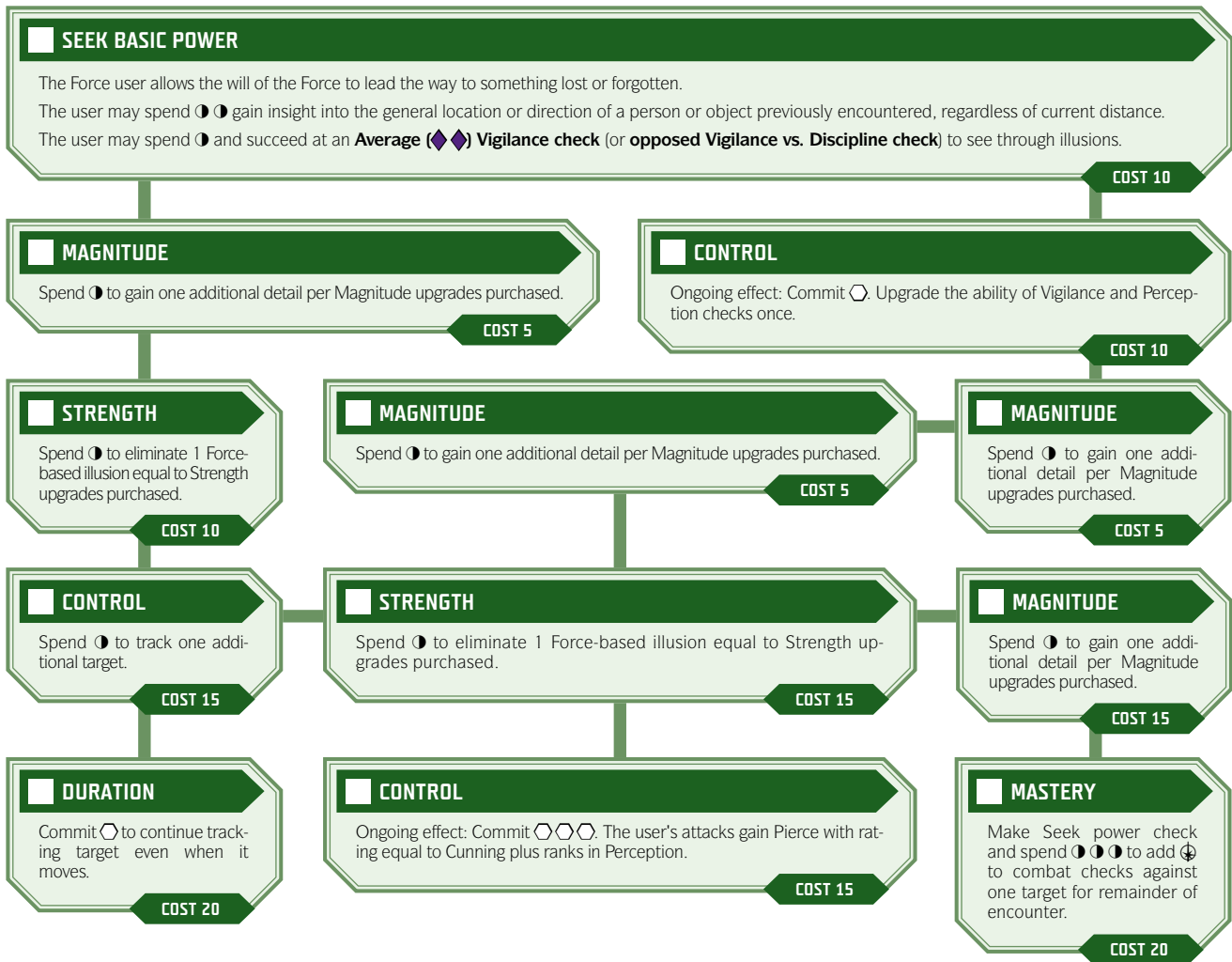
Seek's basic power allows Force users to find faraway things and to shatter sensory tricks that might hide their quarry. The basic power has two ways to spend Force points:

- The user may spend 1 1 to gain insight into the general location or direction of a person or object he has previously encountered, regardless of its current distance from him.
- The user may make an **Average (◆◆) Vigilance check** with the power check to see through all sensory misdirections confronting him, whether these come from technology or more esoteric sources. This power works against tricks such as cloaking fields, holograms, Force illusions, and even physical disguises, at the GM's discretion, but has no direct effect on spoken or written lies. To successfully see past the deception, the char-

# Force Power Tree: Seek

Prerequisites: Force Rating 1 +

FORCE ABILITY



acter must spend 1 Force die to activate the power *and* must succeed on the **Average (◆◆) Vigilance check** (or **opposed Vigilance vs. Discipline check** if the illusions are being created by another Force user). If the user succeeds, his supernatural senses pierce the falsehoods, letting him perceive the truth they conceal.

## UPGRADES

**Control Upgrade:** Spend 1 Force die to track up to one additional target when using this power. The user can activate this multiple times.

**Control Upgrade:** The Force user becomes increasingly attuned to the subtle cues in the world around him and is capable of sharpening his mind-senses to cut through all distractions that might conceal important details. The power gains the ongoing effect: Commit 1 Force die. Upgrade the ability of all Perception and Vigilance checks the user makes once. The user may

commit as many Force dice as he wishes to receive the benefit multiple times.

**Control Upgrade:** As it encompasses the lives of all things, so too does the Force contain the secrets of all ends. From time to time, a particularly perceptive Force user can spot these fault lines in the universe and, in doing so, uncover a unique opportunity or even an opponent's fatal flaw. To a Force user who has honed such an ability, all vulnerabilities and cracks in even the thickest armor are laid bare. The power gains the ongoing effect: Commit 1 Force die. The user's attacks gain Pierce with a rating equal to the user's Cunning plus ranks in Perception (or increase an existing Pierce rating by the same amount).

**Duration Upgrade:** The power gains the ongoing effect: Commit 1 Force die after successfully activating the basic power to find the direction of a person or object. Whenever the person or object moves, the Force user becomes aware of this movement and of the person

## USING SENSE IN THE GAME

**S**ense can be an extremely potent ability in a game. Arguably, it has the most potential to derail a game, as it can put the GM in the situation of being forced to divulge crucial information that can seriously undermine the tension of an adventure. Reading the thoughts of an opponent can reveal critical facts, such as the location of a hideout or his plans to double-cross the Player Characters at a later date. At the same time, however, the GM should not simply deny this information to the character. Thus, the GM has to walk a fine line between revealing relevant information, and revealing too much information. When using this power, both players and GMs should keep the following guidelines in mind:

- Some species (and some individuals with particularly strong minds) are more resistant to powers such as Sense than others.

- Some species are completely immune.
- Sense does not work on communications over long distances.
- Sense allows a Force user to read only the emotional state and surface thoughts of a target. This means that characters can only obtain an imperfect snapshot of another's mind and cannot simply call up any specific piece of information they want on demand.

Overall, the GM should endeavor to allow PCs to use Sense to learn valuable information they would not normally know. However, this information should not allow them to automatically succeed in their goals, but instead provide a valuable clue or insight as they proceed. Simply put, it should help them with their work, but not do their work for them.

or object's new general location or the direction he must follow to reach it.

**Magnitude Upgrade:** Spend 1 to gain one additional helpful detail per rank of Magnitude about the location, direction, or path of the target when using the basic power to search for it. These details can include short flashes of phenomena including sights, sounds, smells, landmarks, or even brief visions, as determined by the GM. For instance, if the basic power reveals that the user's quarry was headed in the direction of the Yavin System, the GM might have this upgrade provide the user with an image of light falling through the leaves of large trees—giving the user an important hint as to which planet (or moon) in that system the target has chosen as a hiding place. The user can activate this multiple times.

**Mastery Upgrade:** The Force user scans the target with his mind, following the flow of energy to the flaw that will be the enemy's undoing. The Force user makes a Force check as an action and chooses an enemy he can perceive. If he generates at least 1 1 1, the user adds one automatic 1 to each combat check he makes against the target until the end of the encounter.

**Strength Upgrade:** Spend 1 to completely eliminate one Force-based illusion per rank of Strength purchased instead of merely seeing through it when using the basic power. Force illusions banished this way stop working against all targets they previously affected and vanish like mist in the sun. The user can activate this multiple times.

## FORCE POWER: SENSE

By opening his mind, a Force user can commune with the world around him. He senses the endless movement of the Living Force, seeing beyond what his eyes allow. The actions of those around him are laid bare, as if the Force user had a bird's eye view of his surroundings, allowing him to anticipate attacks and better strike blows of his own, or even spot ambushes and lurking foes. Alternatively, he can sense the thoughts of others. Even a Jedi cannot read someone's mind completely, but a Force-sensitive being trained in these arts can detect his target's feelings and emotions, and even sense surface thoughts.

Unlike many other Force powers, Sense has a basic power that can be used in two very different ways. Users can rely on Sense to augment their defensive (and eventually offensive) abilities, or they can invest in the ability to read the emotions and feelings of others. They can even read their surface thoughts, which can be particularly valuable in a wide variety of situations.

### BASIC POWER

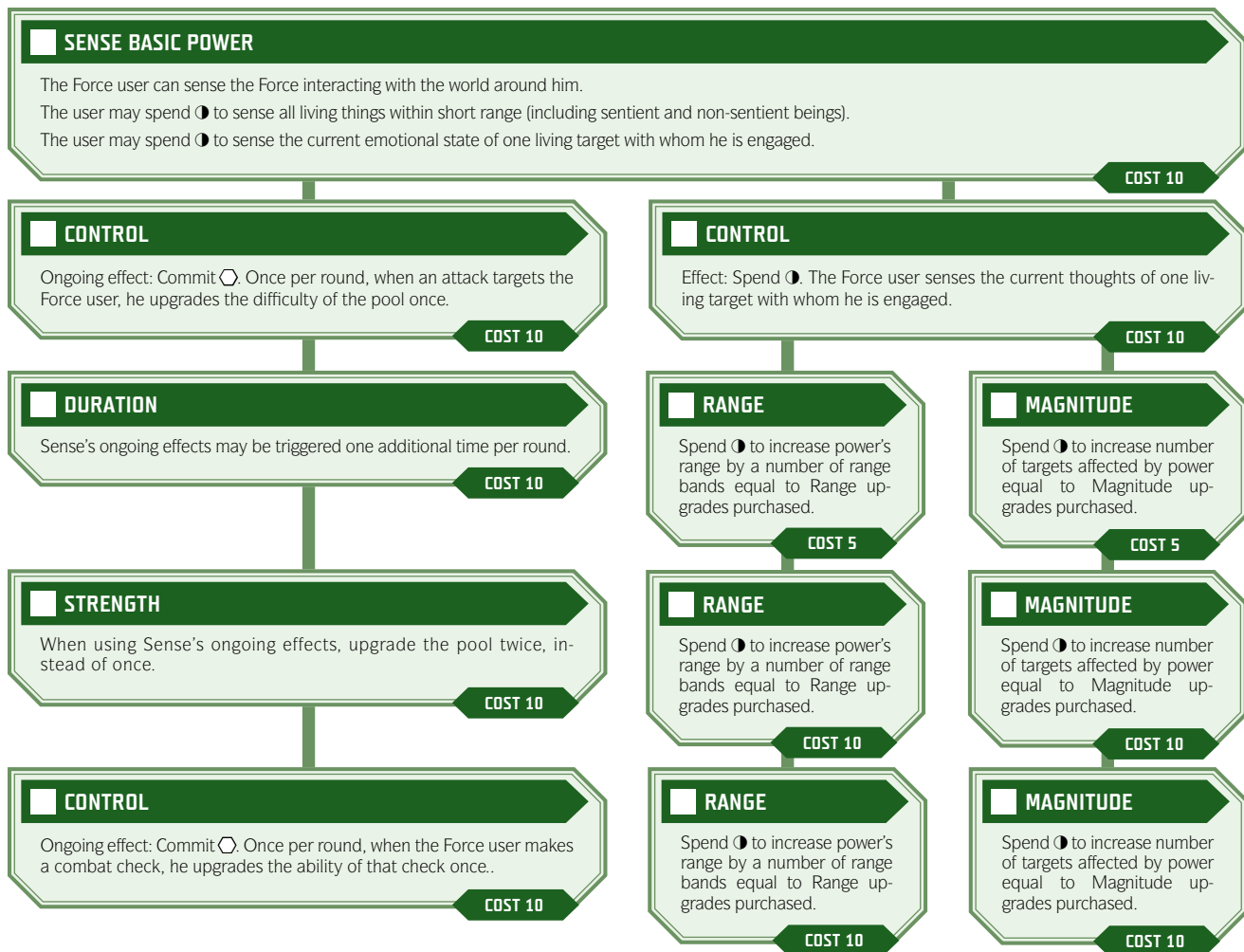
Sense's basic power allows the Force user to sense the Living Force interacting with the world around him. This allows him to perceive other life close by and read the emotions of a single individual. The basic power has two ways to spend Force points:

- The user may spend 1 to sense all living things within short range of himself (including both animals and sentient beings).
- The user may spend 1 to sense the current emotional state of one living target with whom he is engaged.

# Force Power Tree: Sense

Prerequisites: Force Rating 1 +

FORCE ABILITY



## UPGRADES

Sense's upgrades are split into two groups: those that allow the Force user to protect himself from danger and augment his attacks, and those that allow him to detect the thoughts of others.

**Control Upgrade:** The Force user gains the ability to sense danger the moment before it strikes, allowing him to anticipate attacks and avoid incoming blows. This power gains the ongoing effect: Commit 1. Once per round, when an attack targets the Force user, he upgrades the difficulty of the pool once.

**Control Upgrade:** The Force user's ability to anticipate danger evolves to the point where he can anticipate the actions of his opponents while he takes the offensive, making his own blows harder to avoid. This power gains the ongoing effect: Commit 1. Once per round, when the Force user makes a combat check, he upgrades the ability of the pool once.

**Control Upgrade:** The Force user gains the ability to detect the surface thoughts of the target. This power gains the effect: Spend 1. The user senses the current thoughts of one living target with whom he is engaged.

**Duration Upgrade:** Sense's ongoing effects may be triggered one additional time per round.

**Magnitude Upgrade:** Spend 1 to increase the number of targets affected by the number of Magnitude upgrades purchased. The Force user may activate this multiple times, increasing the number of targets by this number each time.

**Range Upgrade:** Spend 1 to increase the range at which the character senses living things by a number of range bands equal to the number of Range upgrades purchased. The Force user may activate this multiple times, increasing the range by this number each time.

**Strength Upgrade:** When using Sense's ongoing effects, the Force user may upgrade one additional die.

# IX

## THE GAME MASTER

**W**elcome to the first step in becoming a **FORCE AND DESTINY** Game Master. Running a roleplaying game is fun and rewarding in ways that are different from playing an individual character. This chapter gives new and experienced Game Masters the tools needed to rise to the challenge and become accomplished and entertaining *Star Wars* GMs.

For Game Masters, it is fun to see the players engage in a story and make it their own. One Player Character mind-tricks a guard into letting his friends into a secure landing bay, while another uses the Force to shove a shuttle into the path of oncoming stormtroopers. A third pauses behind them, taking a moment to use the Force to revive a fallen ally. Suddenly, all of them sense a disturbance in the Force just as an Inquisitor rises from the floor of the landing bay on a cargo lift—his red lightsaber ignited and ready. He is surrounded by a dozen elite troopers intent on capturing the PCs. Now what do they do? Escaping the station was their plan, and retreat is the wiser move. Instead, the leading PCs suddenly draw their lightsabers and charge their hated enemy, despite being outnumbered and outgunned. Now what does the GM do? Smile at their bravado and think fast.

The Game Master has many responsibilities in a game session. He creates the overall storyline for the

adventure. He interacts constantly with the players, describing the details their characters need to understand the situation. The GM plays the part of everyone the characters meet and describes everywhere they go. He must think on his feet and be ready to improvise at any moment. The GM interprets the game rules in a (hopefully) fair and consistent manner.

This sounds like a lot, but fortunately, the GM need not be perfect in every respect, especially when first starting out. The GM's primary goal is to create an entertaining and memorable game in which everyone has fun. Running a roleplaying game for friends doesn't have to be like refereeing a sports event. When an unexpected situation requires a ruling on a game mechanic, it is best to make a quick judgment call and assess the results later. GM and player cooperation creates the best environment for an entertaining game.

This chapter focuses on the Game Master's role in the game. The first section introduces the practical aspects of running a game session, including character creation, player interaction, rules examples, and experience points. The second section discusses adjudicating specific rules and options such as Morality and fear. The final section covers creating adventures and campaigns.



# RUNNING A FORCE AND DESTINY GAME

Running a **FORCE AND DESTINY** game session requires players, planning, rules knowledge, and an interest in creating a great deal of fun. This section guides new and experienced Game Masters through a typical game, from the first game session onward.

## RUNNING THE GAME

Running the game means more than managing the story. The GM must also attend to the mechanical means of keeping the game going. This section provides guidance on how to handle specific rules and other elements during the game session, and on how the rules and elements interact.




### RULES ADJUDICATION



The GM is the final arbiter of all rules discussions. It is important that he listen to points the players might argue for their side of an interpretation. However, rules discussions should not dominate playing time. After a short discussion, the GM should make a ruling to keep the game moving and should review the rule in detail later. If the ruling was incorrect, the GM may try to make it up to the player or group in question in a future session, or he may simply acknowledge the mistake and chalk it up as a lesson learned.



Sometimes the GM feels the rules are unclear or that he has an unusual situation. The GM may create a house rule to address the issue. He might also gain further insight from discussing the issue with other GMs or rules-proficient players, in person or in online gaming forums. However, rules lawyering—using the minutiae of the rules to gain an unfair, unexpected, or unintended advantage in a game—should be avoided by both players and GMs.



### INTERPRETING THE DICE POOL



One of the GM's primary responsibilities is to interpret the results of the dice rolls. Given that the exact makeup of each dice pool varies wildly, it gives the GM and the players many opportunities to translate the results into narrative effects. During the heat of the game, the players may rapidly assess a roll only for success or failure, and then quickly pick up the dice for the next roll. The GM should discourage this, especially if the story is at a critical juncture. While not every dice roll needs extensive interpretation, important moments should always be influenced by the dice results.



The die symbols generated by each check go well beyond the simple task of indicating success or failure. Success indicated by a  can mean something different than if it occurs on an  or . In the case





of a , a success might indicate the character's skill overcame all other challenges. If the same result occurred using a , fortune may have stepped in at the right moment. The GM should inform the story via the dice whenever possible.









 and  indicate the influence of fortune and misfortune in the results. Failure indicates the inherent difficulties of the situation, terrain, or task at hand were too much to overcome. Success indicates that luck, the Force, or a beneficial circumstance affected the outcome.

 and  represent the battle between a character's natural abilities and knowledge versus the inherent difficulty of the task at hand. Failure indicates that the task was just too hard to accomplish this time.

 and  dice represent the character's trained skill versus the most difficult challenges. Similar to the ability and difficulty dice, success indicates the character's training has prevailed, while failure indicates the circumstances were just too difficult to surpass.



 and  indicators are often less clear-cut in their influence on the dice pool. Sometimes they may trigger certain talents, abilities, or effects. They give the GM or player the opportunity to describe how the results place the character in a better or worse position than before the action.

 and  indicators should generate excitement at the game table.  indicates a critical success that should also grant the character an advantage in the scene.  indicates a critical failure, which should disrupt the character and make the situation much worse.

Instead of (or along with) a narrative effect, , , , and  may be spent per **Table 6–2 Spending  and  in Combat**, on page 149, and **Table 6–3: Spending  and  in Combat**, on page 149. See the similar tables on page 175 for spending these results in vehicle combat.

Usually, the makeup of the dice pool does not evenly align die types that are in direct opposition to each other. Instead, successes, failures and other indicators are spread across different dice in different amounts. It is often up to the GM to decide which of the successes or failures are relevant to the story interpretation.

### USING BOOST AND SETBACK DICE

Boosts and setbacks are basic GM tools for manipulating fortune and misfortune in the game. Beyond the normal guidelines for setting difficulty within the dice pool,  and  enable the GM to allow characters to try unusual or outright insane ideas during play. The players enjoy the chance to try creative solutions

within the game, and the GM can regulate the difficulty through the addition of more ■ instead of saying no to the idea. Note that □ and ■ dice are not normally upgraded to other die types.

Alternatively, □ may be used to reward a PC for good planning or creative thinking. □ may also be used in situations not covered by the rules. If the PC comes up with a good idea and the GM wants to allow it, he may add □. This is especially encouraged if the idea is in keeping with the spirit of the *Star Wars* movies.

## USING STRAIN

Strain is a non-lethal way for characters to suffer physical and psychological effects. See page 158 for a complete description of strain. For the GM, strain represents an opportunity to add mechanical emphasis and consequences to narrative aspects of the scene or combat.

In combat, the GM should not (often) overwhelm the PCs with strain, so that they have the opportunity to voluntarily take on strain to make additional maneuvers or to use a talents. This is especially significant for some lightsaber-wielding characters. Extreme environments or circumstances may occasionally increase the amount of strain the GM inserts into the encounter. Environmental strain should be less of a concern during the average combat.

Suffering strain emulates reactions to harmful environmental effects. Enduring long periods of exposure to heat, cold, radiation, or unusual weather like sandstorms may cause strain. Psychological pressure may also induce strain. It may come from strong emotional reactions to loss, extreme anger, frustration, or similar issues that distract a character from the task at hand.

Characters using certain talents combined with the Lightsaber skill may voluntarily suffer strain to mitigate damage and possibly other effects during combat. The details are described in each relevant talent description in **Chapter IV: Talents**. During lightsaber combat, spending ☉ to inflict strain on a character represents the physical and mental fatigue of fighting. It is possible that a combatant becomes fatigued enough to abandon the fight, flee, or surrender, especially in a lightsaber duel. Lightsaber duels can also end abruptly if a character's strain threshold is exceeded. They are overwhelmed and their defense becomes ineffective, leaving them open to a final killing strike.

When assigning strain, the GM should consider how different sources may interact in an encounter or scene. Creating a scene in which strain is a primary component is perfectly fine, but having a scene accidentally become overwhelmed with strain can alter the narrative in unexpected ways. Typically, the GM should assign one or two points of strain for a given effect. When environmental conditions inflict strain, the amount of strain inflicted can serve as a good indicator of dangerous the environment is.

## CHARACTER DEATH

Death is a significant part of the *Star Wars* universe. While Player Character death is unlikely to happen in most game sessions, the threat of death builds tension. How a player reacts to his character's demise depends largely on the player. Some take it in stride and are soon ready to create a new one. Other players may be disappointed, upset, or angry, especially those with a lot of time and effort invested into the character. The player may be particularly frustrated if the character death is meaningless or cheap, or feels unfair. While the GM may try to prevent a character death through subtle or obvious means, such aid should be backed up by solid reasoning. Perceived favoritism in the GM's handling of different deaths between different Player Characters can lead to hurt feelings and angry players.

## AWARDING AND SPENDING EXPERIENCE POINTS

The GM should award experience points after every session. The target amount to award per session varies depending on how fast the GM wants the characters to advance. A slower rate of advancement is typically 10 to 15 XP per session. This enables players to spend their XP about every other session. Moderately paced advancement sets the target at about 20 XP, which enables the characters to buy a new talent, raise a skill, and so on once per game session. For the quickest advancement, the target is 25 XP. It is better suited for shorter campaigns and becomes harder to sustain in the long run.

The amount awarded each session is typically 10 to 20 XP per character (adjusted per the previous paragraph for moderate or fast rates of play) for a game session of two or three major encounters and a handful of minor ones. An additional bonus of 5 XP may be granted for reaching key milestones or completing story arcs. Playing to a character's Motivation also grants 5 XP per session. The GM may consider awarding an extra point or two of XP for exceptional roleplaying or highly clever thinking. Published adventures may include recommended XP awards.

## SPENDING EXPERIENCE POINTS

When awarding experience, the GM should keep in mind what players will be able to spend experience points on and how much those items cost. This is covered on page 66, but it is reprinted here in **Table 9-1: Spending Experience** for convenience. This only covers spending experience after character creation.

**TABLE 9-1: SPENDING EXPERIENCE**

Options	Cost	Prerequisites
May spend experience to purchase ranks in any skill, up to rank 5.	Career skills cost five times the purchased rank in experience. Non-Career skills cost five times the purchased rank in experience, plus 5 additional experience.	Whether for a Career skill or non-Career skill, each rank must be purchased sequentially (so rank 2 must be purchased before rank 3, and so on).
May spend experience to purchase talents within specializations.	Depends on talent's position within specialization talent tree.	Talents may only be purchased if they are on the first level of a specialization, or if they are connected by a bar to a talent already purchased.
May spend experience to purchase new specializations.	New specializations cost ten times the total number of specializations the character will have. Non-Career specializations cost 10 additional experience.	None.

## ADVANCED CHARACTERS AND KNIGHT-LEVEL PLAY

Once a Player Character earns 150 XP or more after character creation, they are considered advanced characters. They are better equipped to handle tougher opponents and situations. In preparing for a game session with these characters, the Game Master needs to account for their greater abilities. The PCs should regularly face stronger adversaries (often with the Adversary talent). The GM could use rivals where minions might have previously been appropriate, and increasing the abilities and danger of minions when they are required. Advanced minions should still be noticeably weaker than the characters. Regular minions can and should still be used on occasion, so that the players can see the results of their dedication to playing and advancing their characters. They should see the benefits of their advanced abilities over the average opponents, or NPCs that were once dangerous to the PCs.

Uniquely to **FORCE AND DESTINY**, once PCs have earned 150 XP, the game assumes the PCs have had the chance to obtain a Lightsaber weapon of some type. Thus, the GM can pit the PCs against opponents

who have lightsabers or weapons with the Cortosis quality, and have the ability to Parry or Reflect attacks. PCs uninterested in lightsaber combat should have the opportunity to obtain something comparable, such as additional XP invested in Force powers or specialization trees.

### KNIGHT-LEVEL PLAY

In **FORCE AND DESTINY**, advanced characters and adventures are called Knight level. PCs may earn their way up to Knight level after beginning as starting characters. The GM may also opt to run a Knight-level game from character creation. This enables starting characters who want to use a lightsaber to be able to purchase talents and skills to make its use more effective. Starting Knight-level characters gain an additional 150 XP. The PCs must spend their extra XP after character creation is complete (and therefore cannot spend it on characteristics). See page 67 for additional Knight-level character creation guidance. Knight-level **FORCE AND DESTINY** characters are expected to have access to a basic lightsaber (see page 125). Future **FORCE AND DESTINY** published adventures may include advice for modifying the adventure specifically for Knight-level play.

## GAME MASTER RULES AND OPTIONS

This section presents Game Master-specific rules, such as fear, and possible alternate versions of some rules. In addition, it discusses the adjudication of some of the common grey areas in certain rules, such as those involving Morality, Motivations, and Destiny Points.

### USING MORALITY

The Morality system essentially tracks how good or evil a Player Character acts. A PC's struggle with *being* good versus the temptation and power of the dark side manifests as Conflict points in the Morality

system. A Player Character's Morality value changes how he interacts not only with the Force, but also with other characters in the game.

A PC is considered to be one of "the good guys" until his Morality drops below 30, after which he falls to the dark side. A starting character might begin the game on the brink of falling, in exchange for both XP and starting credit bonuses. The PC's tenuous position can be emphasized if the GM and player collaborate to define how the character might have used the dark side to earn the extra XP and credits. The XP

**TABLE 9-2: COMMON CONFLICT PENALTIES**

Conflict Received	Action
1	<p><b>Knowing Inaction:</b> The PC knows that an NPC or other PC will do something particularly bad (an action that would earn 5+ Conflict points) and chooses not to intervene.</p> <p><b>Lying for Personal Gain:</b> The PC tells a lie for selfish reasons or to benefit himself. Some lies can be told to benefit others, such as avoiding a combat situation or protecting innocents.</p> <p><b>Resorting to Violence as the First Solution:</b> When confronted with a problem, the PC defaults to violent acts to solve it, without exploring any other options. This penalty can be mitigated if the PC is the one being attacked.</p>
2	<p><b>Coercion and Threatening with Violence:</b> The PC threatens someone with violence or coerces the person to do his bidding against the person's will.</p> <p><b>Inflicting Emotional Abuse:</b> The PC says something cruel or petty just to upset or cause mental torment in a person.</p>
2-3	<p><b>Theft:</b> The PC steals something that does not belong to him. The Conflict penalty can be mitigated in this case if the PC is stealing from a corrupt and/or wealthy authority (such as the Empire), and does so to give back to those who need it. The Conflict penalty can be increased if the PC steals something from those who can particularly ill-afford to lose it.</p>
3-4	<p><b>Unnecessary Destruction:</b> The PC destroys objects, property, or other items willfully and without good cause.</p>
4-5	<p><b>Unprovoked Violence or Assault:</b> The PC assaults, beats, or otherwise attacks an NPC for no reason.</p>
6-7	<p><b>Unnecessary Cruelty to Non-Sapient Creatures:</b> The PC maliciously tortures or torments animals or droids with animal-level intelligence.</p>
10	<p><b>Torture:</b> The PCs torture a character.</p>
10+	<p><b>Murder:</b> The PCs murder a character (killing someone who is helpless or no threat to the PC).</p>

likely came from a recent immoral event or series of events. The credits could be payment gained through the dark side, whether villainous work for someone else or a theft carried out by the PC.

Challenging the PCs' moral choices is central to **FORCE AND DESTINY**. Sometimes, the consequences of a choice are very clear to the character. However, adventures should include at least one situation where the PCs' goal can be achieved more easily with less-than-noble actions. In other words, the GM offers an easier option that reduces the PCs' danger, costs, or effort, but ultimately hurts another character, ship, group, or other entity as a consequence.

### TRIGGERED MORALITY

When a character's Morality is triggered at the start of a game session (see **Triggering Morality**, on page 34), he gains a chance to do something particularly good or devastatingly evil, linked to his specific Morality. This might occur spontaneously during the game, or the GM can map out different possibilities for use at the right moment. For example, a character from a PC's past returns to help or hinder the PC. The GM should work this into the ongoing story, but if the triggered narrative is too disruptive for the events in the adventure, the narrative portion can be skipped. At a minimum, triggering doubles the Morality increase or decrease at the end of the game session.

### BESTOWING CONFLICT

Players track their characters' Morality scores during play. A player may choose to keep his score secret from the other players, though the GM should always know everyone's score.

The GM bestows Conflict through game mechanics and narrative action. When Conflict is given to PCs, it is tracked as a discrete amount, such as 4 Conflict or 12 Conflict. Players track Conflict bestowed mechanically, since it results from specific, defined actions.

- A PC receives 1 Conflict per ● result used to generate ○ during a Force power check.
- The GM bestows 1 to 10 (and sometimes even more) Conflict for narrative actions, depending on the severity of the PC's deeds. See **Table 9-2: Common Conflict Point Penalties**, above, for examples of Conflict awarded for common negative or evil actions. The GM can and should adjust the amount to account for unusual actions or situations.

Character intent should influence the amount of Conflict awarded, as some actions may be considered good in one situation and evil in another. Obviously evil or overly selfish acts combined with the main transgression should always add from 1 to 5 additional points. Grey areas, such as using ● results to generate ○ for a selfish but not a truly evil action receives a minimum of +1 Conflict, but possibly 2 to 5 more Conflict. As always, the GM's determination and ruling is final.

## SESSION TALLY REDEMPTION

At the end of each session, each player totals the amount of Conflict his character received and rolls 1d10. If the roll result is less than the number of Conflict points earned, he *decreases* his Morality by the difference between the number of points earned and his roll. If the roll is greater than the number of Conflict points, he *increases* his Morality by the difference between his roll and his Conflict points earned. (If the roll and Conflict earned are the same, Morality neither increases nor decreases.) Since the roll potentially increases or decreases the score, it reduces player manipulation of the system. If the game session is unusually short, the GM might require the roll after the following session instead. (For an example of this, see page 35).

### FALLING TO THE DARK SIDE

Falling to the dark side should be a major moment in any story. Given that Morality is adjusted *after* a session, no one usually knows for sure during play if the PC will fall. From a roleplaying standpoint, the GM and the player should emphasize any action that gains Conflict points, and allow that to build tension between the character and his enemies and allies. The player could play out what seems to be a fall, then confirm it at the end of the session. If the PC doesn't fall, then the events he just experienced might be a close call that could suggest the character reconsider his path. Near misses are dramatic in their own way.

When a PC falls to the dark side, the GM and PC should discuss the events of the next session, making the fall the central theme. The reaction of the other PCs is important. If they remain on the light side while one falls, it might challenge the game going forward. Good PCs might avoid a fallen one, and may even attack him.

PC vs. PC combat is not typically encouraged due to the potential of hurt feelings among players. However, it replicates a common theme in the *Star Wars* movies, where former allies become enemies and fight in a tense and emotional battle. There can be equally dramatic scenes between the PCs, assuming the player dynamics can withstand potentially devastating results of losing or seriously damaging a character. The GM should be ready to halt the game if emotions start to get out of hand.

Players continuing their dark side characters (as well as GMs playing dark side characters) should be discouraged from playing out truly offensive acts or vile scenes. Some graphic and horrifying events occur in the *Star Wars* movies—but they happen off screen. Once a character's intent is clearly implied, the story cuts away to another scene. The consequences are shown or communicated after the fact. Similar methods also work within the game, with play skipping over such details in session, or having the event occur between sessions. Typically, it is more fun for everyone playing to avoid these scenes altogether.

Redemption from the dark side is not easy. Not only does it require a long climb back up the Morality track to a score of 70, but a character's redemption should also be challenging narratively. The character should face situations that tempt him to use dark side Force points. For instance, a character near his strain threshold might be unwilling or unable to risk exceeding the threshold by spending light side points on a Force power. Instead, he might be tempted to use dark side points to use the Force to escape a dangerous situation. The story of redemption can be dramatic and the source of many adventures.

The specific mechanics for what happens to a PC who falls to the dark side, and how he can redeem himself, can be found on pages 36 and 37.

### LIGHT SIDE PARAGON THRESHOLD

When a Force user's Morality score is over 70, he crosses the paragon threshold and becomes a champion of good and the light side. Narratively, the paragon gains no specific abilities. However, the GM may play up the PC's status, such as by altering NPC actions or attitudes. The PC's reputation might precede him, making interactions easier or more difficult, depending on an NPC's background or the situation. Likewise, when in the presence of the PC, dark side users may sense the character's strong connection to the light side, and focus their attention or attacks on him.

## FEAR

Fear takes a special role in **FORCE AND DESTINY**. Fear is a major path to the dark side. It is a weapon in the hands of the Sith and other dark side Force users. Careers and specializations such as the Aggressor also allow certain PCs to readily use fear. War, combat, intimidating adversaries, and environmental hazards may instill fear in anyone, anywhere. Fear can interfere with character actions and goals. It may reduce a character's effectiveness, make him hesitate, or even cause him to flee.

Within the game, fear is typically countered by the **Discipline** skill. If the character has time to prepare for the encounter, he may occasionally use the **Cool** skill instead, at the GM's discretion. The GM sets the difficulty of such checks and adds the appropriate dice to the character's dice pool. Interpreting the dice pool results is key to determining the effects of fear. The check result represents the character's ability to act in the face of fear, not necessarily the level of fear a character may feel.

### WHEN TO MAKE A FEAR CHECK

Anytime Discipline or Cool is used to counter fear, it is called a fear check. Not every frightening situation requires a fear check. It should be restricted to unusual circumstances or the first time a character experienc-

**TABLE 9-3: FEAR GUIDELINES**

State of Fear	Fear Check	Example
Minimally Afraid	Easy (◆)	Somewhat overmatched in combat, a minimally dangerous creature, a minor threat to one's safety.
Moderately Afraid	Average (◆◆)	Obviously overmatched in combat, a dangerously aggressive creature, a credible threat to one's safety and minimal threat to one's life.
Very Afraid	Hard (◆◆◆)	Battlefield combat, a pack of aggressive creatures, a major threat to one's safety and moderate fear for one's life.
Mortally Afraid	Daunting (◆◆◆◆)	Terrifyingly intense combat, confronting a large and dangerous creature such as a krayt dragon, overwhelming fear for one's life.
Utterly Terrified	Formidable (◆◆◆◆◆)	A hopeless and utterly terrifying situation, combat against things incomprehensible to one's mind, being attacked by a group of Wampas, fear so crippling that sanity cracks.
Confronting something reputed to be dangerous.	1 difficulty upgrade	Confronting a Sith warrior or Inquisitor, negotiating under direct threat of violence.
Confronting something known to be dangerous and very rare.	2 difficulty upgrades	Escaping a disintegrating starship.
Confronting something known to be very dangerous and unique.	3 difficulty upgrades	Fighting Darth Vader.

es a particularly frightening situation. A Sentinel fighting stormtroopers probably doesn't need to make a check. If Darth Vader appears and the Sentinel has never seen him personally, a check is appropriate.

The GM determines the frequency of checks. Typically, once a check is rolled, the GM should not require another check for the same source of fear during the same encounter, unless the circumstances change significantly. Stories highlighting fearful situations may require more checks.

**DETERMINING FEAR DIFFICULTY**

The difficulty of a fear check is determined taking into account both the circumstance and the individual experiencing the fear. No two people respond the same way to a frightening situation. Where an untrained civilian might freeze in terror when a fight breaks out, a trained soldier may act with confidence and effectiveness. This is not to say that the soldier is unafraid; it simply means that he is better able to act in the face of fear.

Example circumstances and difficulties are shown on **Table 9-3: Fear Guidelines**. The listed difficulties reflects the fear levels of a person without prior experience in the given event. The difficulty of the check can be upgraded. Upgrades usually depend on the circumstances of the check, including details about the creature or character that causes the check.

For example, confronting a grim warrior in black armor and carrying a lightsaber could at the very least be a **Daunting (◆◆◆◆) check**. However, knowing that the warrior is Darth Vader, who hunted down

and killed the Jedi and is a Dark Lord of the Sith, can upgrade the difficulty of the check three times. The GM may add ■ to represent other aspects of the situation, such as surprise. The GM may also add □ and other beneficial dice if the character's resolve is supported by powerful allies or other artificial aids.

**EFFECTS OF FEAR**




The GM interprets the dice pool results and may create additional effects that reflect the details of the situation. Some creatures or talents requiring a fear check might also dictate the effects of a failed check. As in other types of checks, ☹ and 😬 carry effects regardless of success or failure. If multiple fear checks are needed, ☹ and 😬 of later rolls may cancel out effects from earlier rolls.

**Suggested minimum failure or negative effects**




- **Failure:** The character adds ■ to each action he takes during the encounter.
- **Threat:** The character suffers a number of strain equal to the number of ☹. If the check generates ☹☹☹ or more, the character can be staggered for his first turn, instead.
- **Despair:** The character is incredibly frightened and increases the difficulty of all checks by one until the end of the encounter. In addition, the character accrues Conflict as detailed in the **Fear Leads to Anger...** section, on the next page.

**Suggested success or positive effects**

- **Success or multiple successes:** The character avoids any fear effects, except those triggered by ☹.

- **Advantage:** Add  to the next character's fear check. If spending multiple , grant  to an additional player's first check.
- **Triumph:** Can be spent to cancel all previous penalties from fear checks or to ensure the character need not make any additional fear checks during the encounter, no matter the source.

### FEAR LEADS TO ANGER...

Fear may affect characters with a Morality score in another way. Instead of the suggested failure or negative effects, the GM may bestow an amount of Conflict equal to the difficulty of the check for a failed check. When a PC suffers a  result on the check, this happens automatically and in addition to the normal effects of the . The Conflict points cannot be negated by a  on a later fear check.

## ADJUDICATING DESTINY POINTS

Destiny Points (see page 25) represent the inherent connection between the characters, the villains, and the fate of the galaxy—or at least their part in it. Destiny Points are flexible and fickle, sometimes aiding the characters, sometimes hindering them. They also represent the influence of the light and dark sides of the Force on the characters' actions and lives. The flow of Destiny Points between the light and dark side pools represents the shifting balance of power between the light and dark side of the Force.

Mechanically, the Player Characters only spend light side Destiny Points, while the GM may only spend dark side Destiny Points. This holds true even if the PC is a dark side Force user. While this may seem a bit strange, having some PCs use dark side Destiny Points while others use light side Destiny Points breaks the system, and thus is strongly discouraged.


### ENCOURAGING DESTINY POINT USE

The flow of Destiny Points varies between different parties and GMs. Newcomers to the game may be reluctant to spend Destiny Points for fear of having them unavailable when a more important or critical situation arises. The GM should encourage Destiny Point use throughout the game. He should spend points regularly to replenish the light side pool, and to highlight the integral role of the Force and of Destiny in the *Star Wars* setting.

The players may ration Destiny Point use, and they are allowed to form strategies for Destiny Point expenditure. They might hoard them to prevent the GM from using them at critical moments. This is a good

occasional tactic, but if it becomes a regular problem, the GM should balance things out by holding back a few points for his use at critical moments.

Ideally, there should be a free flow of Destiny Points throughout the game. While not every die roll needs to be influenced, the GM should use Destiny Points often when major NPCs are involved or critical moments arise. Overuse in lesser situations may annoy or demoralize the players, especially when using starting characters.

More subtly, the sudden use of Destiny Points against consecutive die rolls can highlight the difficulty of the Player Characters' current approach. Perhaps the dark side is stronger at this location. Perhaps the Player Characters have taken the wrong path, and this is the way the Force is telling them there might be a better approach. Using Destiny Points instead of  dice to fulfill this role, hints at the influence of the Force over the situation, instead of naturally occurring environmental, physical, or political hindrances.

### DESTINY POINTS AS NARRATIVE AID

Destiny Points can influence the ongoing story narratively. The players may spend Destiny Points to improve their immediate situation. These expenditures are classified into three categories: dumb luck, reasonable extrapolation, and common sense.

#### DUMB LUCK

Dumb luck comes into play when the players request something that might reasonably be expected to be absent in the current location or situation, but is somehow available. Dumb luck can explain a lot, but it should not be allowed when it stretches credulity too much. Salvaging exactly the right hyperdrive part from a dissimilar starship shouldn't normally work.

#### REASONABLE EXTRAPOLATION

Reasonable extrapolation occurs when the players request something that could logically be available in the current location. It may not be exactly what they want, but it should be adaptable in some fashion.

#### COMMON SENSE

It is up to the GM to approve all Destiny Point uses to influence the narrative. Creativity should be rewarded whenever possible. However, the players should not be allowed to abuse the system to avoid paying for something they could otherwise afford, or to circumvent prohibitions that would normally prevent them from acquiring the item or service. If the Destiny Point use would derail the adventure plot, it should be denied or altered, even if it would be a reasonable request in other circumstances.



# ADVERSARIES

**T**he galaxy is an unimaginably vast place, home to a stunning variety of sentient peoples living on millions of inhabitable worlds. The freewheeling adventurers who frequent the Rim region, monstrous beasts out of a xenologist's worst nightmare, the tyrannical forces of the Imperium, desperate criminals both petty and organized: all these and more might await those who travel the hyperlanes. Any given interaction has the potential to turn deadly, and the wise know to be ready for the eventuality—some would say the inevitability—of violence.

There are three different levels of opponents that characters will readily encounter in the galaxy, with different degrees of threat posed to the average group of Force-using heroes. Although some variation of danger and ability is to be expected, the broad categories of adversaries include minions, rivals, and nemeses.

## MINIONS

**Minions** are the most common NPCs encountered in the *Star Wars* universe. These are nameless individuals who provide muscle to flesh out encounters. Their only real threat is in numbers; a minion is not expected to stand toe-to-toe with a Player Character.

Minions are typically not real threats when encountered alone. Unfortunately, they are almost never encountered alone, but instead tend to operate in small

groups to increase their effectiveness. Minions are rarely more than a minor obstacle to most parties of characters, a delaying tactic that can stand in the way of achieving a goal that a more powerful enemy wishes to see prevented. Minions also have lower wound thresholds than other NPCs, making it very likely they'll drop in one or two hits.

GMs can use minions as adversaries either as individuals or in groups. However, unless the minion has relevant characteristics of 3 or higher, an individual minion is more likely to fail than succeed on all but the simplest combat checks. GMs should only use individual minions if they wish to pit the Player Characters against an easy combat challenge. The more typical way to use minions involves deploying them in groups, as described later in this section.

## MINION RULES

Minions have several unique rules that reflect their status as disposable adversaries.

- **Unless otherwise specified, minions do not suffer strain.** Anything that deals strain to a minion inflicts an equivalent number of wounds instead. They also cannot voluntarily suffer strain. This means that when a minion is taken out of combat due to exceeding his wound threshold, it is up to the GM whether he was incapacitated or killed, depending on the circumstances.



- **Minions do not possess ranks in skills.** One thing that makes minions significantly weaker than Player Characters is their lack of ranks in skills. They can compensate for this by operating as a group. Minion profiles list several skills in which they can gain ranks when acting in a group.
- **Minions can fight as a group.** As noted previously, the GM does not have to deploy minions in groups. However, deploying them in a group has several advantages. It simplifies combats and makes minions more dangerous while allowing GMs to include large numbers of adversaries. Minions are only deployed in groups of the same minion type. The minion group has a single wound threshold, shared by all members of the group. This wound threshold is equal to the sum of the wound threshold of every member of the group. (For example, a group of three stormtroopers—each with a wound threshold of 5—has a wound threshold of 15.) Each time any member of the group suffers wounds, the wounds are applied to the group's wound threshold. Individual members of the group are defeated one at a time, each time the total wounds suffered exceeds that group member's share of the wound threshold. For example, when the stormtrooper group passes 5 wounds, one stormtrooper is defeated. When characters attack a group, they attack the group as a whole, not an individual. Likewise, minions make one attack per group, not per individual. Working as a group allows minions to use skills. A minion group gains one skill rank for each member of the group beyond the first, if that skill is on the minion's list. So, a group of four stormtroopers would count as having three ranks (for the three troopers after the first) in any checks the group is called on to make.
- **Minions are killed by Critical Injuries.** If a minion suffers a Critical Injury, it is immediately incapacitated. If a group of minions suffers a Critical Injury, it suffers one minion's worth of wounds (so that one of the minions in the group is incapacitated).

## RIVALS

**Rivals** are more dangerous than minions but still

inferior to most Player Characters. Rivals are very similar to Player Characters in many respects, being generally more innately gifted and well trained than minions. They possess skills and operate individually rather than in groups. They are generally less skilled than the PCs, however, seldom possessing more than two ranks in any one skill.

### RIVAL RULES

Rivals follow most of the same rules as Player Characters do, except as noted here.

- **Rivals suffer Critical Injuries normally.** However, when a rival exceeds his wound threshold, he can be killed outright (instead of incapacitated) at the GM's discretion.
- **Rivals cannot suffer strain.** When a rival is dealt strain, he suffers an equivalent number of wounds instead. He can, however, use abilities or invoke effects that would cause him to suffer strain; this simply causes him to suffer wounds instead. Remember, because he does not suffer strain, he cannot recover it either. Like minions, if a rival is incapacitated, the GM can determine whether he was killed or rendered unconscious based on the circumstances.
- GMs can decide to track strain on certain rivals, even though this is not the norm. This does create extra bookkeeping for the GM, but also allows some additional granularity for rivals that might prove important to the plot. In essence, this allows the GM to create nemesis-class characters with weaker-than-average statistics.

## NEMESSES

The **nemesis** is the opposite number of the Player Character. Nemeses are identical to PCs in virtually every respect and may, in fact, be more powerful; this is necessary to ensure that they are able to pose a threat to an entire party. Nemeses frequently possess a number of talents, high characteristics, and skills, and their equipment can often rival that of even the most well-supplied parties. Nemeses suffer strain and wounds normally, and do not have any special rules governing their operations.

# ADVERSARY LIST

The following is a list of adversaries GMs can use in their adventures. These adversaries are divided into several groups, depending on their affiliations and motives. Each adversary's profile is also broken down into several discrete sections:

- **Name:** The adversary's name or type, plus whether it is a minion, rival, or nemesis.
- **Description:** A section describing the adversary.
- **Characteristics:** The ratings of the adversary's six basic characteristics.

- **Skills:** Skills (if any) possessed by the adversary. If the adversary is a minion, these skills only apply in a group.
- **Talents:** Talents (if any) possessed by the adversary.
- **Soak/Defense and Thresholds:** These are the adversary's soak, its defense (listed in both melee and ranged values), and its wound and strain thresholds. Only nemeses have listed strain thresholds. If a GM wishes to give a rival a strain threshold, it should have the same value as the listed wound threshold.
- **Abilities:** These are special abilities that are not skills or talents.
- **Equipment:** This is the adversary's equipment. The entry only lists important equipment such as weapons, armor, and vital pieces of gear. Items such as clothing, comlinks, spare change, glow rods, and so forth are not listed but are still present if it makes sense (and at the GM's discretion). Any bonuses from equipment are already added to the profile.

It is important to note that adversaries do not always follow the same rules that Player Characters do. These profiles are generated for simplicity and ease of use, so non-essential information can be omitted. For example, the Gand findsman has a soak higher than his Brawn, even though he does not wear armor. This is due to the findsman's resilience—however, this is not indicated by a unique rule. The higher soak value is sufficient.

## RIM WORLDERS

For every Imperial or corporate-run world in the Rim, there are a dozen backwater planets rife with opportunity and risk.

### BIG GAME HUNTER [NEMESIS]

The Rim's many dangerous worlds are home to countless frightening creatures, and big game hunters prey on the largest and most dangerous of these.



**Skills:** Cool 3, Knowledge (Xenology) 2, Melee 3, Perception 3, Piloting (Space) 2, Ranged (Heavy) 4, Stealth 3, Survival 4.

**Talents:** Adversary 2 (upgrade difficulty of all combat checks against this target twice), Hunter's Quarry (take Hunter's Quarry action: make a **Hard** (◆◆◆) **Survival check** to upgrade the ability of all attacks against a target at long range until the end of the big game hunter's next turn), Natural Hunter (once per session,

may reroll any one Perception or Vigilance check).

**Abilities:** Animal Combatant (upgrade ability of checks when fighting wild creatures once), Wilderness Valor (add □□ to resist fear against wild creatures).

**Equipment:** Scoped long-range blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Extreme]; reduce difficulty of combat checks at long and extreme range by one), large combat knife (Melee; Damage 5; Critical 3; Range [Engaged]), armored clothing (+1 soak, +1 defense), utility belt, extra reloads.

### HYPERLANE SCOUT [RIVAL]

These brave souls are always looking for the next unexplored planet or unmapped star route.



**Skills:** Astrogation 3, Gunnery 2, Knowledge (Outer Rim) 2, Mechanics 2, Piloting (Space) 3.

**Talents:** Galaxy Mapper 3 (hyperlane scout removes ■■■ from all Astrogation checks; Astrogation checks take 50% less time).

**Abilities:** None.

**Equipment:** Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), datapad, scout ship.

### PODRACER PILOT [RIVAL]

Podracer pilots risk death every time they strap themselves into their anti-gravity repulsorcraft towed by enormous turbine engines.



**Skills:** Cool 3, Mechanics 3, Piloting (Planetary) 4, Streetwise 2.

**Talents:** Full Throttle (take a Full Throttle action and make a **Hard** (◆◆◆) **Piloting check** to increase a vehicle's top speed by 1 for 3 rounds), Skilled Jockey 1 (remove ■ from all Piloting [Planetary] and Piloting [Space] checks).

**Abilities:** None.

**Equipment:** Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting), tool kit, 2 emergency repair patches, utility belt, racing pod.

### PROVINCIAL LAW ENFORCEMENT OFFICER [MINION]

In general, provincial law enforcement officers are lightly armed and armored, with their most power-

ful weapons being the comlinks they carry to call for backup when needed.



**Skills (groups only):** Perception, Ranged (Light).

**Talents:** None.

**Abilities:** None.

**Equipment:** Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), padded armor (+2 soak), comlink (handheld).

### GAND FINDSMAN [RIVAL]

While seldom seen beyond their homeworld, Gand findsmen are some of the most skilled trackers and hunters in the galaxy.



**Skills:** Athletics 2, Coordination 2, Melee 2, Perception 3, Ranged (Heavy) 2, Survival 3, Vigilance 2.

**Talents:** Adversary 1 (upgrade difficulty of all combat checks against this target once), Expert Tracker 2 (removes ■■ from checks to find or follow tracks; survival checks made to track targets take 50% less time than normal).

**Abilities:** Ammonia Breather (breathes ammonia; must use a respirator, and if exposed to oxygen, treats it as a dangerous atmosphere with rating 8).

**Equipment:** Scoped blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; reduce difficulty of combat checks at long range by 1, Stun setting), vibroblade (Melee; Damage 4; Critical 2; Range [Engaged]; Pierce 2, Vicious 1), macrobinoculars.

### TOYDARIAN MERCHANT [RIVAL]

Though they are most commonly encountered in Hutt Space, Toydarians may be found anywhere in the Rim, wheeling and dealing.



**Skills:** Charm 2, Cool 2, Deception 3, Negotiation 2, Perception 3, Streetwise 2.

**Talents:** Nobody's Fool 1 (upgrade the difficulty of any Charm, Coercion, or Deception checks attempted against the Toydarian merchant once).

**Abilities:** Hover (when hovering, does not have to spend additional maneuvers when navigating difficult terrain; otherwise, does not allow Toydarian merchant extra capabilities beyond those of a normal, walking character), Silhouette 0.

**Equipment:** Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting).

### UGNAUGHT MECHANIC [MINION]

Indefatigable workers, physiologically capable of endless manual labor, Ugnoughts have spread throughout the galaxy, not by their own will, but by that of those who have enslaved them and set them to work in the harshest conditions imaginable.



**Skills (group only):** Athletics, Mechanics, Resilience.

**Talents:** None.

**Abilities:** Silhouette 0, Stubborn and Dependable (remove ■ from all checks Ugnought mechanics perform).

**Equipment:** Durable clothing (+1 soak), giant hydrospanner (Melee; Damage 3; Critical 4; Range [Engaged]; Knockdown), tool kit, utility belt.

## GALACTIC UNDERWORLD

Smuggling, slavery, and the spice trade make up a black market economy that some say rivals the legitimate business of the Empire in scope.

### ARCONA SALT ADDICT [MINION]

When the bulbous eyes of a member of this reptilian race glitter gold instead of green, the experienced traveler knows to be wary, as he is in the presence of one of the pathetic and erratic Arcona salt addicts.



**Skills (groups only):** Deception, Melee, Streetwise.

**Talents:** None.

**Abilities:** Salt Trip (adds ■ to any Social Interaction checks he attempts, but adds ■■ to combat checks).

**Equipment:** Jagged, oversized knives and clubs (Melee; Damage 4; Critical 3; Range [Engaged]; Vicious 1), salt supply.

### CON ARTIST [RIVAL]

Preferring to avoid violence whenever feasible, a good

con artist prefers to complete a job with the mark never realizing he was conned.



**Skills:** Charm 2, Cool 2, Deception 3, Perception 3, Skulduggery 2.

**Talents:** Convincing Demeanor 1 (remove ■ from any Deception or Skulduggery checks), Nobody's Fool 1 (upgrade the difficulty of any Charm, Coercion, or Deception checks made against the con artist once).

**Abilities:** None.

**Equipment:** Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting), comm jammer, disguise kit.

### GUILDED BOUNTY HUNTER [RIVAL]

Most bounty hunters see Force-sensitives as quick and easy paychecks, and have no compunctions about turning them over to the Empire.



**Talents:** Expert Tracker (removes ■ ■ from checks to find or follow tracks; survival checks made to track targets take 50% less time than normal), Quick Draw (may draw or holster a weapon as an incidental).

**Abilities:** None.

**Equipment:** Disruptor pistol (Ranged [Light]; Damage 10; Critical 2; Range [Short]; Vicious 4), 2 stun grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 8, Disorient 3, Limited Ammo 1, Stun damage), bolas (Ranged [Light]; Damage 2; Range [Short]; Ensnare 3, Knockdown, Limited Ammo 1), armored clothing (+1 defense, +1 soak), jetpack, utility belt.

### HUTT SLAVE DEALER [NEMESIS]

Generally surrounded by lackeys and bodyguards, Hutt slave dealers are nonetheless formidable opponents in their own right, and their incredibly potent wills make them nearly immune to Force powers.



**Skills:** Charm 2, Coercion 3, Cool 4, Deception 4, Discipline 3, Knowledge (Outer Rim) 2, Knowledge (Underworld) 4, Melee 3, Ranged (Light) 3, Negotiation 5, Resilience 8, Streetwise 5.

**Talents:** Durable 3 (subtract 30 from Critical Injury rolls made against the Hutt), Intimidating 3 (Hutt slave dealers may suffer up to 3 strain to downgrade the difficulty of a Coercion check a number of times equal to the strain suffered; when targeted by Coercion, they may suffer up to 3 strain to upgrade the difficulty of the opponent's check a number of times equal to the strain suffered), Resolve 2 (when suffering strain, reduce the amount suffered by two to a minimum of 1).

**Abilities:** Awkward (Hutts have great physical strength, but their bulk imposes severe limitations in flexibility and agility; they add ■ ■ ■ to all Brawl, Melee, and Coordination checks), Ponderous (Hutts can never spend more than one maneuver moving per turn).

**Equipment:** Generally none; if a Hutt needs something, he usually has an attendant to carry and use it. However, Hutts can wield weapons such as vibroaxes (Melee; Damage 9; Critical 2; Range [Engaged]; Pierce 2, Sunder, Vicious 3) and large-bore blaster pistols (Ranged [Light]; Damage 8; Critical 3; Ranged [Medium]; Stun setting, Hutt Only).

### SPICE PUSHER [RIVAL]

Preying on the weak, the helpless, and the addicted, spice pushers are completely without conscience, demanding ever-higher payments for substances that eventually destroy the lives of those who purchase them.



**Skills:** Deception 3, Negotiation 3, Ranged (Light) 2, Skulduggery 3, Streetwise 4.

**Talents:** None.

**Abilities:** None.

**Equipment:** Heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), vibroknife (Melee; Damage 3; Critical 3; Range [Engaged]; Pierce 2, Vicious 1), avabush spice, death sticks, glitterstim, or other black-market drugs.

### STREET TOUGH [MINION]

Street toughs comprise everyone from pickpockets and muggers to gang enforcers and murderers.



**Skills (group only):** Melee, Ranged (Light) or Ranged (Heavy), Skulduggery.

**Talents:** None.

**Abilities:** None.

**Equipment:** Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting) or slugthrower rifle (Ranged [Heavy]; Damage 7; Critical 5; Range [Medium]; Cumbersome 2), truncheon (Melee; Damage 5; Critical 5; Range [Engaged]; Disorient 2), heavy clothing (+1 soak).

## IMPERIAL FORCES

The Galactic Empire is a vast domain ruled by a single individual, the Emperor Palpatine. The Empire expresses its will in myriad ways, from direct military action to political and economic pressure and even outright assassination. Its servants are legion, ranging from harried local officials trying to ensure that draconian industrial quotas are met to some of the deadliest beings in the galaxy.

### GOVERNMENT BUREAUCRAT [RIVAL]

The machinery of the Galactic Empire runs on bureaucracy, and legions of bureaucrats keep those wheels turning at all times.



**Skills:** Coercion 2, Computers 1, Discipline 2, Knowledge (Core Worlds) 2, Knowledge (Education) 2, Negotiation 3.

**Talents:** Nobody's Fool 2 (when targeted by Coercion or Deception checks, upgrade difficulty twice).

**Abilities:** None.

**Equipment:** Datapad of Imperial regulations.

### IMPERIAL ASSASSIN [NEMESIS]

The corps of Imperial assassins exercises the Emperor's will by eliminating any sentient its master wishes.



**Skills:** Athletics 2, Coordination 3, Discipline 3, Melee 4, Perception 4, Piloting (Space) 2, Ranged (Heavy) 4, Stealth 4, Vigilance 4.

**Talents:** Adversary 2 (upgrade difficulty of all combat checks against this target twice), Parry 3 (when struck by a melee attack but before applying soak, suffer 3 strain to reduce damage by 5), Stalker (add [ ] to Stealth and Coordination checks).

**Abilities:** Neurotoxin Doses (the Imperial assassin has multiple doses of neurotoxin, which he can introduce into food or drink as a maneuver or apply to a

Melee weapon as a maneuver; if he applies the neurotoxin to a weapon, it lasts for the remainder of the encounter; if a target ingests poisoned food or drink or is successfully attacked with a poisoned Melee weapon (whether or not he suffers damage), the target must make an **Average [ ] Resilience check**; the target suffers 5 wounds if he fails, plus 1 strain per [ ]; [ ] means the target must test against the poison again at the start of his next turn).

**Equipment:** Disruptor rifle (Ranged [Heavy]; Damage 10; Critical 2; Range [Long]; Cumbersome 2, Vicious 5), vicious vibroblade (Melee; Damage 5; Critical 2; Range [Engaged]; Pierce 3, Vicious 2).

### IMPERIAL DUNGEONEER [MINION]

Imperial dungeoneers are soldiers tasked with overseeing the prisoners confined to the Empire's many dungeon ships, detention facilities, and prison worlds.



**Skills (groups only):** Coercion, Melee, Ranged (Heavy), Vigilance.

**Talents:** None.

**Abilities:** None.

**Equipment:** Riot gun (Ranged [Heavy]; Damage 7; Critical 3; Ranged [Medium]; Auto-fire, Stun setting), truncheon (Melee; Damage 4; Critical 5; Range [Engaged]; Disorient 2), binders, comlink, padded armor (+2 soak).

### IMPERIAL ROYAL GUARD [NEMESIS]

Numbering among the deadliest of the Emperor's servants, his elite, crimson-garbed Imperial Royal Guards enjoy a reputation for preternatural combat skills and absolute, unwavering loyalty to their master.



**Skills:** Athletics 2, Discipline 3, Melee 4, Perception 3, Ranged (Light) 3, Vigilance 4.

**Talents:** Adversary 2 (upgrade difficulty of all combat checks against this target twice), Heightened Awareness (allies of Imperial Royal Guards within short range add [ ] to Perception and Vigilance checks; allies engaged with them add [ ] [ ] instead), Parry 4 (when struck by a melee attack but before applying soak, suffer 3 strain to reduce damage by 6).

**Abilities:** None.

**Equipment:** Cortosis-plated force pike (Melee; Damage 6; Critical 2; Range [Engaged]; Cortosis, Pierce

2, Stun setting), heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), heavy battle armor (+2 soak, +1 defense).

### IMPERIAL STORMTROOPER [MINION]

With high-quality equipment and an absolute disregard for anything other than achieving their objectives, stormtroopers are implacable foes on the battlefield.



**Skills (groups only):** Athletics, Discipline, Melee, Ranged (Heavy).

**Talents:** None.

**Abilities:** None.

**Equipment:** Blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting), vibroknife (Melee; Damage 4; Critical 2; Range [Engaged]; Pierce 2, Vicious 1), 2 frag grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6, Limited Ammo 1), stormtrooper armor (+2 soak), utility belt, extra reloads. Individuals or groups of two may be armed with light repeating blasters with slings (Ranged [Heavy]; Damage 11; Critical 3; Range [Long]; Auto-fire, Cumbersome 3, Pierce 1).

### IMPERIAL STORMTROOPER SERGEANT [RIVAL]

Stormtrooper sergeants tend to be extremely motivated and self-assured individuals who place the mission above all else, sacrificing anything necessary to achieve the objective at hand.



**Skills:** Athletics 2, Discipline 2, Leadership 3, Melee 2, Ranged (Heavy) 2, Ranged (Light) 2, Resilience 2, Vigilance 2.

**Talents:** Adversary 1 (upgrade difficulty of all combat checks against this target once).

**Abilities:** Tactical Direction (may spend a maneuver to direct one Imperial stormtrooper minion group within medium range; the group may perform an immediate free maneuver or add   to its next check).

**Equipment:** Heavy blaster rifle (Ranged [Heavy]; Damage 10; Critical 3; Ranged [Long]; Auto-fire, Cumbersome 3), vibroknife (Melee; Damage 4; Critical 2; Range [Engaged]; Pierce 2, Vicious 1), 2 frag grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6, Limited Ammo 1), stormtrooper armor (+2 soak), utility belt, extra reloads.

### TIE PILOT [MINION]

Pilots produced by the Empire's starfighter training programs are head-and-shoulders above any other equivalent force in the galaxy, according to Imperial propaganda.



**Skills (groups only):** Gunnery, Piloting (Space).

**Talents:** None.

**Abilities:** None.

**Equipment:** Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), flight suit.

## DROIDS

Droids are as common a sight in the greater galaxy as starships or blasters. Alterations to their structure and programming allow them to function in virtually every conceivable environment. The vast majority are simple machines, laboring in the background to complete tasks that an advanced society requires to function. A smaller portion are much more advanced, capable of interacting with living beings.

### IG-100 MAGNAGUARD [NEMESIS]

Thankfully rare, IG-100 MagnaGuard droids are relics of the Clone Wars, during which they served as elite bodyguards and shock troops for Separatist leaders.



**Skills:** Athletics 3, Brawl 3, Coordination 4, Melee 4, Perception 3, Vigilance 3.

**Talents:** Adversary 2 (upgrade difficulty of all combat checks against this target twice), Durable 2 (MagnaGuards may reduce Critical Injury results they suffer by 20, to a minimum of 1), Parry 4 (when struck by a melee attack but before applying soak, suffer 3 strain to reduce damage by 6), Pin (as an action, upon a successful opposed Athletics check against an engaged opponent, immobilize that opponent until the end of the MagnaGuard's next turn; may spend any ♣ on check to increase duration one round).

**Abilities:** Droid (does not need to breathe, eat, or drink and can survive in vacuum and underwater; immune to poisons and toxins).

**Equipment:** Electrostaff (Melee; Damage 9; Critical 3; Range [Engaged]; Cortosis, Cumbersome 3, Defensive 1, Linked 1, Stun setting, Unwieldy 3), armor plating (+2 soak, +1 defense).

## INTERROGATION DROID [RIVAL]

These floating black spheres bristle with instruments of torture.



**Skills:** Coercion 4, Medicine 3, Perception 2, Ranged (Light) 3.

**Talents:** None.

**Abilities:** Droid (does not need to breathe, eat, or drink and can survive in vacuum and underwater; immune to poisons and toxins), Hoverer (interrogation droids have repulsor lifts that allow them to hover slightly off the ground; when hovering, they do not have to spend additional maneuvers when navigating difficult terrain), Silhouette 0.

**Equipment:** Built-in acid jet (Ranged [Light]; Damage 5; Critical 2; Range [Short]; Burn 2), built-in sonic torture device (Ranged [Light]; Damage 5; Critical -; Range [Short]; Concussive 3, Stun Damage), built-in interrogation drug syringe.

## MEDICAL DROID [RIVAL]

Medical droids take a variety of forms, from simple attendant droids capable of dressing flesh wounds or diagnosing basic illnesses up to the elaborate and incredibly advanced surgical droids that can be found on military starships and in major urban centers throughout the galaxy.



**Skills:** Discipline 1, Medicine 3, Perception 2.

**Talents:** None.

**Abilities:** Droid (does not need to breathe, eat, or drink and can survive in vacuum and underwater; immune to poisons and toxins).

**Equipment:** Built-in diagnostic and surgical tools (count as medpac as well as stimpack that can be used once per session).

## PROBE DROID [RIVAL]

Probe droids travel to their destinations inside one-way hyperspace pods and communicate with their programmers via encrypted holo-channels.



**Skills:** Perception 4, Ranged (Light) 2.

**Talents:** None.

**Abilities:** Droid (does not need to breathe, eat, or drink and can survive in vacuum and underwater; immune to poisons and toxins), Hover (when hovering, does not have to spend additional maneuvers when navigating difficult terrain; otherwise, does not allow probe droid extra capabilities beyond those of a normal, walking character), Self-Destruct Mechanism (should the probe droid's mission become compromised, it may self-destruct as an out-of-turn incidental; this explosion does 10 damage to engaged characters).

**Equipment:** Built-in heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), holo-messenger, life-form scanner, long-range terrain scanner.

## FORCE USERS

Despite the Jedi Purge and the Empire's Inquisitors relentlessly hunting those with Force sensitivity, there are still those throughout the galaxy who are born with the ability to harness the Force.

## ACCOMPLISHED MECHANIC [RIVAL]

Force-sensitive mechanics instinctually know their way around machines and can coax them back to life long after other mechanics would have given up hope.

## PURCHASING DROIDS

Droids occupy a unique position in **FORCE AND DESTINY**, as they can be commodities for purchase but also sentient NPCs or adversaries. Therefore, they are presented in this chapter. However, if players wish to purchase these droids, they can consult the following chart for rarity and prices.

TABLE 12-1: DROID PRICES

Droid Type	Price	Rarity
IG-100 MagnaGuard	(R) 90,000	10
Interrogation Droid	(R) 9,600	8
Medical Droid	12,000	4
Probe Droid	(R) 13,700	7



**Skills:** Computers 2, Mechanics 2, Survival 1, Vigilance 1.  
**Talents:** Gearhead (remove ■ from Mechanics checks), Force Rating 1, Imbue Item (spend a maneuver to commit ◻ and grant one weapon at short range +1 damage or decrease critical rating of weapon by one).  
**Abilities:** None.  
**Equipment:** Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting), tool kit, emergency repair kit.

### CAUTIOUS SMUGGLER [RIVAL]

Smuggling is a dangerous profession, requiring a mixture of luck, skill, and panache. Those smugglers with Force-sensitivity can detect potential traps, come up with plausible cover stories for suspicious Imperial patrols, and know exactly when to dump their cargo (and when to pick it up later).



**Abilities:** All the Luck in the Galaxy (when making a check to gamble, a Deception check, or a Negotiation check, add ◻ to the check. Each ◻ generated by a ◻ adds ☆ to the check. ◻◻ generated by ●● adds ♣ to the check).

**Equipment:** Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting).

### ELITE CSA INTRUSION SPECIALIST [RIVAL]

The CSA's Security Police employ a number of slicers they've recruited as both offensive and defensive agents to counter these threats.



**Skills:** Computers 3, Cool 2, Skulduggery 2.  
**Talents:** Bypass Security (remove ■ from any Computers or Skulduggery checks to bypass security), Force Rating 1.  
**Abilities:** Computer Affinity (the intrusion specialist may add ◻ to any Computers check or Skulduggery check to analyze or infiltrate a security system. Spend ◻ to add ♣ to the check. Spend ◻◻ to add ☆ to any Computers check).  
**Equipment:** Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting), slicer gear.

### GRIZZLED TRADER [RIVAL]

Force-sensitive traders and merchants have the ability to sense exactly when a rival will accept a deal, what special incentive might make a difference, or simply when the time for negotiation is over.



**Skills:** Charm 3, Cool, Deception 2, Ranged [Light] 2, Piloting (Space) 2, Skulduggery 2, Streetwise 2.  
**Talents:** Force Rating 1, Intuitive Evasion (as a maneuver, suffer 1 strain and commit ◻ to upgrade the difficulty of all combat checks targeting pilot's vehicle once until the beginning of cautious smuggler's next turn), Skilled Jockey 2 (remove ■■ from any Piloting checks).  
**Abilities:** Force Power: Influence (May make an Influence power roll as part of a Coercion, Charm, Deception, Leadership, or Negotiation check. May spend ◻ to gain ♣ or ☆ [cautious smuggler's choice] per point on this check).  
**Equipment:** Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting).

**Skills:** Deception 2, Knowledge (Underworld), Negotiation 2, Streetwise.

**Talents:** Black-Market Contacts (decrease rarity of sought item by one degree when looking on the black market), Force Rating 1.

**Abilities:** Force-Sensitive Negotiation (add ■ to any Negotiation or Streetwise checks unless the target is immune to Force powers).

**Equipment:** Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting).

### DANDY GAMBLER [RIVAL]

Force-sensitive individuals who can quickly tap into others' minds have a distinct advantage at games of strategy and chance, especially those involving cards.



### MURDEROUS FUGITIVE [NEMESIS]

**Skills:** Charm 2, Deception 2, Perception 3, Streetwise 2.  
**Talents:** Force Rating 1.

Some individuals find the easy power afforded them by the Force attractive, and the more these individuals use that power, the stronger they become. They



find delight in murder and inflicting pain, especially when using their Force-sensitivity to fuel their urges.



**Skills:** Brawl 2, Discipline 2, Melee 4, Perception 2, Stealth 2, Vigilance 3.

**Talents:** Adversary 2 (upgrade difficulty of all combat checks against this target twice), Force Rating 3, Soft Spot (after making a successful attack with a non-ship/vehicle weapon, flip a Destiny Point to add damage equal to Cunning to one hit of the successful attack).

**Abilities:** Dark Side Force User (uses Dark Side results instead of Light Side results, see page 197), Force Power: Unleash (May make an **Average** (◆◆) **Discipline check**, rolling ◻◻◻ as part of the check. This check is a ranged attack targeting one enemy at short range, following all rules for ranged attacks. If the check is successful and generates ●●, the attack deals 5 damage with a critical rating of 4, dealing 1 additional damage per ✨. May spend ● to affect one additional target within range, and ● to increase range to medium).

**Equipment:** Serrated vibroknife (Melee; Damage 4; Critical 2; Range [Engaged]; Pierce 2, Vicious 2).

### SCARRED GLADIATOR [NEMESIS]

The scarred gladiator discovered that his talents at fighting and causing pain could make him a lot of money in the arena. He's the veteran of hundreds of battles and has ended the career of many a promising contender.



**Skills:** Athletics 2, Brawl 4, Coordination, Medicine 3, Melee 3, Streetwise 2, Survival 2, Vigilance 2.

**Talents:** Adversary 2 (upgrade difficulty of all combat checks against this target twice), Force Rating 2.

**Abilities:** Dark Side Force User (uses Dark Side results instead of Light Side results, see page 197), Force Power: Harm (the gladiator may make an **opposed Medicine vs. Resilience check**, rolling ◻◻ as part of the check. If successful, may spend ● to inflict 2 wounds on the target, ignoring soak. The scarred gladiator heals strain equal to wounds inflicted in this way. Spend ● to increase the range of the power to short).

**Equipment:** Vibro-ax (Melee; Damage 7; Critical 2; Range [Engaged]; Pierce 2, Sunder, Vicious 3), gladiatorial leathers (+2 soak).

## CREATURES

Many creatures across the galaxy have evolved to take advantage of the Force, using it to hunt or hide. Some Force-sensitive creatures are only found on their homeworlds, while others have spread across the galaxy.

### STALKING ACKLAY [NEMESIS]

Acklays are ferocious, three-meter-tall, six-legged predators native to the planet Vendaxa.



**Skills:** Athletics 4, Brawl 4, Coordination 2.

**Talents:** Adversary 1 (upgrade difficulty of all combat checks against this target once).

**Abilities:** Amphibious (acklays breathe underwater and do not suffer movement penalties in water), Six-Armed (the acklay gains ■ on all Brawl checks and may spend ●● on a successful melee attack to hit a second target engaged with it, dealing the same damage as dealt to the original target). Some rare acklays have Force Rating 2 and the Force Power: Unleash (Make an **Average** (◆◆) **Discipline check** and add ◻◻ as a ranged attack against one target within short range. If the check is successful and the acklay spends ●●, it hits the target with a ranged attack, dealing 3 damage with a critical rating of 4. The acklay may spend ● to reduce the critical rating by 1).

**Equipment:** Large claws (Brawl; Damage 10, Critical 2; Range [Engaged]; Knockdown, Pierce 3).

### JAKOBEAST [MINION]

Large, shaggy, feline creatures approximately two meters tall and three meters from nose to tail, jakobeasts are easily domesticated herd animals. As a group, jakobeasts can generate waves of Force energy to defend their herds from predators, although an individual does not have this ability if separated from its herd.



**Skills (group only):** Brawl.

**Talents:** None.

**Abilities:** Force Power: Move (A minion group of three or more jakobeasts may attempt to shove enemies away with the Force. As an action, roll ◻◻. Each ● generated may be spent to move one silhouette 1 enemy within short range to medium range).

**Equipment:** Tusks (Brawl; Damage 6; Critical 4; Range [Engaged]).

## JUBBA BIRD [RIVAL]

Jubba birds are found in marketplaces, palaces, and the homes of wealthy merchants and upwardly mobile criminals throughout the galaxy, although they are native to the swamps of Dagobah. Few owners realize that jubba birds are deceptively intelligent. While not as smart as most sapient species, they possess a level of cunning and a capacity for comprehension that dwarf most animal species.



**Skills:** Charm 2.

**Talents:** Sense Emotions (add ■ to all Charm checks unless the target is immune to Force powers).

**Abilities:** Flyer (jubba birds can fly, see page 145) Soothing Song (the jubba bird may make an **Average** (◆◆) Charm check to heal 1 strain per ☆ from all creatures within medium range), Silhouette 0.

**Equipment:** Claws (Brawl; Damage 2; Critical 5; Range [Engaged]).

## KAATEN [RIVAL]

The kaaten is a one-and-half-meter, bipedal, semi-intelligent predator found on Felucia. It is a mimic, able to use the Force to appear to its prey as someone familiar to the individual the kaaten is hunting.



**Skills:** Charm 3, Deception 3, Stealth 3.

**Talents:** None.

**Abilities:** Force Mimic (At the GM's discretion, the kaaten may make an **opposed Charm or Deception check** as an action to pretend to be a friend, companion, loved one, or of the same species as a target. When doing so, add ◇ to the check; ● generated from ○ results add ☆ to Charm checks, while ● generated from ● results add ☆ to Deception checks. If the check succeeds, the illusion is successful, though what effect this has on gameplay depends on the situation and can be determined by the GM. Targets immune to Force powers are immune to these effects).

**Equipment:** Claws (Brawl; Damage 7; Critical 4; Range [Engaged]; Pierce 2).

## KOUHUN [MINION]

Kouhuns are small, multi-legged, venomous arthropods approximately thirty centimeters long, with gray, segmented bodies and large mandibles. Kouhun

## JUVENILE CREATURES

Certain Player Characters (notably those with the Pathfinder specialization) may be able to form a bond with a creature. This has mechanical as well as narrative benefits. However, since the size of the creature the PC can bond with depends on the PC's Force rating, the PC may gain the ability to bond with a mechanically superior creature, but not want to give up the creature he has already bonded with due to narrative reasons. For this reason, GMs can use these rules to represent a young version of a creature, which can later "grow up" as the PC gains the ability to control the full-sized version.

To represent a juvenile version of a creature, the GM should apply the following:

- Decrease the creature's silhouette by 1 to a minimum of 0.
- Decrease the creature's wound and strain threshold (if applicable) to half normal (rounding up).
- Decrease the damage of any weapons or attacks the creature possesses to half normal (rounding up).

If and when the PC gains the ability to control a larger version of the creature, the GM can simply restore the creature to its original profile, explaining that it has grown in size and ability over the intervening time. However, use of this rule is strictly subject to GM approval, as it may not be suitable to apply this rule to some creatures.

bites deliver a fast-acting and fatal neurotoxin, making them a favorite "weapon" of many assassins.



**Skills (group only):** Brawl.

**Talents:** None.

**Abilities:** Cunning Ambusher (opponents add ■ to Initiative checks), Neurotoxin (If a target is successfully hit by the kouhun's melee attacks (whether or not he suffers damage), the target must make an **Average** (◆◆) Resilience check. The target suffers 5 wounds if he fails, plus 1 strain per ☠. ☠ means the target must check against the poison again at the start of his next turn).

**Equipment:** Stinger (Brawl; Damage 2; Critical 4; Range [Engaged]; Pierce 5), Mandibles (Brawl; Damage 2; Critical 3; Range [Engaged]; Pierce 2).

## MATURE TUSK CAT [RIVAL]

Tusk cats are feline predators that can grow up to two meters high and three meters long. Many an Outer Rim wanderer relies on the keen eyes and sensitive nose of his trusted tusk cat companion.



**Skills:** Brawl 2, Coordination 2, Perception 2, Stealth 2, Vigilance 2

**Talents:** Adversary 1 (upgrade difficulty of all combat checks against this target once).

**Abilities:** Cunning Ambusher (opponents add ■ to Initiative checks), Leap (tusk cats add ■■ to all Athletics checks made to perform vertical or horizontal jumps).

**Equipment:** Tusks and claws (Brawl; Damage 6; Critical 2; Range [Engaged]; Pierce 2).

## VICIOUS VORNSKR [RIVAL]

Vornskr are lanky, canine predators native to the planet Myrkr, but found throughout the galaxy as domesticated hunting animals, pets, and guards.



**Skills:** Athletics 1, Brawl 1, Perception 2, Resilience 1, Survival 1, Vigilance 2.

**Talents:** None.

**Abilities:** Detect Force Sensitivity (the vornskr may make an **Average** (◆◆) **Perception check** to detect all Force-sensitive creatures or characters with a Force rating within medium range; this ability functions regardless of intervening terrain or material), Force Hunter (gain ■ to all combat checks made against Force-sensitive creatures or characters with a Force rating).

**Equipment:** Tail (Brawl; Damage 4; Critical 5; Range [Engaged]; Stun 4), Teeth (Brawl; Damage 6; Critical 3; Range [Engaged]; Vicious 2).

## YSALAMIR [MINION]

These docile, tree-dwelling creatures resemble half-meter-long, furred lizards and live deep within the forests of Myrkr, where they have claimed the canopy as their own. Ysalamiri developed an unusual defense: a natural “bubble” that negates other creatures’ ability to influence the Force.



**Skills (group only):** None.

**Talents:** None.

**Abilities:** Negate Force Powers (an adult ysalamir creates a spherical zone extending out to short range, inside which Force-sensitive characters and creatures cannot exert influence over the Force. Inside this zone, any Force powers, Force talents, or other abilities that the GM rules work via the Force do not function. Likewise, any such powers do not affect or detect anything within this zone.), Silhouette 0.

**Equipment:** Teeth (Brawl; Damage 1; Critical 5; Range [Engaged]).

## THE INQUISITORIUS

Few people in the galaxy are aware of the existence of the Imperial Inquisitorius, but all who know of it rightfully fear it. Founded by the Emperor in the wake of the destruction of the Jedi at the beginning of the Imperial era, members of this shadowy organization are tasked with hunting down Force users and either bending them to the will of the Emperor or destroying them utterly.

Because members of the Inquisitorius may be of any race, age, or gender, game statistics are not provided for particular individuals. Instead, Game Masters should follow the seven-step process below to generate Inquisitors who fit the needs of their story. This process is designed to create an Inquisitor who can stand up to an entire party of Player Characters and thus is a formidable opponent.

### UNIQUE INQUISITORS

**A**lthough this process is designed to help GMs quickly create interesting Inquisitor characters, the GM should not feel bound by it if he has another idea in mind. Instead, he should feel free to design his terrifying NPC as he sees fit, and if that means bending the rules a little bit, then so be it!

### STEP 1: NPC TYPE

All Inquisitors are nemeses and follow all the rules for this NPC type (see page 225).

## STEP 2: CHARACTERISTICS

The GM takes the following values and assigns one value to each of the Inquisitor's characteristics. Each value can only be assigned once (so that when the 5 is assigned to one characteristic, for example, it cannot be used again). The values are as follows: 5, 4, 3, 3, 3, and 2.

## STEP 3: WOUNDS AND STRAIN

Every Inquisitor starts with a wound threshold of 20 and a strain threshold of 20. Game Masters should then add the Inquisitor's Brawn score to the Inquisitor's wound threshold and his Willpower score to his strain threshold. These are the Inquisitor's final wound threshold and strain threshold.

## STEP 3: SKILLS

All Inquisitors are highly skilled and most tend to be equally able to handle themselves on and off the battlefield. Thus, when determining the Inquisitor's skills, use the following steps.

### COMBAT SKILLS

When determining the Inquisitor's ranks in combat skills, the GM takes the following values and assigns each value to a combat skill of the GM's choice. Each value can only be assigned once, and all skills that do not get a value assigned to them have rank 0. The values are as follows: 4, 3, and 2.

### KNOWLEDGE SKILLS

Inquisitors must be extremely educated individuals to carry out their duties, even if this knowledge is not readily apparent. The Inquisitor has two ranks in each Knowledge skill.

### GENERAL SKILLS

As stated previously, the GM is free to give his Inquisitor whatever skills he sees fit. However, the following are skill packages intended to speed up the process. If the GM chooses, he may select one package and apply those skill ranks to the Inquisitor.

- **The Brute:** Athletics 3, Coercion 3, Discipline 2, Resilience 4, Streetwise 1, Vigilance 1.
- **The Mastermind:** Charm 2, Computers 4, Cool 2, Deception 3, Mechanics 1, Negotiation 1.
- **The Warlord:** Coercion 2, Discipline 3, Leadership 4, Perception 2, Piloting (Planetary) 1, Vigilance 2.
- **The Investigator:** Computers 2, Perception 4, Skulduggery 3, Streetwise 3, Survival 2, Vigilance 2.
- **The Assassin:** Cool 2, Coordination 3, Deception 3, Medicine 1, Stealth 4, Vigilance 2.
- **The Traveler:** Astrogation 2, Computers 1, Cool 2, Mechanics 3, Piloting (Planetary) 4, Piloting (Space) 4.

- **The Acolyte:** Deception 1, Discipline 4, Leadership 2, Perception 2, Survival 3, Vigilance 3.

























## STEP 4: TALENTS

All Inquisitors have the Adversary 3 talent (upgrade difficulty of all combat checks against this target three times) and may, at the Game Master's discretion, possess a Force rating of 3. In addition, the Game Master may add up to two of the talents listed here. Some of these options are multiple ranks of a ranked talent. In these cases, they still count as a single choice.




- **Crippling Blow:** The Inquisitor increases the difficulty of his next combat check by one. If the check deals damage, the target suffers 1 strain whenever he moves for the remainder of the encounter.
- **Drive Back:** The Inquisitor may spend ☉ or ☽ ☽ ☽ on a missed Brawl, Melee, or Lightsaber combat check to force his target to make a move maneuver in a direction of the Inquisitor's choice.
- **Intense Focus:** The Inquisitor performs the Intense Focus maneuver, suffering 1 strain and upgrading the ability of his next skill check once.
- **Lethal Blows 2:** The Inquisitor adds +20 to any Critical Injury rolls inflicted on opponents.
- **Parry 5:** When struck by a melee attack but before applying soak, the Inquisitor may perform Parry as an out-of-turn incidental as long as he is wielding a lightsaber or melee weapon. He reduces the damage by 7.
- **Pressure Point:** When making a Brawl check against a living opponent, the Inquisitor may choose to forgo dealing damage as wounds, instead dealing the equivalent damage as strain, plus additional strain equal to his ranks in Medicine. These checks cannot be made with any weapons, but this strain damage is not reduced by soak.
- **Reflect 5:** When struck by a ranged attack but before applying soak, the Inquisitor may perform Reflect as an out-of-turn incidental as long as he is wielding a lightsaber. He reduces the damage by 7.
- **Scathing Tirade (Improved):** The Inquisitor may take the Scathing Tirade action, making an **Average** (◆◆) Coercion check. For each ✨, one enemy within short range suffers 1 strain and ■ on all skill checks for a number of rounds equal to the Inquisitor's ranks in Coercion. The Inquisitor may spend ☽; for every ☽ spent, one target already affected suffers 1 additional strain.

## STEP 5: ABILITIES AND FORCE POWERS

Every Inquisitor possesses two abilities and/or Force powers (if the Inquisitor is a Force user) chosen from the following list.

- **Aura of Command:** The Inquisitor may spend a maneuver to allow one allied minion group at medium range to immediately perform one maneuver or action. Add  to any actions they perform.
- **Lightsaber Mastery:** Choose a characteristic. When making a check using the Lightsaber skill, the Inquisitor may use the chosen characteristic instead of Brawn.
- **Imperial Valor:** The Inquisitor may perform a maneuver to cause all ranged attacks targeting him to instead hit one ally or helpless enemy he is engaged with until the beginning of his next turn.
- **Intimidating Presence:** All enemies at short range of the Inquisitor add   to all skill checks they make.
- **Terrifying:** At the beginning of an encounter, each of the Inquisitor's enemies must make a **Hard** (  ) **fear check** (see page 221).
- **Harm:** *Force Power.* The Inquisitor makes a **Harm power check** and may spend  to have an engaged enemy suffer a number of wounds (ignoring soak) equal to the Inquisitor's Intellect. The Inquisitor may spend  to heal an equal number of wounds on an engaged ally or himself. The Inquisitor may spend  to increase the range of the power by one range band and may spend  to increase the number of affected enemies by one.
- **Unleash:** *Force Power.* The Inquisitor must succeed on an **Average** ( ) **Discipline check** combined with an **Unleash power check** and spend  to make a successful ranged attack against one target within short range. The attack deals damage equal to the Inquisitor's Willpower and has a critical rating of 4. The Inquisitor may spend  to add 2 damage to successful checks, spend  to increase the range by one range band, and spend  to cause any  scored on the check to inflict 1 strain on the target (ignoring soak).
- **Move:** *Force Power.* The Inquisitor may make a **Move power check** and may spend  to move one silhouette 0 object within short range to another location within short range. He may spend  to increase the range of the power to long, spend  to increase the size of the object he can move to silhouette 1, and spend  to increase the number of objects he moves at one time to 3. Finally, he may hurl objects at opponents by making a Discipline check with the difficulty equal to the size of the object thrown while making a Move power check. He must generate sufficient  to move the object and succeed on the check to hit his target. This follows all the rules for ranged attacks, and the attack deals damage equal to the silhouette of the object times ten (silhouette 0 objects deal 5 damage) plus one per . If the Inquisitor wants to throw multiple objects, he must generate enough  to

move multiple objects, and he must use the rules for Auto-fire to determine difficulty and targeting.

- **Influence:** *Force Power.* The Inquisitor may make an **Influence power check** and may spend  to inflict 2 strain (ignoring soak) on one engaged target. He may make an **opposed Discipline vs. Discipline check** combined with an **Influence power check**. If successful, he may spend  to cause the target to adopt an emotional state of rage, fear, hatred, or cause the target to believe one untrue statement for one round or five minutes. He may spend  to increase the duration by two additional rounds or ten additional minutes.

## STEP 7: EQUIPMENT

Game Masters should equip Inquisitors according to the needs of their story. Remember, Inquisitors have access to the limitless resources of the Galactic Empire, and so can pretty much possess anything that they want. However, the GM should avoid over-equipping their Inquisitor, since this can create more bookkeeping for the GM to track. One or two weapons, some armor (if appropriate), and perhaps a piece of thematically appropriate gear should be enough. The GM can choose any gear from **Chapter V**, but here are a few suggestions:

- **Lightsaber or Pair of Lightsabers:** (Lightsaber; Damage 6; Critical 2; Range [Engaged]; Breach 1, Sunder).
- **Double-Bladed Lightsaber:** (Lightsaber; Damage 6; Critical 2; Range [Engaged]; Breach 1, Linked 1, Sunder, Unwieldy 2).
- **Electrostaff:** (Melee; Damage +4; Critical 3; Range [Engaged]; Cortosis, Cumbersome 3, Defensive 1, Linked 1, Stun setting, Unwieldy 3).
- **Heavy Blaster Rifle:** (Ranged [Heavy]; Damage 10; Critical 3; Range [Long]; Auto-fire, Cumbersome 3).
- **Heavy Blaster Pistol or Pair of Heavy Blaster Pistols:** (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting).
- **Armored Clothing:** (Defense +1, Soak +1).
- **Armored Robes:** (Defense +1, Soak +2).

## ADDITIONAL COMBAT TURNS

**A** lone nemesis can have a hard time standing up to a large party of PCs, simply because the PCs have many more turns than the nemesis. If an Inquisitor is facing a PC group of 4 or more, the GM can choose to allow him to take a second turn each round. The GM should add one additional NPC slot to the Initiative order at the very end of the order: the Inquisitor may act in this turn and one other NPC Initiative slot of his choice each round.

# XI

## LOST KNOWLEDGE

**T**his adventure is set upon the remote world of Athiss, a planet in the Outer Rim only recently recolonized after millennia of abandonment. Unbeknownst to the pioneers who have set up their business on Athiss, the planet was once the home of an ancient Sith Lord. His supposed allies turned on him and cast him down, but within his temple-turned-tomb, the power of the dark side of the Force still lingers.

Though the ancient Sith Lord's followers hid their master's grave, the Jedi of the time learned of the tomb and recorded it in their histories. After so many centuries, such records spread widely but imperfectly. True knowledge of Athiss's secret history was lost well before the purge of the Jedi Order, but some records tell of lost knowledge of the Force hidden somewhere on the planet. After encountering cryptic hints of one of these misguided histories, a certain band of Force users and lore-seekers make a visit to Athiss a new priority.

### ADVENTURE SUMMARY

The main plot of the adventure deals with the Player Characters' search on Athiss for the lost Force user temple they have been led to believe holds Jedi secrets. This temple is, actually, the tomb of the forgotten Sith. The dark side infests the tomb, and the PCs must confront the evil within and deal with it, gaining a new understanding of the Force in the process.

The first part of the adventure involves the PCs' cover story for being on Athiss. Given the Empire's interest in suppressing any secrets of the Jedi Order, the PCs must keep their true purpose concealed as they move about Athiss's sole settlement, the Far Orbit Resort and Lodge. They must choose between expediency and reduced risk of exposure as they gather what they need to head into the wilderness and search for the ruins. As they prepare, they may hear hints of what is to come from local gossip, as even the sheltered residents of the resort occasionally encounter some effects of the twisted presence within the tomb.

However, the PCs were not the first visitors to the tomb in recent times: a band of big game hunters from offworld also ran afoul of the lingering presence. The dark side twisted them, and they sense the PCs' meddling through this connection. Before the PCs can reach the ruins, they must face formerly innocent bystanders now twisted by the power of the ruins.

The PCs must journey across the largely uncharted surface of the remote world until they find the ruins they seek. Once they arrive, their exploration brings them face to face with mutated wildlife, a mad hermit, and finally, an illusory spirit conjured by the dark side. By surviving and dealing with all of these threats, they gain firsthand experience with rare Force phenomena, and they may find a priceless treasure in the crystal cave beneath the ruins.

## INVOLVING THE PLAYER CHARACTERS

To set the events of this scenario in motion, the PCs travel to Athiss after having arranged for a stay in a secluded guest unit at the Far Orbit Resort and Lodge. This is the best way for them to arrive on the planet, and it allows for the privacy necessary to cover up the purpose of their trip. However, it may be necessary to explain certain things in the pre-adventure setup.

The first issue to be addressed is how the PCs became aware of the ruins on Athiss. Thankfully, there is a wide range of potential explanations. Some of them might be appropriate to handle through a minor role-playing encounter before the adventure: for instance, a trusted associate of one of the PCs could share the information. If any of the PCs has a scholarly background or training in an appropriate Knowledge skill (such as Knowledge [Lore]), the GM could simply explain that the PC encountered the information in the course of other research at some point in the past and is now free to act on what he has learned.

The other important question to ask before beginning the adventure is how the PCs made the arrangements for their stay at the resort. While the proprietors like to bill their establishment as an exclusive one, they are too remotely located to easily turn away customers. As such, any of the PCs may well have been able to come up with the spare credits to reserve a guest unit. However, going into the details can still be worthwhile. The resort staff might react differently to the PCs' snooping around at various points, depending on just who they believe their guests to be. Eccentric vacationers might not be given the benefit of the doubt. Conversely, if the PC who reserved the unit is known to be rich, respected, or both, or if the PC arranged for a false identity as someone who fits this description, the group may be given a great deal of leeway. PCs who are especially tight-lipped about their visit might draw suspicion from the staff if they are found somewhere they shouldn't be.

It should be noted that since this adventure is intended for beginning PCs, the cost of visiting the resort and related expenses can be assumed to have been handled outside the normal management of funds for the PCs. As such, the GM should not require the PCs to give up any of their starting credits to be able to participate in the adventure.

## ATHISS

The planet Athiss is located in the Loro Babis System in the remote Outer Rim. None of the galaxy's major hyperroutes leads directly to the system, and visitors must detour from either the Hydian Way or the Perlemian Trade Route down several less-traveled routes to reach it. Of the three planets in the system, Athiss' climate is the most welcoming to life, as it is located solidly within the system's habitable zone. Much of its surface is covered in old forests, with stretches of more open scrubland in the arid regions. The Far Orbit Resort is located within one of the wider stretches of open scrubland on the planet's primary continent.

### THE FAR ORBIT RESORT AND LODGE

The Far Orbit Resort and Lodge on Athiss dates back only forty years, and its nature was shaped by the time during which it was founded. The Ithorian businessman who established it wanted to offer customers a place to retreat from the growing unrest within the Republic at a location secluded from the rest of the galaxy. When the Ithorian was bought out by his Rodian partner shortly before the Clone Wars, the resort expanded to include a hunting lodge for the pursuit of some of Athiss's native game animals and fierce local predators. This mix of resort and lodge led to a boom in business during the Clone Wars, when those who needed an escape could find either a peaceful idyll at the resort or seek a more active release of tension in the hunt.

The Far Orbit expanded to very nearly its present size near the end of the Clone Wars. It offers more than forty freestanding private units of varying size, a fully stocked cantina and hunting armory, and a number of other luxury amenities. However, the stability brought by the Empire led to a decline in business for the resort, as the Empire's iron grip on the Core Worlds serves to protect and secure the holdings of the sort of idle rich to which the resort normally catered. Those who suffer under the Empire are rarely left with enough funds to consider investing in an expensive resort vacation. As such, the hunting lodge, rather than the resort, has become the primary source of income for the owners, and it is rare that more than half the resort units are fully occupied at any time.

Despite its current difficulties, the Far Orbit Resort and Lodge remains a well-reputed business, with many customers who return for multiple visits. The staff are trained to respect the privacy of their clients above all else, which has earned the business a great deal of loyalty from its regulars.

# EPISODE I: ARRIVAL AT THE RESORT

The adventure begins with the PCs arriving on Athiss. As they arrive, read or paraphrase the following:

*After the long journey to Athiss, you see the signal light on your hired shuttle indicating that you have arrived at your destination. You feel the sudden jolt of transition to atmosphere, and after a brief pause, the piloting droid's voice announces your arrival at the Far Orbit Resort and Lodge.*

*You step off the shuttle's landing ramp and find yourself met by a human male in a resort staff uniform. He smiles at you, extends his hand, and says, "Welcome to the Far Orbit! Should you desire, I would happy to assist you with your luggage and show you to your guest unit. If not, I have a complimentary datapad with a map of the resort, including a nav marker for your destination. At the Far Orbit, the guest always has the final say."*

Other than making this offer, the staff member does not speak unless spoken to, and he departs without further ado if the PCs decline his help. If the PCs ask questions about the resort, they are given whatever information they request, but their aide does not divulge information about the other guests under almost any circumstance. Convincing him to do so is a **Hard (◆◆◆) Charm or Deception check**, possibly modified with  for good roleplaying. Success on this check could grant information from the section entitled **Local Lore**, on page 242, such as some hint of the missing hunting expedition.

The PCs' guest unit is a modestly sized, prefabricated structure on the outskirts of the resort. No other buildings are located near it, as the guest units are placed in a widely spaced ring around the central complex, which houses the staff quarters and shared facilities. The PCs' unit has the necessary amenities for them to spend their entire stay inside the building, including a small kitchen with a food locker containing simple rations, a lounge, and several bedrooms. If they did not dismiss the staff member at the landing pad, they are informed of the resort's other services, such as meal deliveries, the cantina, a shared lounge where they can mingle with the other guests, and of course, the hunting expeditions. The staff do little to "sell" the PCs on any of these things, as the resort's reputation is founded on letting their guests dictate their stay. If the GM can effectively portray this attitude throughout this initial scene, it can help to set the tone for much of the remaining adventure.

## BIG GAME HUNTING?

One or more of the PCs may want to go on one of the resort's hunting expeditions. They might get the impression that the expeditions are some sort of clue to follow, or they might simply see it as a fun diversion. However, this risks distracting the party from the primary focus of the adventure. The GM can discourage it by reminding the players that such an expedition delays their actual goal. Alternatively, the GM could indulge the players with a bit of side narration, or even run a brief combat sequence against the local wildlife (perhaps choosing a creature from **Chapter X: Adversaries**). If the GM does so, he should consider working some clues about the ongoing story into the hunt.

## GEAR AND INFORMATION

The real priorities of the PCs should come to the fore once they are alone in their unit and able to begin planning their search for the ruins. The information they have provides a general indication of the ruins' location, but this is not enough to pinpoint the site without a lengthy search of the wilds or additional information and local maps. Ideally, the PCs should try to acquire both of these things, along with supplies for surviving in the wilderness, such as food, water, and traveling gear.

Fortunately, everything the PCs need can be found in one way or another by making use of the Far Orbit's resources. However, these resources are not free for the taking. The PCs can steal or con what they need from the resort without spending their remaining credits or risking revealing their true purpose and nature, but relying on this quick and easy path can earn Conflict for their selfish deeds.

## FOOD AND WATER

Although the PCs' unit contains a food locker, it contains highly perishable foodstuffs unlikely to last unspoiled for more than a handful of days in Athiss' wilderness. Less perishable food is available from the Far Orbit's kitchens and storehouses, but it is not included in the cost of the stay.

Ordering enough food for a long hike requires 50 credits per PC. Such an order also comes with a supply of water canteens that should last as long as the food. However, if the PCs want the resort staff to be-



lieve that they are keeping to themselves in the unit instead of traversing the planet's wilds, they might need a different tactic.

If the PCs wish to remain covert in their activities, they need to steal the food they plan on taking with them. They may notice deliveries of food and water to other units, presenting the opportunity for them to swoop down and grab supplies before those units' guests retrieve the items from their doorsteps. Intercepting an order requires an **Average (◆◆) Perception check** to find a delivery, followed by an **Easy (◆) Stealth check** to grab the order unobserved.

PCs without the patience for such opportunistic theft could try breaking into the storehouse in the resort's central complex. Doing so requires an **Average (◆◆) Stealth check** to come and go without being seen, as well as an **Average (◆◆) Computers or Skulduggery check** to circumvent the security systems. ☹☹☹ on either check risks possible discovery by staff (or even hotel security if the PCs generate even more ☹). Getting out of such a situation could require fast talking with Charm or Deception, threats using Coercion, or the Influence Force power.

If the PCs steal the food for their trip, all PCs who participate in the theft gain 2 Conflict, while any who allow it to happen without themselves participating suffer 1 Conflict for their knowing inaction. If the PCs threaten or harm anyone during the theft, they gain 3 additional Conflict (or more, at the GM's discretion).

### HOTEL SECURITY [MINION]

Below is a profile for a hotel security officer. The hotel's security personnel carry blaster pistols, but they have strict instructions to leave their weapons on stun except in life-threatening situations. If the GM needs a profile for other hotel staff, he can use this one, removing the padded jackets and blaster pistols.



**Skills (group only):** Perception, Ranged (Light).

**Talents:** None.

**Abilities:** None.

**Equipment:** Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), padded jackets (+ 1 soak).

### SURVIVAL GEAR

Although not as critical to survival in the wilderness as food and water, access to survival gear such as portable shelters or tents, fire-starting tools, and other means of battling the elements would greatly

improve the PCs' ability to operate amid the hot, arid scrubland and to rest through the rapidly dropping overnight temperatures. The PCs do have the option of simply doing without such gear, however. The consequences for doing so are described on page 242.

If the PCs wish to acquire survival gear from the resort, the process is somewhat more involved than ordering rations. The resort maintains a number of sets of survival kits suitable for longer hikes, but it requires guests to sign them out, including providing a planned length of time for when they are to be checked out. Naturally, the PCs cannot provide such information honestly—at best, they can provide a rough estimate after consulting whatever local maps they have been able to acquire (see **Maps**, below). Fortunately, it does not require any sort of Deceive check to fill out the forms incorrectly. The primary risk of doing so comes, as usual, from the scrutiny that this draws to their trip. Checking out survival gear costs 10 credits per day, in advance. If the PCs' estimate of their absence is short of the mark, every extra day the equipment remains missing costs double, a difference the resort expects them to make up upon their return.

Stealing survival gear from the resort is an option for PCs interested in self-preservation and secrecy. The survival kits are kept in a storehouse in the central complex. Breaking in requires the same checks as described under the **Food and Water** section, with the same consequences for ☹.

If the PCs steal the survival gear, all PCs who participate in the theft gain 2 Conflict, while any who allow it to happen suffer 1 Conflict for their knowing inaction. If the PCs threaten or harm anyone during the theft, they gain 3 additional Conflict (or more, at the GM's discretion).

### MAPS

The ancient information the PCs are relying on to find the ruins contains a number of clues as to their location, but not enough for a small party of individuals on foot to find the site unassisted in the wilds of Athiss. Fortunately, the information also includes descriptions of a number of major landmarks that can be used as reference points for the ruins' location. These landmarks are not the sort that change over a mere few millennia, with mountains, massive rock formations, and similar features of aeons-long stability being prominent among them. However, determining to which of the many such features on Athiss's surface the archaic writings refer requires some additional effort.

Finding out which reference points to use on the journey is an absolute necessity before setting out toward the ruins. Insufficient information on this front is likely to lead to the PCs' returning to the resort in defeat at best, and dying while hopelessly lost in the wilderness at worst. To decipher the ancient texts, however, the PCs need access to local maps or infor-

mation. They can slice the resort's computers to find trail maps compiled by the resort's guides as well as a series of geological surveys dating from the resort's founding and early expansion. Doing so from a terminal in the resort's lounge requires an **Average (◆◆) Computers check**, with ■. The PC making the check decreases the difficulty to **Easy (◆)** if he can find a staff terminal.

The PCs can also try to gain the information they need through conversation with the resort's guides. The staff can be persuaded to share their information with an **Average (◆◆) Charm check**, adding ■ due to the reluctance to divulge trade secrets to guests but potentially adding □ for good roleplaying. The guides are intimately familiar with the assorted landmarks of the area—an extended conversation with them is as valuable as a map for this purpose.

Once the PCs have their information, they can cross-reference it with their original source with an **Average (◆◆) Knowledge (Education) or Knowledge (Lore) check**. Success allows them to pinpoint the ruins' location on a map or determine an effective trail through use of landmarks. Failure indicates a false start to their trip, adding an additional day of travel time as the PCs correct their bearings. 🌀 and 🌀 could speed up or their travel or add additional complications, at the GM's discretion.

## LOCAL LORE

The PCs can also gain a great deal of information about Athiss, the local wilderness, and the Far Orbit by gossiping with the staff or other patrons. Gaining such information requires only an **Easy (◆) Charm check**. One piece of local gossip is learned for each ✨ or 🌀 result. 🌀 results could indicate that the PCs

unintentionally give away some information about themselves or their purpose.

The first piece of gossip is up to the GM. Some information may be more likely to come from a guest than a staff member, or vice versa. If the GM is interested in the PCs' learning a particular fact, he is encouraged to flesh out an NPC who might know such details and roleplay out the relevant interactions. Each fact is presented below, alongside a possible in-character delivery that the GM can use in such situations.

1. The most recent hunting expedition to depart from the lodge has not yet returned, despite having been gone for several days past their expected return. There has been no word from them, even through the guides' comm frequencies. The hotel staff maintain that there is nothing in the wilds that could threaten them, given the guides' training and the party's armaments, but their absence remains difficult to explain.. If the PCs hear this information from a guest or staffer, read or paraphrase the following aloud:

*"I've a friend who signed on with the most recent hunting expedition here. He thought some of the local fauna seemed like promising game. But they've been gone for over a week now, and he told me before he left that they only expected a four-day expedition. What could cause them to take so long?"*

2. An old survey of the planet dating from the resort's founding shows signs of some kind of structure out in the wilderness. However, the planet is known to be completely uninhabited

## THE RISKS OF EXPOSURE

**T**hroughout the process of gathering the necessary supplies and information for their trip, the PCs are repeatedly faced with the choice between secrecy and scrutiny. If they choose the path of secrecy, they are likely to end up risking the influence of the dark side to a degree, thanks to the Conflict this self-absorbed path generates. Of course, avoiding the options that generate Conflict has its own risks. If the PCs are relatively open about their trip, then even if they keep their true destination and intentions secret, they end up leaving a trail behind them that interested parties might be able to follow. Depending on how events unfold at the ruins, they may even end up being forced to reveal their interest in the ancient mysteries there, or even more dangerous truths. No one at the Far

Orbit has any particular reason to harm the PCs for who they are or turn them in to the Empire, but very few of the staff or guests are likely to hold fast when questioned, either.

If the PCs leave a trail behind them, the GM is encouraged to have to it come back to haunt them in future adventures. However, the GM should also be careful not to punish the PCs unduly. If they end up making a name for themselves or drawing dangerous attention elsewhere, then their actions on Athiss may become a vulnerability. More circumspect actions elsewhere may allow them to distance themselves from the leads they left behind at the Far Orbit, instead. After all, every choice, whether good or bad, has consequences that can reverberate throughout the galaxy.

outside the Far Orbit's presence. When the PCs are to learn this information, read or paraphrase the following aloud:

*"There's some funny trivia in the old records, if you know where to look. This resort is the only settlement on the whole planet, right? But there's an old orbital survey, done by a probe droid before the resort was founded, that shows what looked like some kind of ruins not far from where they ended up building the resort. I've never heard of anyone finding the structure, though."*

3. One of the resort regulars holds a grudge against a particular beast in the wilds that scarred him long ago. He hopes to encounter it in his next expedition, or at least one much like it. It was strangely proportioned, covered in spines, and did not resemble any form of native wildlife in the hunting lodge's database. When the PCs are to learn this information, read or paraphrase the following aloud:

*"You see this scar? I got it here, out hunting on my own when the resort's guides were busy. A real nasty beast found me, all twisted muscle and spines. I drove it off, but did it less harm than it did me. The databases I found in the hunting lodge don't say any such creature exists, but I aim to find the beast and kill it for what it did to me."*

4. Several years back, a prospecting team booked up much of the resort due to rumors that a rare gemstone had washed up in a local stream. They never found its source and eventually became convinced it was a hoax, but ever since, a few of the regulars like to search the local streams in the wilds for similar discoveries. When the PCs are to learn this information, read or paraphrase the following aloud:

*Some years back, there was a venture by a Core World prospecting group to find gems here. Real rare, high-value ones. Apparently, a guest found a stone washed up in a stream. The prospectors eventually packed up and left, but I'm not convinced it was a hoax."*

## DEPARTURE

Once the PCs have gathered everything they need to make the trip to the ruins, they must pick a time to make good their departure. Even if they have made their intent to take a trip into the wilderness clear during their preparations, the PCs should still be do-

ing everything they can to obscure their destination. To leave unnoticed, the PCs must make an **Average (◆◆) Stealth check**. Add **■** if they are departing under the cover of darkness, and **■** if they leave during daylight or have drawn attention to their plans previously in the adventure. If more of the PCs pass the Stealth check than fail it, their departure is unnoticed (although their absence may be realized later if at least one check was failed). **☹** and **☹** on the check can be used by the GM to affect the conditions under which the PCs begin their journey and to provide additional benefits or complications as they travel.

## JOURNEY TO THE RUINS

With the information they gained back at the Far Orbit, the PCs can reach the ruins in three days of hiking. For each day they spend on the trail, one of the PCs must make an **Average (◆◆) Survival check** (the GM should consider having a different PC make the check each time, if there are enough PCs). If the PCs did not acquire sufficient food and water for their trip, the check becomes **Hard (◆◆◆)** instead, as the PCs must forage in the wild. Add **■** to these checks if the PCs have survival gear. However, add **■** to one of the checks for difficult, rocky terrain, and add **■** to another check when a thunderstorm lasts the entire day.

Failure on any of these checks temporarily decreases each of the PCs' strain threshold by 1 (this can be cumulative, but his stain threshold reverts to normal once the PC succeeds on a subsequent Survival check, or once the adventure ends). **☹** or **☹** can be spent to modify future checks, to inflict additional strain or recover from previous strain, or to trigger encounters on the way to the ruins. Possible encounters the PCs could have in the wilderness are listed below, along with the suggested dice results for them to occur. These encounters are primarily intended to help set the mood and pacing for the events at the ruins, so the GM should feel free to use his own judgment as well as the dice results to determine how many and which events occur.

### TWISTED TRACKS (☹)

The PCs come across the bizarre prints of one of the unnatural beasts native to the ruins (see page 247). The PCs are able to determine one or more interesting details about the beasts, such as their barbed hides or strange, twisted physiology.

### THE PATH TURNS (☹)

The trail taken by the PCs leads them into a winding canyon or rocky labyrinth, making further progress difficult. Add **■** to the next day's Survival check due to the delay from the previous day.

### HUNTERS' CACHE (🗺️ 🗺️)

By some twist of luck, the PCs stumble across a cache left in the wilderness for the use of the Far Orbit's guides and hunters. Taking supplies from the cache grants  $\square$  to the next day's Survival check. Fully looting the cache of all useful goods grants an additional  $\square$ , but each PC who agrees to loot the cache gains 2 Conflict.

### POISONED INSECT (🦋 🦋)

A vicious poisoned insect stings one of the PCs (either the PC who made the Survival check, or one other at the GM's discretion). The PC must make an **Average (◆◆) Resilience check** to resist the poison. ▼ means the character suffers three wounds, with one additional wound per 🦋. 🦋 means the PC must make an additional check against the poison, as it remains in his system.

### FRAGMENTS OF FORTUNE (💎)

As the PCs pass a stream emerging from its underground source, they see an unusual glimmer in the water. An **Average (◆◆) Perception check** determines the source, as does collecting a large sample of the stream's water. The glimmer comes from a residue of shimmering mineral dust, which appears to be tiny fragments of gemstone or crystal. An **Average (◆◆) Knowledge (Lore)** or **Hard (◆◆◆) Knowledge (Education) check** reveals that the dust may have come from a variety of crystal

that may have been used in lightsabers in the past. If the PCs attempt to gather the crystal residue, they can collect enough to halfway fill a small caf cup from the stream (or less, if they are not willing to haul bucket after bucket of water out of the river and strain it). The value of the crystal dust is detailed in the **So, What Did We Get?** section, on page 251.

### WILD ANIMALS (🐾 🐾 🐾 OR 🐾)

The PCs are attacked by a pack of local predators, large feline beasts with bristly fur and large tusks. Use the following profile for the creatures:

#### WILD FELID HUNTER (MINION)



**Skills (group only):** Brawl, Perception, Stealth.

**Talents:** None.

**Abilities:** None.

**Equipment:** Sharp teeth and claws (Brawl; Damage 4; Critical 4; Range [Engaged]).

The PCs are attacked by two groups of three beasts, with one additional group if the party has six or more individuals. They flee if more than half of them are killed.

## EPISODE II: THE HUNTING EXPEDITION

Unbeknownst to the PCs, they are not the first explorers to reach the tomb. The hunting expedition that has been missing from the Far Orbit for the past few weeks blundered into the tomb and were warped by the power lurking within. Dark urges were drawn out of the depths of their spirits and brought to the forefront of their natures, turning what was to be a brief sport hunt into an extended trail of cruelty and death.

This twisting of the hunters' spirits linked them to the dark side presence within the tomb. The power of the dark side took their inhibitions away and let them revel in their darkest impulses. When the hunters find the PCs, read or paraphrase the following aloud:

*You find the trail blocked by three landspeeders and a group of people in travel-stained gear, all bearing hunting blasters and fierce expressions. One of the leaders speaks up. "Well, well, well. Lost in the wilderness, are you? Bad for you, but maybe good for us." He grins, menacingly.*

The PCs have three options at this point—they can attempt to reason with the hunters of the expedition or force them to stand down, they can attempt to steal the hunter's speeders, or they can put the madmen down.


### ENCOUNTER RESOLUTION

If the PCs are interested in a peaceful solution, there are a few avenues to pursue. An **Easy (◆) Perception check** reveals that the majority of the hunting expedition seem more passive than their leaders and are acting primarily on cues provided by the aggressive members of the expedition.

Appealing to these followers requires only an **opposed Charm check vs. Discipline** against the Expedition Hunter profile, with one or more  $\square$  possible for good roleplaying or clever arguments. The passive hunters make up the majority of the expedition, and if they side with the PCs, the more violent guides are cowed by the weight of the opposing numbers, and they submit reluctantly.


## OPTIONAL ENCOUNTER

Episode II is designed to be an optional encounter for this adventure. If the GM prefers to skip it or is pressed for time, he can do so without any major complications. However, this encounter can give PCs who specialize in social interactions or even piloting (if they choose to flee) a chance to use their skills.

Appealing to the expedition as a whole, including its most aggressive members, requires good roleplaying and an **opposed Charm check vs. Coercion** against the control of the Deranged Expedition Guides leading the group. Success indicates that enough of the expedition is swayed to bring the rest in line.  on this check indicates that any hunters not successfully persuaded immediately attack the PCs in a fit of rage.

If the PCs are concerned that the hunters are too far gone to bring back safely, the expedition is all too eager to oblige them with a fight. There are deranged expedition guides numbering half as many as the PCs, plus two minion groups of expedition hunters. Each group has three minions. The guides fight to the death, but the hunters may surrender once the guides are dead, at the GM's discretion.

## FLEEING THE FIGHT

The PCs can pursue one final option; stealing one of the expedition's speeders and attempting to lose the rest of the hunters in the wilderness. If the PCs are able to reach one of the speeders, they find the activation unlocked. Escaping the hunters requires the PCs to accelerate to speed 2, then making a **competitive Piloting (Planetary) check** versus any hunters in landspeeders pursuing them. Add  to the check due to difficult terrain. If the PCs beat the hunters on the check, they lose the hunters in the wilderness. If they fail to win, the hunters get one round of shooting at them at long or medium range (GM's choice), then they get one additional chance. If they fail a second time, the hunters corner them in a box canyon, and the PCs have to fight it out.

## DERANGED EXPEDITION GUIDE [RIVAL]

The guides from the Far Orbit's hunting lodge are professional outdoorsmen. Dark side corruption has twisted their love of hunting to a simple lust for violence, but they have not lost their skill as they have gained their new cruelty.



**Skills:** Coercion 1, Melee 1, Perception 2, Ranged (Heavy) 2, Survival 2.

**Talents:** None.

**Abilities:** None.

**Equipment:** Hunting blaster (Ranged [Heavy]; Damage 8; Critical 3; Range [Long]), vibroknife (Melee; Damage 3; Critical 2; Range [Engaged]; Pierce 2, Vicious 1), heavy clothing (+1 soak).

## EXPEDITION HUNTER [MINION]

The hunters on the expedition were spared the brunt of the corruption's effects that twisted their hired guides. The only sign of their condition is the lost, befuddled look in their eyes.



**Skills (group only):** Ranged (Heavy).

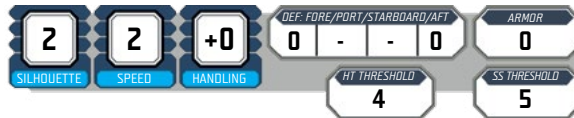
**Talents:** None.

**Abilities:** None.

**Equipment:** Hunting blaster (Ranged [Heavy]; Damage 8; Critical 3; Range [Long]), vibroknife (Melee; Damage 3; Critical 2; Range [Engaged]; Pierce 2, Vicious 1), heavy clothing (+1 soak).

## PASSENGER LANDSPEEDER

The following profile represents a typical five-person landspeeder used for short-range planetary travel.



**Vehicle Type/Model:** Landspeeder/Variou.

**Manufacturer:** Various Corporations.

**Sensor Range:** Close.

**Crew:** One pilot.

**Encumbrance Capacity:** 10.

**Passenger Capacity:** 4.

**Cost/Rarity:** 3,500 credits/3.

**Customization Hard Points:** 4.

**Weapons:** None.

## REWARDS AND PENALTIES

Attacking the hunting expedition without first attempting to negotiate causes all the PCs involved to gain 5 Conflict. Further, any PC who slays a hunter who surrenders or is otherwise incapacitated causes that PC to gain 10 Conflict. If the PCs make a serious attempt to negotiate with and redeem the hunters, but are unable to sway them, they do not gain Conflict for fighting unless they do so with excessive force or continue fighting after the survivors have surrendered. If the PCs manage to avoid fighting entirely, each immediately increases their Morality by 1.

# EPISODE III: THE ANCIENT RUINS

The ruins of the ancient tomb are in a secluded valley surrounded and shielded by rocky bluffs on all sides, except for a narrow, canyon-like path leading inward. Once the PCs arrive in the valley, they can begin searching the ruins. See **Features of the Ruins**, below, for details on navigating the valley and the tomb, and **Exploring the Ruins**, on the next page, for the various encounters that can occur during the PCs' search.

## FEATURES OF THE RUINS

Details on the major features of the valley are listed here. The layouts of these locations, and of the valley in general, are left intentionally undefined to allow the GM flexibility in handling the PCs' exploration. In general terms, the list covers the outdoor areas of the valley (**The Shattered Plaza**), the ruins of the ancient Sith temple-stronghold (now **The Temple Ruins**), and the underground complex beneath the ruins, where the Sith Lord's resting place was constructed (**The Crystal Cave** and **The Tomb**). **The Madman's Hovel** can be used by the GM wherever it seems appropriate.

### THE SHATTERED PLAZA

The ruins in the valley are largely concentrated around the crumbling remains of a single vast structure, but they extend around the structure in other forms. Shapeless, eroded statuary can be found throughout many of the more open areas, along with occasional patches of carved paths and tiled squares that retain some of their definition even after so much time. In some places, there are vast monoliths long-since toppled, their shattered pieces littering the ground for many meters around the plinths that once held them.

This location is the most likely place for the **Beast Ambush**, described on the next page, to occur.

### THE TEMPLE RUINS

A huge stone structure occupies much of the area toward the center of the valley. The passage of time has collapsed its ceiling and brought down many of its walls and pillars, but enough of it stands to draw notice, even from the mouth of the path to the ruins. Despite the wear and collapse of the old temple, enough of the interior remains to form distinct chambers throughout the ancient ruin. More statues and monuments can be found in these chambers to match those outside, although they are not in appreciably better condition. Somewhere in the heart of the temple, the sunken stairwell to the Sith Lord's tomb awaits discovery.

### THE MADMAN'S HOVEL

The power of the dark side of the Force lingers in the stones of the tomb, in the flesh of the twisted beasts that lair above it...and in the bent mind of one ancient hermit, dwelling amidst the sprawling ruins. When this old man originally came to Athiss is unknown even to the hermit himself, but he stumbled into the ancient tomb and was claimed by the dark power within. Now he lives off weeds, filthy water, and meat scavenged from the kills of the twisted beasts thriving around him.

This mad hermit has constructed a small hovel for himself from loose stones, dried skins, and bits of foliage. At the GM's discretion, the hovel could be found by the PCs anywhere in the valley—the hermit has built several such structures over his years of solitude, and he ranges between the decrepit shacks when the whim strikes him. Whichever hovel he is currently using has a small firepit outside it and a heap of foul rags inside for bedding. For details on how to run interaction with the hermit, see **The Mad Hermit**, page 247.

### THE TOMB

Even after the millennia of decay, the architecture shows subtle signs of different workmanship than the temple above it. The dark stone making up the tomb forms only a handful of chambers, none of them of any clear significance except for the last. This final chamber is a vast underground hall, its carved pillars and disturbing statuary somehow preserved against the passage of years. Atop a huge stone plinth surrounded by carved steps sits an unmarked sarcophagus, the final resting place of the Sith Lord, his name long lost to time.

The presence of the dark side hangs heavy in the chamber, pressing on the minds of those who enter it. Almost imperceptible whispers echo on the edge of hearing, as the dark side of the Force manifests itself in lies and illusions, creating the guise that the chamber is haunted by the long-dead Sith. In addition to the chamber's dark side presence, the most powerful and aggressive specimens of the Sith-bred beasts lair in the tomb.

Details on how to present the Tomb and to run an encounter within can be found in **Confronting the Darkness** on page 248.

### THE CRYSTAL CAVE

The cavernous tomb housing the deceased Sith who once ruled Athiss is not the only place of significance below the ruins. Beneath the tomb is a natural wonder—a cavern full of rare Kyber crystals suitable for the construction of lightsabers. The Sith may well have known of the cave and sought to exploit it for

themselves, but surprisingly, it remains untouched by the dark side of the Force.



The cave may only be accessed through the tomb, and thus the PCs must play through **Confronting the Darkness** on page 248 beforehand.

## EXPLORING THE RUINS

Throughout the PCs' exploration of the ruins, they are likely to encounter the lingering power of the dark side in various forms. Guidelines for handling the various aspects of its lingering presence, and for running encounters within the ruins, are presented below.

### BEAST AMBUSH

The ancient Sith were masters of the craft known as Sith alchemy, which twisted flesh using strange sciences alongside the power of the Force. They created great menageries of unnatural and vicious beasts, most of which have long since died out. However, one particularly hardy breed has survived the long millennia and now stalks the tomb. Several packs of these beasts lair in the various crevices and caverns at the rim of the valley, but some also roam throughout the central ruins. The latter are sure to notice the intrusion of the PCs and attack them.

The GM should use this encounter at some point during the PCs' exploration of the Shattered Plaza or the Temple Ruins. A pack of twisted beasts equal in number to the PCs begins to stalk them through the ruins, waiting for an appropriate opening during which to attack. Have the PCs make **opposed Perception vs. Stealth checks** against the twisted beasts (or have the twisted beasts make **opposed Stealth vs. Perception checks** against the PCs, per the GM's preference). If the PCs do not spot the creatures, the creatures strike as soon as the PCs are distracted by some aspect of the ruins, gaining  on their Initiative checks.

The twisted beasts are corrupted by the dark side of the Force, and they choose PCs with a high Morality as targets in preference over those with a lower Morality. However, if a PC with a lower Morality establishes himself as a clear threat, the beasts respond accordingly. If any of the PCs have a Morality of 35 or lower, the beasts do not attack that character unless forced, and they respond to any commands the character might issue, even unwittingly. Commanding the beasts is not inherently part of the dark side, but orders that involve commanding them to inflict violence, fear, or pain on living beings (including each other) cause the commanding PC to gain 2 Conflict (or more, depending on the command in question).



## TWISTED BEAST [RIVAL]

These beasts are the descendants of creatures created by ancient experiments in Sith alchemy. They possess flat, scaly faces framed by horns, but their misshapen musculature gives away their origin, as does their cruel and unnatural delight in toying with prey.



**Skills:** Brawl 1, Perception 1, Stealth 1, Survival 2.

**Talents:** None.

**Abilities:** Barbed Hide (when the twisted beast is hit by a melee attack, the GM can spend  to inflict 1 wound [ignoring soak] on the attacker).

**Equipment:** Vicious bite (Brawl; Damage 5; Critical 4; Range [Engaged]).

### THE MAD HERMIT

Only the mutated descendants of Sith experiments populate the ruins—along with a single human nearly as corrupted as the creations of Sith alchemy. His mind is in shambles after long exposure to the power of the dark side beneath the ruins, but he retains enough of it to recognize the PCs for what they are and to converse with them, should they stumble across him.

The GM can use this encounter when the PCs stumble across **The Madman's Hovel**. As noted in the location description on page 246, the hermit migrates throughout the valley and reconstructs a dwelling at each new location, so this can occur during exploration of either the Shattered Plaza or the Temple Ruins. When the PCs initially find the hermit and his dwelling, read or paraphrase the following aloud:

*As you round a massive stone column, you find a crude shack of woven plant fiber and filthy rags stretched over toppled stone, flanked by a firepit with faintly glowing coals. A human male, wizened with age and malnutrition, hobbles forth from the scant shelter inside. His eyes gleam with a strange fervor, and he leers toothlessly.*

The hermit is fairly mad, and believes the dark side within the ruins to be the spirit of the Sith Lord buried in the tomb. He obeys the "orders" from the Sith Lord and fears him in equal measure, although the whispers he hears may only be the dark side-fueled rantings of his own diseased mind.

Provided the PCs do not do anything rash, the hermit does not act threateningly. Instead he babbles semi-incoherently to any questions the PCs put to

him. The GM is welcome to improvise or use some form of the following response to the PCs' questions:

*The old man's face settles into a maddened grin, and he speaks in a tone of unsettling enthusiasm. "Welcome, welcome! Look upon the glory of this place!" His grin fades suddenly and is replaced with a suspicious glare. "Do you serve the master as I do? The ancient lord, greatest of the mighty Sith? He will truly be happy to see new acolytes here..."*

The GM should keep in mind that the hermit is crazy, and not be afraid to answer the PCs with some nonsensical answers or circular reasoning. If they ask who the Sith are, for example, he can respond that they are his dark and powerful masters. When asked who his dark masters are, the hermit can respond "the Sith, of course." However, the dark side is constantly preying on the old man's mind. At some point, it may unexpectedly push him over the edge. Once or twice through the encounter, the GM should roll  $\ominus$ . If the result is  $\bullet$ , the hermit's mind remains in the grip of the dark side presence. However, if the result of the  $\ominus$  roll comes up  $\circ$  or  $\circ\circ$ , the hermit retains enough of his own mind and will to plead with the PCs.

*The old man's face contorts with fear. He begins gibbering to himself, "No, you must not stay here! Great evil lurks below. It's in the tomb! Always in the tomb...and in my mind!"*

Finally, if the result is  $\bullet\bullet$ , the dark side drives the hermit into a frenzy, and he throws himself at the PCs (although this should not be a combat encounter, as he's no threat to them). He is too inept to inflict any appreciable harm on the PCs, but he no longer responds to words and negotiation. Any strain inflicted on him renders him unconscious and subdues him non-lethally, but a successful attack dealing one or more wounds instantly slays the frail old man, causing the killer to gain 10 Conflict. If the GM determines the other PCs were complicit in allowing the killer to slay the old man, each of them can also gain 5 Conflict.

Further interactions with the hermit are colored by the result of the  $\ominus$  roll. At any major turning point in the conversation (such as if the PCs ask for a significant piece of information, or when they begin to lose patience with the hermit's madness), the GM may opt to roll  $\ominus$  again and change the hermit's mood and reactions based on the new result. When this occurs, the change is immediate and obvious to the PCs, but the hermit does not acknowledge the difference in himself.

## CONFRONTING THE DARKNESS

Once the PCs have explored the rest of the valley and the ruins, they should find their path leading them to the tomb below the temple. Ideally, the GM should have the PCs find the tomb after they have encountered everything else of significance in the valley.

Once the PCs find the entrance to the tomb, read or paraphrase the following aloud:

*The winding passageways beneath the temple lead you to a great stone archway, beyond which lies a massive chamber. You can feel the power of the dark side lurking within the chamber, filling the air with an unseen aura. The chamber is dimly lit from an unknown source, allowing you to make out some of the details within. The vast hall is filled with unnaturally well-preserved statuary and carved stone columns, but what draws your eye is the raised plinth upon which a stone sarcophagus rests.*

Once the PCs have all entered the tomb, the beasts lurking within it move to attack. The beasts should be equal in number to the PCs. They behave similarly to the creatures in the **Beast Ambush**, on page 247. They attempt to surprise the PCs if possible. If not, they begin within medium range at the start of combat.

### TWISTED BEAST ALPHA [RIVAL]

These are the strongest and most vicious examples of their kind and the ones closest to the original creations of Sith alchemy.



**Skills:** Brawl 2, Perception 1, Stealth 1, Survival 2.

**Talents:** None.

**Abilities:** Barbed Hide (when the twisted beast is hit by a melee attack, the GM can spend  $\otimes$   $\otimes$  to inflict 1 wound [ignoring soak] on the attacker).

**Equipment:** Vicious bite (Brawl; Damage 5; Critical 4; Range [Engaged]; Pierce 2).

However, the beasts are not the only things the PCs must contend with in this tomb. They also must confront a dark illusion manifested by the dark side of the Force. This illusion appears to be the long dead ghost of the Sith Lord buried within the sarcophagus. However, it is actually the dark side manifesting itself, attempting to tempt the PCs through



power or cause them to surrender to the dark side through fear. While combating the beasts can be a fairly straightforward process, combating the illusory Sith Lord is more a matter of the PCs confronting the darkness within themselves and not giving into their own, personal evil.

Once combat begins, the illusory Sith Lord manifests at the end of the first round (the GM can create a Initiative slot last on the Initiative order for the Sith Lord to take). The illusion continues to take the last slot on the initiative order until the end of the encounter. When it manifests, read aloud or paraphrase the following:

*Even over the sounds of combat, you cannot help but hear the dry chuckle that echoes through the tomb. A voice, dry as long dead bones, whispers in your mind. "Welcome, interlopers. You are brave and foolish to set foot within my fortress."*

*You see the shadows in the corners of the room roil and flow towards the sarcophagus, writhing as they form into a smoky, translucent figure in robes of darkness.*

Now, the illusion joins the fight. The GM should have each PC make an **Average** (🔴🔵) **fear check** with one difficulty upgrade. Use the guidelines for

failing fear checks on page 221, with the addition that any 🌀 results should be spent to inflict 2 Conflict on the PC. Success means that the PC in question has resisted the power of the tomb (at least for now). PCs who succeed on the fear check may add 🟩 to any further fear checks or checks made to oppose the dark side illusion. 🌀 means the PC automatically passes any further fear checks during the encounter.

## THE INFLUENCE POOL

At this point, the GM should also assemble an influence pool to represent the strength of the dark side within the tomb. The GM can use Destiny Point tokens for this and the rules are written with these in mind (Just make sure to keep the Destiny pool and Influence pool separate). However, any coin, marker, or pieces of scrap paper can stand in if the GM does not have enough extra Destiny Point tokens.

The Influence pool should have a total of eight tokens, four of which should be light side tokens and four of which should be dark side tokens. The goal of the PCs is to overcome and banish the dark side presence from the tomb. The goal of the illusion is slightly more subtle. Although it purports to be the Sith Lord buried here, it is actually a manifestation of the dark side. Its true goal is to corrupt the PCs with the dark side. Therefore, it simply wishes the PCs to give in to their fear, anger, or aggression while confronting the

## THE DARK SIDE ILLUSION

**T**he dark side illusion is not a spirit as such, but instead is a manifestation of the dark side of the Force. It appears as a spirit of the dead Sith Lord mostly because that is what the PCs likely expect to face off against in a tomb of a Sith Lord. In many ways, the PCs are fighting against their own fears made manifest.

This give the GM a lot of freedom when roleplaying the illusion. Since it is not an actual ghost, it can appear however the GM likes, or perhaps appear differently to each of the PCs. One PC might see a feared enemy, another a dead loved one, and another might see themselves corrupted by the dark side. Alternatively, the GM can play up the "Force ghost" illusion to the hilt, inventing a name for the Sith Lord, bragging about past accomplishments and threatening to destroy the PCs.

On the illusion's turn, have it take one of the following actions:


- **Force Assault:** The illusion gestures, and one of the rocks in the room hurls

towards the PCs. Treat this as a ranged attack with the GM rolling 🟡🟡🟡 for his combat check. If it hits, use this profile (Damage 7; Critical 3; Range [Medium]; Knockdown). If a PC is incapacitated by this attack, remove one light side token from the Influence pool.

- **Fearsome Visage:** The illusion assails one of the PCs with terrifying visions. The PC must make a **Hard** (🔴🔵🔵) **fear check** with one difficulty upgrade. If he fails, remove one light side token from the Influence pool. If he rolls 🌀, the GM may remove one additional token.
- **Lies:** The illusion taunts a PC, trying to trick him to anger. The illusion makes a **Deception check** (🟡🟡🟢) **opposed by the PC's Vigilance**. If it succeeds, the PC momentarily gives in to anger and remove one light side token from the Influence pool. If the GM generates 🌀, the PC gains 1 Conflict.

illusion. Once the GM sets up the pool, read the following aloud to the PCs:

*With the arrival of the Sith Lord, you can feel the powers of light and darkness swirling around you. You feel that your actions in the following few minutes could tip the balance between good and evil.*

When a PC takes his turn during the encounter, he can attempt to defeat the dark side presence within the tomb in some way. **Table 11–1: Opposing the Dark Side** has several potential options for actions the PCs may take to oppose the dark side illusion. Some of these will change dark side Influence tokens into light side Influence tokens. Others, particularly actions that feed on fear or rage, may change light side Influence tokens into dark side Influence tokens. If the players do not think of any options on their own, the GM should suggest the first option to them.  on this can be spent to realize

something of the nature of what they are fighting, and suggest further possibilities for defeating the illusion.





























In addition, when the dark side illusion acts during the round, its actions—if successful—can remove one or more light side tokens from the pool. This puts a time limit on how long the encounter lasts.

The encounter ends when all tokens in the Influence pool are dark side or all tokens in the Influence pool are light side. The consequences are as follows:

### ALL LIGHT SIDE INFLUENCE TOKENS

If at the end of any PC turn, all tokens in the Influence pool are light side tokens, the PCs have banished the dark side from the tomb. Any remaining beasts flee immediately, and the encounter ends. Read aloud or paraphrase the following:

**TABLE 11–1: OPPOSING THE DARK SIDE**

Action	Skill & Difficulty	Effect of Success
A PC can attempt to discern the nature of what they are confronting.	Average   Knowledge (Lore) check.	The GM should give some hints as to the nature of what they are confronting and suggest some options for defeating it. If the check generates   , convert one dark side token in the Influence pool to a light side token.
A PC with a Morality of 50 or higher can meditate within the tomb to focus on the Force and try and bring the power of the Force to bear against the illusion.	Average   Discipline check.	Convert one dark side token in the Influence pool to a light side token. If the check generates  , the GM can reveal hints as to the nature of what the PCs are confronting, and suggest one of the additional options for defeating it.
A PC may attempt to inspire the group and raise its members' spirits in order to help them resist the oppressive atmosphere within the tomb.	Hard    Leadership check.	Convert one dark side token in the Influence pool to a light side token. Also, all other PCs gain  to their checks until the speaking PC's next action.
A PC with the Seek power may attempt to use the power to see through the illusion (see the Seek power description, page 213).	Average   Seek power plus Vigilance check.	Convert one dark side token in the Influence pool to a light side token. In addition, the PC learns this is an illusion of the dark side, and the GM can warn them about actions that will convert light side tokens to dark side tokens.
The PC can attempt to use his senses to discern the illusory nature of the opponent and the fact that it seems to be trying to tempt the PCs to attack it.	Average   Perception check.	Convert one dark side token in the Influence pool to a light side token and gain  on all fear checks for the remainder of the encounter.
Any PC can attempt to forcibly drive back the spirit with words and actions, either defying it and mocking it, or threatening and cowing it.	Opposed Coercion or Cool vs. the illusion's Discipline   check.	If successful, the spirit recoils. Convert two dark side tokens in the Influence pool to light side tokens. Any  converts an additional token, but if the PC used Coercion, any  generated inflicts 2 Conflict on the PC.
A PC can attempt to attack the illusion.	Relevant combat skill check.	The illusion cannot be harmed. Convert one light side token in the Influence pool to a dark side token.
Any PC may attempt to tip over or smash the columns and statuary filling the tomb, either by brute force or by using a weapon.	Hard    Athletics check or Average   combat check.	Convert one light side token in the Influence pool to a dark side token.
Any PC with a weapon that has a base damage of 7 or higher may attempt to destroy the sarcophagus.	Hard    Discipline check (the sarcophagus is destroyed if successful).	If the sarcophagus is successfully destroyed, convert two light side tokens in the Influence pool to dark side tokens.

*You can feel the air around you crackling with energy, as if before a great storm. Visions flit around you on the edge of perception, and the shadowy figure of the Sith Lord seems to be reaching towards you as if struggling against a gale. Suddenly, the tomb illuminates with a soft flash of white light. As the light dies and you struggle to focus your eyes, you see the figure has vanished. The tomb around you is just a room, a room that has no power over you any longer.*

With the dark side banished from the tomb, the PCs can explore the room. On the far side of the sarcophagus, part of the floor has collapsed, revealing a passage into the crystal caves.

### ALL DARK SIDE INFLUENCE TOKENS

If, at the end of any PC turn, all tokens in the Influence pool are dark side tokens, the dark side of the Force overwhelms the PCs, consuming them in fear. The remaining beasts vanish into the shadows, and the encounter ends. Read aloud or paraphrase the following:

*The shadowy figure suddenly howls triumphantly and explodes outwards, filling the tomb with greasy tendrils of smoke. The smoke wraps around you, sliding into your mouth, roiling behind your eyes.*

*Then, in an instant, the smoke vanishes. Silence pervades the tomb around you. Though the tomb is now empty, the shadows seem somehow darker and more ominous, and you're filled with disquiet and unease. You can't help but think that though you may have prevailed, you did not succeed.*

The PCs did not successfully banish the dark side presence, and due to their failure, each PC gains 8 Conflict. Now, however, the PCs can explore the room. As described previously, they can find the passage to the crystal caves.

## CRYSTAL CAVES

If the PCs squeeze through a narrow passageway that's little more than a crack in the floor, and work their way through a natural cave passage, they find themselves in the crystal cave beneath the tomb.

Inside the crystal cave is a number of large crystal formations in a variety of shimmering colors. An underground stream winds through the cave and around several of the largest formations, occasionally carrying fragments of the crystals out into the wilds beyond the ruins. Unlike the rest of the ruins, and especially

the nearby tomb, the crystal cave feels free of the dark side presence that lingers around it. The Force is strong within the cavern, and free of the taint that otherwise surrounds it.

Harvesting small crystal fragments can be accomplished without a roll if the PCs collecting the crystals have access to basic tools, or with an **Average (◆◆) Knowledge (Lore) check** otherwise. Failure indicates that the crystals become damaged in the harvesting and are unusable for lightsaber construction, although they remain valuable.

Further details on the lightsaber crystals, as well as the value of any fragmented or ruined crystals, can be found in the sidebar **So, What Did We Get?**, below.

## SO, WHAT DID WE GET?

In addition to the intangible benefits of direct experience with confronting the dark side, the PCs are also likely to have gained priceless treasures from the crystal cave—crystals appropriate for lightsaber construction, gathered without discovery by the Empire.

Even if they were unable to successfully harness the crystals for now, they know where to find them in the future, while the Empire's agents do not. Ruined fragments of the crystals or dust gathered from the underground stream could also be sold to a collector of precious stones or a similar interest, netting from one to three thousand credits for such samples (depending on the quantity of crystal and the degree of damage).

If the PCs manage to harvest or recover crystals from the cave, the GM can award them the following, with which to construct their lightsabers:

### ATHISS CAVE CRYSTALS

**Base Modifiers:** Installing this crystal changes a lightsaber's damage to 6 and its critical rating to 3, and the lightsaber gains the Breach 1 and Sunder weapon qualities. If the crystal is ever removed, the lightsaber loses these qualities, and reverts to its previous base damage and critical rating.

**Modification Options:** 2 Damage +1 Mods, 1 Decrease the weapon's critical rating by 1 to a minimum of 1 Mod, 1 Weapon Quality (Vicious +1) Mod.

**Hard Points Required:** 2.

**Cost:** 7,000 credits (R)/8.

## XP REWARDS

The following are XP rewards for each PC who completes this adventure in addition to the usual XP rewards as described on page 218:

- Locating the tomb: 5 XP.
- Successfully defeating the dark side illusion: 10 XP.
- Dealing with the hermit without killing him: 5 XP.

# INDEX

## SYMBOLS

48 Roller ..... 186

## A

Accelerate/Decelerate (maneuver)..... 170  
 Accomplished Mechanic..... 231  
 Accurate (quality) ..... 115  
 Actions..... 143, 146, 172  
 Activate a Force Power (action) ..... 147  
 Activate an Ability (action)..... 147  
 Advanced Targeting Array..... 191  
 Advantage (result)..... 13, 22  
 Adversary (talent) ..... 97  
 Adverse Environment Gear..... 126  
 Advisor (specialization) ..... 51  
 Adz Destroyer..... 190  
 Aethersprite Light Interceptor ..... 187  
 Against All Odds (talent)..... 97  
 Aggressor (specialization) ..... 63  
 Agility (characteristic) ..... 16  
 Aim (maneuver) ..... 144  
 Airspeeders..... 185  
 Anatomy Lessons (talent) ..... 97  
 Ancient Sword ..... 122  
 Angle Deflector Shields (maneuver) ..... 172  
 Animal Bond (talent)..... 97  
 Animal Empathy (talent)..... 97  
 Arcona Salt Addict..... 227  
 Armor ..... 125, 166  
   Characteristics..... 126  
   Encumbrance ..... 126  
 Armored Clothing ..... 126  
 Armored Robes ..... 126  
 Artisan (specialization)..... 59  
 Assist (maneuver) ..... 145  
 Astrogation (skill) ..... 75  
 Ataru Striker (specialization) ..... 55  
 Ataru Technique (talent)..... 97  
 AT-HCT ..... 186  
 Athiss ..... 239  
 Athletics (skill)..... 76  
 Attachments ..... 133  
   Armor ..... 138  
   Lightsaber ..... 136  
   Vehicle ..... 191  
   Weapon ..... 134  
 Auto-Blaster..... 167  
 Auto-fire (quality)..... 116  
 Average check..... 17

## B

Bacta ..... 129  
 Bacta Tanks..... 161  
 Balance (talent)..... 98  
 Barab Ingot..... 136  
 Basic Lightsaber ..... 124  
 Battle Meditation (Force power)..... 198, 199  
 Big Game Hunter ..... 226  
 Binders ..... 129  
 Bind (Force power)..... 198, 200  
 Biofeedback System..... 138  
 Bipod Mount ..... 134  
 Blaster Cannons..... 167  
 Blaster Carbine..... 120  
 Blaster Energy Dampener ..... 134  
 Blaster Pistol..... 120  
 Blaster Rifle ..... 120  
 Blasters..... 120  
 Blast (quality)..... 116  
 Body Guard (talent) ..... 98  
 Brass Knuckles..... 122  
 Brawl (skill)..... 88, 115  
 Brawl Weapons..... 122  
 Brawn (characteristic) ..... 16  
 Breach (quality) ..... 116

Burn (quality)..... 116

## C

Calming Aura (talent) ..... 98  
 Capital Ships..... 190  
 Career ..... 30  
 Cautious Smuggler..... 232  
 Center of Being (talent)..... 98  
 Cerean (species)..... 37  
 Character Background..... 30, 32  
 Characteristics ..... 15  
 Charm (skill) ..... 76  
 Chase ..... 180  
 Check  
   Assisted ..... 24  
   Competitive ..... 24  
   Opposed ..... 23  
   Skill ..... 10  
 Circle of Shelter (talent) ..... 98  
 Close (range) ..... 177  
 Codebreaker (talent)..... 98  
 Coercion (skill) ..... 77  
 Collisions..... 183  
 Combat Check (action) ..... 147  
 Combat Knife..... 122  
 Combat Modifiers..... 152  
 Comlink..... 127  
 Commanding Presence (talent) ..... 98  
 Command (talent)..... 98  
 Committing Force Dice ..... 196  
 Communications Equipment ..... 127  
 Comprehend Technology (talent) ..... 98  
 Computers (skill) ..... 78  
 Con Artist..... 227  
 Concealing Robes ..... 126  
 Concealment..... 155  
 Concussion Grenades ..... 167  
 Concussion Missiles..... 167  
 Concussive (quality)..... 116  
 Conditioned (talent)..... 99  
 Confidence (talent) ..... 99  
 Conflict ..... 35, 220  
 Consular (career) ..... 42  
 Contingency Plan (talent)..... 99  
 Cool (skill) ..... 79  
 Coordination (skill)..... 79  
 Corellian Corvette..... 190  
 Core Mechanic..... 10  
 Corrosive Atmospheres ..... 156  
 Cortosis (quality)..... 116  
 Cortosis Shield..... 122  
 Cortosis Sword..... 123  
 Counterstrike (talent) ..... 99  
 Cover ..... 155  
 Crippling Blow (talent) ..... 99  
 Critical Hit ..... 176, 180  
 Critical Injury ..... 148, 158  
 Critical Rating ..... 119, 148  
 Cumbersome (quality) ..... 116  
 Cunning (characteristic) ..... 16  
 Curved Hilt..... 136  
 Cybernetic Arms..... 128  
 Cybernetic Brain Implants..... 128  
 Cybernetic Enhancements and Replacements... 128  
 Cybernetic Eyes..... 128  
 Cybernetic Legs..... 128  
 Cyberscanner Limb..... 128

## D

Damage Control (action)..... 172  
 Dandy Gambler ..... 232  
 Dantari Crystal ..... 136  
 Dark Side  
   Force User ..... 36, 197, 221  
   Redemption..... 37, 221  
 Dark Side (result) ..... 14

Dark Side Threshold ..... 36  
 Daunting check ..... 17  
 Death ..... 160, 218  
 Deception (skill) ..... 80  
 Dedication (talent) ..... 99  
 Defense..... 28, 68, 126, 150  
   Vehicles ..... 166  
 Defensive Circle (talent) ..... 99  
 Defensive (quality) ..... 116  
 Defensive Slicing (talent)..... 99  
 Defensive Stance (talent)..... 99  
 Defensive Training (talent)..... 99  
 Deflection (quality) ..... 116  
 Delta-6 Starfighter ..... 186  
 Demon Mask ..... 132  
 Despair (result) ..... 14, 23  
 Destiny Points..... 25, 223  
 Dice ..... 9, 11  
   Ability ..... 11  
   Boost ..... 11  
   Challenge..... 12  
   Difficulty ..... 12  
   Force ..... 12  
   Negative ..... 11  
   Positive ..... 11  
   Proficiency ..... 11  
   Setback ..... 11  
   Ten-sided ..... 12  
 Dice Pool..... 18  
   Difficulty ..... 19  
   Modifying ..... 19  
 Difficult Terrain ..... 155  
 Difficulty ..... 17  
 Discipline (skill) ..... 80  
 Disoriented ..... 160  
 Disorient (quality) ..... 117  
 Disruptive Strike (talent)..... 99  
 Djem So Deflection (talent)..... 100  
 Dodge (talent)..... 100  
 Double-bladed Lightsaber ..... 124  
 Downgrading Dice ..... 21  
 Dragite Gem ..... 136  
 Draw Closer (talent)..... 100  
 Dray Light Speeder Truck ..... 185  
 Drop Prone or Stand (maneuver)..... 146  
 Drugs and Poisons ..... 127  
 Dual-Phase Modification ..... 137  
 Duelist's Training (talent) ..... 100  
 Durable (talent)..... 100

## E

Easy check..... 17  
 Electrobinoculars ..... 128  
 Electronic Countermeasures Suite..... 191  
 Electrostaff..... 123  
 Elite CSA Intrusion Specialist..... 232  
 Emergency Repair Patch ..... 162  
 Encumbrance..... 113  
   Lifting and Carrying..... 114  
   Threshold ..... 114  
   Values ..... 113  
 Enduring (talent) ..... 100  
 Energy Dispersion System ..... 138  
 Engaged (range)..... 151  
 Enhanced Carbon-Durasteel Armor ..... 191  
 Enhanced Leader (talent) ..... 100  
 Enhance (Force power) ..... 200, 201  
 Ensnare (quality) ..... 117  
 Evasive Maneuvers (maneuver) ..... 171  
 Exchange for a Maneuver (action) ..... 147  
 Exhaust Port (talent) ..... 100  
 Experience Points..... 31, 218  
 Expert Tracker (talent) ..... 100  
 Explosives and Ordnance..... 121  
 Extended Hilt..... 137  
 Extreme (range) ..... 152

<b>F</b>			
Failure (result)	14,22		
Falling	157		
Falling Avalanche (talent)	100		
Far Orbit Resort	239		
Fear	221		
Fearsome (talent)	100		
Feint (talent)	100		
Field Commander (talent)	101		
Fine Tuning (talent)	101		
Fire	156		
Fire Arcs	168		
Fly/Drive (maneuver)	170		
Flying	145		
Forager (talent)	101		
Force Assault (talent)	101		
Force Pike	123		
Force Power Check	195		
Combined	196		
Resisting	195		
Force Powers	197		
Force Protection (talent)	101		
Force Rating (talent)	101		
Force-Sensitive	194		
Force Talents	196		
Foresee (Force power)	202		
Forewarning (talent)	101		
Formidable check	18		
Frag Grenade	121		
Freighters	188		
Full Throttle (talent)	101		
Fusion Lantern	132		
<b>G</b>			
G9 Rigger Light Freighter	188		
Gain the Advantage (action)	172		
Galaxy Mapper (talent)	102		
Game Master	9		
Gand Findsman	227		
Gear	127		
General Purpose Scanner	128		
Glow Rod	132		
Government Bureaucrat	229		
Grappling	153		
Gravity	155		
Grit (talent)	102		
Grizzled Trader	232		
Groundcar	186		
Guarded Stance (maneuver)	145		
Guardian (career)	46		
Guided (quality)	117		
Guilded Bounty Hunter	228		
Gunnery (skill)	88,115		
<b>H</b>			
Handling	164		
Hand Scanner	129		
Hard check	17		
Hard Points	119,133		
Vehicles	165		
Hawk Bat Swoop (talent)	102		
Healer (specialization)	43		
Heal/Harm (Force power)	203,204		
Healing	160		
Healing Trance (talent)	102		
Heating System	140		
Heavy Blaster Pistol	120		
Heavy Clothing	126		
Heightened Awareness (talent)	102		
Helmet Comlink	140		
Heroic Fortitude (talent)	102		
High-Output Ion Turbine	191		
Holdout Blaster	120		
Holocron	132		
Holo-messenger	127		
Hotel Security	241		
HT-2200 Medium Freighter	189		
Hull Trauma	176,179		
Hull Trauma Threshold	164,176		
Human (species)	38		
Hunter (specialization)	56		
Hunter (talent)	102		
Hutt Slave Dealer	228		
HWK-290 Light Freighter	189		
Hydraulic Control Circuits	191		
Hyperdrive Generator	191		
Hyperlane Scout	226		
<b>I</b>			
IG-100 MagnaGuard	230		
Illum Crystal	137		
Imbue Item (talent)	102		
Immobilized	160		
Impassable Terrain	155		
Imperial Assassin	229		
Imperial Dungeoneer	229		
Imperial Royal Guard	229		
Improved Body Guard (talent)	98		
Improved Calming Aura (talent)	98		
Improved Center of Being (talent)	98		
Improved Field Commander (talent)	101		
Improved Healing Trance (talent)	102		
Improved Parry (talent)	106		
Improved Reflect (talent)	107		
Improved Terrify (talent)	110		
Improvised Weapons	154		
Inaccurate (quality)	117		
Incidentals	143		
Indistinguishable (talent)	102		
Inferior (quality)	117		
Influence (Force power)	205,206		
In-Helmet Scanner	140		
Initiative	142,169		
Skills	142		
Slots	142		
Inquisitor	235		
Inquisitorial	235		
Intellect (characteristic)	16		
Intense Presence (talent)	102		
Interact with the Environment (maneuver)	145		
Interrogation Droid	231		
Intimidating (talent)	103		
Intuitive Evasion (talent)	103		
Intuitive Improvements (talent)	103		
Intuitive Shot (talent)	103		
Intuitive Strike (talent)	103		
Inventor (talent)	103		
Ion (quality)	117		
Ion Weapons	167		
IR-3F Light Frigate	190		
Item Qualities	115		
<b>J</b>			
Jakobeast	233		
Jubba Bird	234		
Jump Up (talent)	103		
Juvenile Creatures	234		
<b>K</b>			
Kaaten	234		
Keen Eyed (talent)	103		
Kel Dor (species)	38		
Kill with Kindness (talent)	103		
Knight-Level Play	67,219		
Knockdown (quality)	117		
Knowledgeable Healing (talent)	104		
Knowledge (Core Worlds) (skill)	90		
Knowledge (Education) (skill)	91		
Knowledge Is Power (talent)	103		
Knowledge (Lore) (skill)	91		
Knowledge (Outer Rim) (skill)	92		
Knowledge Specialization (talent)	103		
Knowledge (Underworld) (skill)	92		
Knowledge (Xenology) (skill)	92		
Know Somebody (talent)	103		
Kouhun	234		
Krayt Dragon Pearl	137		
<b>L</b>			
Lambda Shuttle	187		
Landspeeders	185		
Laser Cannon	167		
Laser Weapons	167		
Leadership (skill)	81		
Light Blaster Pistol	120		
Lightsaber Pike	124		
Lightsabers	124		
Lightsaber Hilts	125		
Lightsaber (skill)	89,115		
Light Side Paragon Threshold	36,221		
Light Side (result)	14		
Limited Ammo (quality)	117		
Linked (quality)	117		
Long (range)	152		
Lorrdian Gemstone	137		
<b>M</b>			
Macrobinooculars	129		
Makashi Duelist (specialization)	52		
Makashi Finish (talent)	104		
Makashi Flourish (talent)	104		
Makashi Technique (talent)	104		
Manage Gear (maneuver)	145		
Maneuvers	143,144,170		
Master Artisan (talent)	104		
Master of Shadows (talent)	104		
Mature Tusk Cat	235		
Mechanics (skill)	82		
Medical Care	161		
Medical Droid	231		
Medical Equipment	129		
Medicine (skill)	82		
Meditation Focus	133		
Medium (range)	152		
Melee (skill)	89,115		
Melee Weapons	122		
Mental Bond (talent)	104		
Mental Fortress (talent)	104		
Mental Tools (talent)	104		
Mephite Crystal	137		
Minions	224		
Mirialan (species)	39		
Misdirect (Force power)	207,208		
Missile Tube	121		
Mods	133		
Installing	134		
Morality	30,32,219		
Motivations	31,69		
Mount or Dismount (maneuver)	146		
Move (Force power)	208,209		
Move (maneuver)	146		
Multiple Opponents (talent)	104		
Murderous Fugitive	232		
Mystic (career)	50		
<b>N</b>			
Natural Blademaster (talent)	104		
Natural Charmer (talent)	104		
Natural Doctor (talent)	104		
Natural Hunter (talent)	105		
Natural Leader (talent)	105		
Natural Mystic (talent)	105		
Natural Negotiator (talent)	105		
Natural Outdoorsman (talent)	105		
Natural Tinkerer (talent)	105		
Nautolan (species)	39		
Negotiation (skill)	83		
Nemeses	225		
Night Vision Scope	135		
Niman Disciple (specialization)	44		
Niman Technique (talent)	105		
Nobody's Fool (talent)	105		
Now You See Me (talent)	105		
<b>O</b>			
Odyssey Heavy Speeder Bike	185		
One with the Universe (talent)	105		
Ordnance	167		
Outdoorsman (talent)	105		

**P**

Padded Armor	126
Parry (talent)	105
Passenger Landspeeder	185
Pathfinder Civilian Scout Ship	188
Pathfinder (specialization)	57
Patrol Boats	186
Peacekeeper (specialization)	47
Perception (skill)	83
Perform a Combat Check	
With Vehicle Weapons	173
Physician's Kit	129
Physician (talent)	106
Pierce (quality)	117
Piloting (Planetary) (skill)	84
Piloting (Space) (skill)	84
Planetary Scale Range	152
Plausible Deniability (talent)	106
Player Characters	9
Podracer Pilot	226
Portable Healing Kit	129
Pre-emptive Avoidance (talent)	106
Preparation (maneuver)	146
Prepare (quality)	117
Presence (characteristic)	16
Probe Droid	231
Prosthetic Replacements	128
Protector (specialization)	48
Protect/Unleash (Force power)	210,211
Proton Torpedoes	168
Provincial Law Enforcement Officer	226
Punch It (maneuver)	171

**Q**

Quad Laser Cannon	167
Questor Light Freighter	189
Quick Draw (talent)	106
Quick Movement (talent)	106
Quick Strike (talent)	106

**R**

Range Bands	151
Planetary Scale	176
Ranged (Heavy) (skill)	89,115
Ranged (Light) (skill)	90,115
Rapid Reaction (talent)	106
Rapid Recovery (talent)	106
Rarity	111
Refined Cortosis Gauntlets	122
Refined Cortosis Staff	123
Reflect (talent)	106
Reinforced Shield Generator	192
Repairing Hull Trauma	183
Researcher (talent)	107
Resilience (skill)	85
Resist Disarm (talent)	107
Resolve (talent)	107
Retrofitted Hangar Bay	192
Rivals	225

**S**

Saber Swarm (talent)	107
Saber Throw (talent)	107
Sage (specialization)	45
Sapith Gem	138
Sarlacc Sweep (talent)	107
Scanner Goggles	129
Scanning and Surveillance Equipment	128
Scarred Gladiator	233
Second Wind (talent)	107
Security Equipment	129
Seeker (career)	54
Seek (Force power)	212,213
Seer (specialization)	53
Selling and Trading	113
Sense Advantage (talent)	107
Sense Danger (talent)	108
Sense Emotions (talent)	108
Sense (Force power)	214,215
Sentinel (career)	58

Serrated Edge	135
Shadowsheath	135
Shadow (specialization)	60
Share Pain (talent)	108
Shien Expert (specialization)	61
Shien Technique (talent)	108
Shii-Cho Knight (specialization)	64
Shock Gloves	122
Short (range)	151
Shoto	124
Shroud (talent)	108
Side Step (talent)	108
Silhouette	154,164
Simiyar Light Freighter	189
Simple check	17
Sixth Sense (talent)	108
Skilled Jockey (talent)	108
Skulduggery (skill)	85
Skysprite	187
Sleight of Mind (talent)	108
Slippery Minded (talent)	108
Slow-Firing (quality)	118
Slugthrower Pistol	121
Slugthrower Rifle	121
Slugthrowers	121
Smooth Talker (talent)	108
Smuggling Compartments	192
Soak	28,68,126,148,150
Soft Spot (talent)	109
Solid Repairs (talent)	109
Soresu Defender (specialization)	49
Soresu Technique (talent)	109
Specialization	30,94
Species	30
Speed	164
Spice Pusher	228
Staggered	160
Stalking Acklay	233
Starfighter Ace (specialization)	65
Starfighters	186
Starships	186
Stay on Target (maneuver)	171
Stealth (skill)	86
Steely Nerves (talent)	109
Stellar Phenomena	177
Stimpack	129,161
Stimpack Specialization (talent)	109
Stormtrooper	230
Stormtrooper Sergeant	230
Strain	158
Strain Threshold	28,68,158
Strategic Form (talent)	109
Street Smarts (talent)	109
Street Tough	228
Streetwise (skill)	86
Structured Gameplay	141
Stun Damage (quality)	118
Stun Grenade	122
Stun Pulse	135
Stun (quality)	118
Success (result)	13,22
Suffocation	157
Sum Djem (talent)	109
Sunder (quality)	118
Superior Armor Customization	140
Superior Hilt Personalization	138
Superior (quality)	118
Superior Weapon Customization	135
Supreme Parry (talent)	106
Supreme Reflect (talent)	107
Surgeon (talent)	109
Survival (skill)	87
Swift (talent)	109
Swimming	156
Synthetic Anesthetic	127
Synthetic Neuroparalytic	127
Synthetic Neurotoxin	127
Synthskin/Synthflesh	129
System Strain	179
System Strain Threshold	165

**T**

Talents	25,93
Talisman of Iron Fists	133
Talon I Combat Cloud Car	185
Technical Aptitude (talent)	109
Terrain	177
Terrify (talent)	109
The Force Is My Ally (talent)	110
Thermal Detonator	122
Thermal Shielding System	140
Threat (result)	14,22
TIE/In Starfighter	188
TIE Pilot	230
Togruta (species)	39
Tool Kit	132
Touch of Fate (talent)	110
Toughened (talent)	110
Toydarian Merchant	227
Tractor Beams	167
Tractor (quality)	118
Training Lightsaber	124
Training Lightsaber Emitter	138
Transports	188
Tricky Target (talent)	110
Tripod Mount	135
Triumph (result)	13,22
Truncheon	124
Turbolaser	167
Turn	143,170
Twi'lek (species)	40
Twisted Beast	246
Twisted Beast Alpha	247
Two-Weapon Combat	153

**U**

Ugnaught Mechanic	227
Unarmed Combat	153
Uncanny Reactions (talent)	110
Uncanny Senses (talent)	110
Unity Assault (talent)	110
Unrelenting Skeptic (talent)	110
Unwieldy (quality)	118
Upgraded Comms Array	192
Upgraded Weapons	192
Upgrading Dice	21
Utility Belt	132

**V**

Vacuum	156
Valuable Facts (talent)	110
Vehicle Characteristics	163
Vehicle Combat	169
Vehicles	185
Vibro-ax	124
Vibroknife	124
Vibrosword	124
Vicious (quality)	118
Vicious Vornskr	235
Vigilance (skill)	87

**W**

Walkers	186
Warrior (career)	62
Weapons	
Characteristics	118
Descriptions	120
Maintenance	119
Weapon Sling	135
Well Rounded (talent)	110
Wheeled and Tracked Vehicles	185
Wild Felid hunter	244
Willpower (characteristic)	16
Wounds	148,157
Wound Threshold	28,68,157

**Y**

Ysalamir	235
----------	-----

**Z**

Zabrak (species)	40
------------------	----





