



RPGA[®] Campaign Standards

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Campaign Standards Developed by Rodney Thompson
and Chris Tulach

What is Dawn of Defiance?

Dawn of Defiance is a new *Star Wars Roleplaying Game Saga Edition* campaign set in the tumultuous period between Episodes III and IV. It consists of 10 linked adventures. These adventures are designed to take characters from 1st level to 20th level. Along the way, they'll become embroiled in the battle against the newly-formed Galactic Empire and will have the chance to strike decisive blows as they encourage rebellion.

How Do I Participate?

Adventures can be downloaded directly from the website at www.wizards.com/starwars. All adventures are full length, and will take approximately 12-16 hours to complete. This document provides rules for playing the campaign as an RPGA-sanctioned campaign. You don't have to play the campaign by the RPGA campaign standards, but if you do, you'll earn Rewards Points that can garner things like Star Wars Rewards cards, usable in this campaign or any other RPGA Star Wars RPG campaign.

If you're the gamemaster (GM) and you have an RPGA number, sanctioning each adventure for RPGA play is easy – simply become a Herald-level GM by taking the test online at www.rpga.com. As of this printing of the campaign standards, the test only covers the *Dungeons and Dragons*[®] game, so you'll need the core books and about an hour to complete it. Once you've passed the test, you'll be able to log in and sanction the adventures!

If you're a player and you don't have an RPGA number, simply attend an RPGA-sanctioned event to get one. From there, you'll be all set to play and earn rewards through the RPGA!

What Do I Need?

In order to play the **Dawn of Defiance** campaign in the RPGA, you'll need a copy of the *Star Wars Roleplaying Game Saga Edition* rulebook (also called the core rulebook, or abbreviated *SWSE*), a set of dice, this document (including the character logsheet), a GM to run the game and sanction the event, and some other players to play with you. Your table should consist of 4-6 players plus a GM to count for RPGA-sanctioned play. The

adventures should be played in order, since they are not scaled for different levels of play.

If you're the GM, you'll need all the things the players need, plus a copy of the adventure you're going to run. You may also want to check out the most current version of the errata for the rulebook at www.wizards.com/starwars.

Character Creation

Character creation follows the rules presented in the core rulebook, except where noted below. Characters begin play at 1st level if *Traitor's Gambit* is their first adventure, at 3rd level if *A Wretched Hive* is their first adventure, and at 5th level if *The Queen of Air and Darkness* is their first adventure. You should begin play with *Traitor's Gambit*, the first adventure in the series.

Ability Scores

Instead of rolling your ability scores, **Dawn of Defiance** uses the planned generation method as described on page 18, except you build a character with 28 points. Each ability score starts at 8. Use the chart below as a guide to determine how many points a specific ability score costs.

Ability Score	Point Cost	Ability Score	Point Cost
9	1	14	6
10	2	15	8
11	3	16	10
12	4	17	13
13	5	18	16

Choosing a Species

You may choose any species in the core rulebook, with the exception of Ewoks, which are not available for play. The Nautolan species is available for play if you have the Star Wars Rewards card **The Battle of Glee Anselm**. The Devaronian species is available for play by downloading the web enhancement, which is available at www.wizards.com/starwars.

Droid Characters

Playing a droid hero is allowed in the **Dawn of Defiance** campaign. Droid characters use Option 1: Playing a Custom Droid presented on page 186 of the core rulebook. You cannot play a standard droid model in the campaign. Droids have 23 points for ability scores.

Heroic Classes and Class Features

All heroic classes in the core rulebook are available for play, although due to the Galactic Empire's merciless policy towards Jedi, Force-using characters should be careful where they display their powers.

Characters begin play with maximum credits at 1st level.

Character Options

In addition to options presented in the core rulebook, additional rules options may become available throughout the campaign as this document is updated. Currently, the following rules options for characters are allowed:

- Core rulebook (including the Jensaarai Defender talent tree and the Dathomiri Witch talent tree)
- Tech specialist web enhancement (available at www.wizards.com/starwars)
- Devaronian web enhancement (available at www.wizards.com/starwars)
- Star Wars Rewards cards

Star Wars Rewards Cards

Starting in spring 2008, RPGA members will be receiving Star Wars Rewards cards in their normal Rewards mailing. You can assign the cards to any character you play in **Dawn of Defiance** if you're playing the adventures as sanctioned RPGA games.

Each character has one card slot per three levels (rounded down, minimum of one). A creation card or general card takes up one card slot. You can change out your general cards in-between game sessions. You can only have one creation card, and that card cannot change once it is assigned to the character.

Once a general card is used, it is unavailable for the remainder of that session. Once you begin another session (even in the same adventure), your general cards become available for use again.

Character Level	Number of Cards
1-5	1
6-8	2
9-11	3
12-14	4

Unavailable Character Options

While walking the balance between darkness and light might be an interesting character concept, the **Dawn of Defiance** campaign does not abide characters that fall completely to the dark side. The following character options are not available:

- Sith Apprentice (*SWSE*)
- Sith Master (*SWSE*)

Equipment

All equipment with a military or illegal rating is unavailable for purchase at character creation, with the following exceptions: heavy blaster pistol and hold-out blaster pistol. You must pay the additional license fee for any available equipment that has a restriction rating (see page 118 of the core rulebook). At 1st level, you need not make any skill checks to obtain an available item with a restriction rating; simply pay the additional license fee, and the item's all yours.

Once you begin **Dawn of Defiance**, you may find equipment that is normally unavailable or that has a restriction rating. If someone in your group wants to keep the piece of equipment, simply decide who in your group wants it, and that person writes the item in the notes section of their logsheet for the adventure. Make a notation of (unlicensed) after the item's name. Be advised though – carrying items that are unlicensed may get you into trouble with the Empire.

You may also attempt to purchase licensed or restricted equipment (plus hold-out blaster pistols and heavy blaster pistols) after you begin the campaign by using the rules on page 118 of the core rulebook (either through legal means or the black market). Black market items you obtain are considered legit for purposes of Imperial scrutiny (they're not treated like unlicensed equipment you find).

Vehicles

Vehicles in the **Dawn of Defiance** campaign use the same purchasing rules as other equipment. All military and illegal vehicles are unavailable for purchase, as well as the droid starfighter and droid tri-fighter.

Destiny

When you create your character, you may choose a destiny from the following list presented under Sample Destinies on page 113 of the core rulebook: destruction, discovery, or rescue. No other destinies are available.

The rules under Death and Destiny on page 115 of the core rulebook are used in the **Dawn of Defiance** campaign, with one exception. If a character becomes a Force Spirit, they become tied one other Force-sensitive character at the table. The player of the living character the Force Spirit is tied to should make a note on their logsheet pertaining to the Force Spirit. During future

adventures, GMs may have the Force Spirit appear to impart some information, but this should be used only sparingly (when the group is really stumped or a dramatically appropriate moment occurs).

The Force

The Force rules present in the core rulebook with are used, with the following exceptions:

- You may not reduce your Dark Side Score in any manner; thus increases of the Dark Side Score are permanent
- If your character falls to the dark side, treat this result as a character death (see below)

Character Death

While it is rare, it is possible that a character may die during the **Dawn of Defiance** campaign. If this happens, the player cannot participate with a PC (player character) in the rest of the adventure where the character's death occurred. This may mean that a player may have to sit out more than one session while the rest of the group finishes the adventure; if this happens, the GM might want to consider having that player play the part of some of the NPCs (non-player characters) the others meet and play some of the bad guys during combat encounters.

At the start of the next adventure after the character's death, the player may create another character set to the minimum level of play for that adventure. The character gains credits equal to a 1st level character, and may purchase equipment with the same restrictions as a 1st level character.

Playing the Adventures Out-of-Order

If you have not played the previous adventures, you can make a new 5th level character to join your group to play *The Queen of Air and Darkness*. Follow all other character creation rules in this document, but level your character up to 5th. You gain credits equal to a 1st level character and may only purchase equipment with the same restrictions as a 1st level character.

If you play the adventures out-of-order, you cannot go back and play the earlier adventures as a part of the RPGA campaign.

The Golden Rule

If you have a question about how something works in **Dawn of Defiance**, ask your GM. The GM is the final authority for all rules decisions.

After the Adventure

Once you've finished an adventure, complete your logsheet and record any changes to your character there and on the character sheet. Keep your logsheet to record your next adventure. If you fill up all the log spaces, print out another logsheet and continue on the new one. Keep all your logsheets with your character sheet.

If your character levels, follow the rules under **Advancing a Level** on page 55 of the core rulebook. When characters level, they gain hit points equal to the amount shown on the chart below.

Character Class	Hit Points After 1st Level
Noble, scoundrel	4 + Constitution modifier
Scout	5 + Constitution modifier
Jedi, soldier	7 + Constitution modifier

Star Wars: Dawn of Defiance Logsheet

Player Name _____ RPGA No. _____

Character Name _____ Race/Class/Level _____

Destiny (Choose One): Destruction Discovery Rescue

Adventure Name _____	XP Earned _____	Died? <input type="checkbox"/> Yes	End Level? _____
Starting Force Points <input type="checkbox"/>	Ending Force Points <input type="checkbox"/>	Dark Side Points Gained <input type="checkbox"/>	
Starting Destiny Points <input type="checkbox"/>	Ending Destiny Points <input type="checkbox"/>	Destiny Fulfilled? <input type="checkbox"/> Yes	
Notes			

Adventure Name _____	XP Earned _____	Died? <input type="checkbox"/> Yes	End Level? _____
Starting Force Points <input type="checkbox"/>	Ending Force Points <input type="checkbox"/>	Dark Side Points Gained <input type="checkbox"/>	
Starting Destiny Points <input type="checkbox"/>	Ending Destiny Points <input type="checkbox"/>	Destiny Fulfilled? <input type="checkbox"/> Yes	
Notes			

Adventure Name _____	XP Earned _____	Died? <input type="checkbox"/> Yes	End Level? _____
Starting Force Points <input type="checkbox"/>	Ending Force Points <input type="checkbox"/>	Dark Side Points Gained <input type="checkbox"/>	
Starting Destiny Points <input type="checkbox"/>	Ending Destiny Points <input type="checkbox"/>	Destiny Fulfilled? <input type="checkbox"/> Yes	
Notes			

