



STAR WARS

D6 RULES ESSENTIALS

CREATING YOUR CHARACTER

1. CHARACTER CONCEPT

[Grab a character sheet!](#)

Run your **character concept** past me before creating your character.

You need a **name**, a **species**, and a **profession**.

For the Classic Era setting of the original trilogy: no Jedi, though some characters can sense the Force. Fringers and scum-come-good are always fun, and all characters need a good reason to hate the Empire.

2. SPECIES

A list of commonly encountered species is on the following page. If you want to play something that's not there, just ask.

Pick a species and write down its base Attributes and any Special Abilities.

3. PROFESSION

A list of professions your character could have on p4.

Pick one profession and adjust your character's Attributes accordingly.

The total of your Attributes' Dice Codes should equal 18D. For more on Dice Codes see p6.

4. SKILLS

The skills most commonly used in Star Wars are listed under their appropriate Attribute on your character sheet.

If you want a skill that's not listed, just write it down under the most appropriate Attribute.

You have 7D (or twenty-one +1 pips) to spend improving your skills above their base Attribute.

New characters cannot improve a skill by more than 2D (or six +1 pips), unless they are droids (max 3D, or nine +1 pips).

For fast character generation: pick **1 skill** and increase by **2D**, pick **5 other skills** and increase by **1D**.

For fast droid generation: pick **1 skill** and increase by **3D**, pick **1 skill** and increase by **2D**, pick **2 other skills** and increase by **1D**.

5. BACKGROUND, BURDENS & EDGES

Your **Background** is a **short summary of your character's major life events**. Your Burdens and Edges are based on your Background.

All characters must choose at least 1 Burden, which is an obligation, duty, debt, or major life complication.

A Burden has three degrees of severity: Light (1pt), Medium (2pts) or Heavy (3pts).

A character can have no more than 6pts of Burdens.

Each point of Burden is then spent to buy Edges: special gear, skills, connections, wealth, starships or Force sensitivity!

6. GEAR

Each character starts with **5D6x100 credits** with which to purchase their equipment.

7. APPEARANCE, PERSONALITY, CONNECTIONS & QUOTE

A short description of what your character looks like, how they interact with others, any distinguishing features or habits, what connections your character has with the other character, and a quote that defines your character.

8. THE FORCE

Whether you call it the Force, dumb luck, fate or chance, **all characters** can spend **Force Points** and totally kick ass. (Start with 1 pt).

When you **trust in the Force** (or feel lucky) **you spend you Force Point** and all your Dice Codes are doubled for one round.

Beware - if you call on the Force in anger and violence, you might gain **Dark Side Points**. Too many and you **turn to the Dark Side!**

And that's it — your character is ready to take on the galaxy!

MAY THE FORCE BE WITH YOU.

CHARACTER SPECIES

SENTIENTS	DEX	KNO	MEC	PER	STR	TEC	SPECIAL ABILITIES
HUMAN	2D	2D	2D	2D	2D	2D	The dominant species in the galaxy.
BARAGWIN	1D+2	1D+1	2D+1	2D	2D+2	2D	Favored: Weapon or Armor Repair; Thick Hide:+2 Armor
BOTHAN	2D	2D	1D+1	3D	1D+2	2D	Emo Fur: ripples according to emotional state
BESALISK	1D+2	2D+1	1D+2	2D	2D+2	1D+2	Extra Limbs: +1D Climb and Brawl; Food Stores (1 week)
CULISETTO	2D+2	1D+1	2D	2D+2	1D+1	2D	Ectoparasite: drink blood to heal (treat as self admin Medpac)
DEVARONIAN	2D	3D	1D	2D+2	2D+1	1D	Favored: Intimidate or Stealth
DUG	2D+1	1D+2	2D+1	1D+2	2D	2D	Favored: Athletics or Intimidate; Bellow
DUROS	2D	1D+1	3D	1D+2	2D	2D	Favored: Astrogation, Pilot Starship, Sensors, or Ship Repair
GAND	1D+2	2D	1D+2	2D+2	2D+1	1D+2	Gas Breather; Chitin +1D Armor; Findsmen ritual +2D Search
GIGORAN	2D	1D	1D+1	1D+2	3D+2	2D+1	Gas Breather; +1D Stamina to resist cold
GRAN	2D	1D+2	2D	2D+2	2D	1D+2	Infrared Vision; +1D to Search (visual)
HARCH	1D+1	3D	1D+2	2D+1	1D+2	2D	Extra Limbs: +1D Climb and Brawl; Venom (3D Dam/d6 Days)
HUTT	1D+1	2D+2	1D	2D+2	3D	1D+1	Slow, can't run; +1D Str vs physical damage; Resist Force +2D.
IKTOTCHI	1D+2	2D	2D+1	2D	2D	2D	+1D to Initiative; Favored: Pilot Starship or Starship Repair
ITHORIAN	2D	2D+2	1D+1	2D+1	2D	1D+2	Peaceful; Favored: Survival; Bellow (Str Sonic Damage)
JAWA	2D	2D	2D+1	1D+2	1D	3D	Favored: Tec Skills
LASAT	2D	1D+2	1D+2	2D	3D	1D+2	Favored: Athletics
KARKARODON	2D	1D+1	2D	1D+2	3D	2D	Aquatic; Bite for Str+2D Damage; Favored: Search (Scent)
KUBAZ	1D+2	2D	1D+2	3D	1D+2	2D	Favored: Stealth; Nightvision
MON CAL	2D	2D	2D+1	1D+1	2D	2D+1	Aquatic; Hatred: Slavery
NAUTOLAN	2D	2D	2D	2D	2D+1	1D+2	Aquatic; Low-Light Vision; Emo Sense (+1D to interaction)
NEMOIDIAN	1D+2	2D+1	2D	2D+2	1D+2	2D+2	Favored: one Tec Skill
ORTOLAN	1D+2	2D	1D	2D+1	2D+2	2D+1	Foraging: +1D to Search for Food; Iron guts: +1D vs Poison
QUARREN	2D	1D+2	2D	2D+1	2D+1	1D+2	Aquatic
RODIAN	3D	1D+2	1D+2	2D	2D+2	1D	Favored: Intimidate; Nightvision
SAKIYAN	2D	2D	2D	2D	1D+2	2D+1	+1D to Initiative; Favored: Repulsor Skills
SKRILLING	1D+2	1D+2	2D	2D+2	2D+2	1D+1	Favored: Bargain; Acid Spray: 2D Damage
TALZ	2D	1D+2	1D+2	2D	3D	1D+2	Hatred: Slavery; Favored: Survival
TOGNATHIAN	2D+2	2D	1D+2	1D+2	2D+1	1D+2	Gas Breather; Chitin +1D Armor; Telepathy w/ Tognathians
TOGRUTAN	2D+2	2D	2D	2D	1D+2	1D+2	Echolocation; Teamworkers (double assist points)
TOYDARIAN	3D	2D	2D+1	1D+1	1D+1	2D	Flight; Resist Force +2D.
TRANDOSHAN	2D	1D+1	1D+2	2D	4D	1D	Infrared Vision; Clumsy (-1D to fine motor); Regeneration
TWI'LEK	2D	2D	1D+2	3D+1	2D	1D	Secret Headtail Communication.
WHIPID	2D	2D	1D+2	2D+1	3D	1D	Favored: Survival; Claws: Str+1D Damage
WEEQUAY	2D+1	1D+2	2D	2D	2D+1	1D+2	Telepathy w/ Weequays; Horned Hide:+1 Armor/Dam
WOOKIE	2D	1D	2D	1D	4D	1D+2	Favored: Athletics or Brawl; Climbing Claws: +1D to climbing
ZABRAK	2D	1D+2	2D	2D	2D+1	2D	Favored: Stamina; Horns: Str+2 Damage.

DROIDS	DEX	KNO	MEC	PER	STR	TEC	SPECIAL FEATURES: all droids choose 3 from below:
Assassin Droid	3D	1D	1D	2D	2D	1D	- Alternate Propulsion (jets/treads/repulsors/etc)
Astromech Droid	1D	2D	2D	1D	1D	3D	- Armor Plating (+2D to Str vs Damage OR +1D Str)
Battle Droid	3D	1D	1D	1D	3D	1D	- Database Circuitry (+2D to a particular Kno skill OR +1D Kno)
Labor Droid	2D	1D	1D	1D	4D	1D	- Mounted Weapon (Dam = Str+2D, Range = similar weapon)
Medical Droid	1D	3D	1D	1D	1D	3D	- Personality Matrix (speak Basic, behaviour mods, can learn)
Probe Droid	2D	1D	1D	3D	2D	1D	- Scanner Array (+2D to search, 1km/10km/100km/etc/PER)
Protocol Droid	1D	3D	1D	3D	1D	1D	- Toolkit Appendages (+2D to a particular Tec skill OR +1D Tec)
Security Droid	2D	1D	1D	2D	3D	1D	- Something missing? Make it up!
Utility Droid	2D	1D	2D	1D	2D	2D	All droids have interface jacks, and speak Binary.

Favored Skills: cost half as much to purchase during character creation, but still limited to a +2D starting maximum

CHARACTER PROFESSIONS

PROFESSION	DEXTERITY	KNOWLEDGE	MECHANICAL	PERCEPTION	STRENGTH	TECHNICAL	THE FORCE
ARCHAEOLOGIST	+1D	+2D	+2	+1D+1	+1D	--	--
BODYGUARD	+1D+2	+1D+2	+1	+1D+2	+1D	+1	--
BOUNTY HUNTER	+2D	+2	+2	+1D	+1D+2	--	--
CAPTAIN	+2	+1D	+1D+2	+1D+1	+1	+1D	--
COMMANDO	+1D	+1D	+1	+1D	+1D+2	+1D	--
CON ARTIST	--	+2D	+2	+2D	--	+1D+1	--
DANDY	+1D	+2D	--	+2D	+1D	--	--
DIPLOMAT	+1D	+2D	+2	+1D+1	+1D	--	--
DOCTOR	+1D	+1D	--	+2D	--	+2D	--
ENGINEER	+1	+2D	+2	+1	+2	+2D	--
ENTERTAINER	+1D+1	+1D+2	+1	+1D+2	+1D	--	--
EXPLORER	+2	+2D	+1D	--	+1D	+1D+1	--
GAMBLER	+1D+2	+1D	+1	+2D	+2	+1	--
GUN RUNNER	+1D+2	+1D	--	+1D+2	+1D+1	+1	--
HISTORIAN	+1D	+2D	+2	+1D+2	+2	--	--
HUNTER	+2D	+1D+1	+2	+1D	+1D	--	--
INVESTIGATOR	+1D	+1D	+1D	+2D	+1	+2	--
KID	+1D+2	+2	+1D	+1D+2	+1	+2	--
MERCENARY	+1D+2	+2	+2	+1	+1D+2	+1D	--
NAVIGATOR	+2	+1	+2D	+1D+1	+2	+1D	--
NOBLE	+1D+1	+1D+1	+2	+2D	+2	--	--
OUTLAW	+2D	+1D	+2	--	+1D+1	+1D	--
PILGRIM	+1	+2D	+1	+2D	+1D	+1	--
PILOT	+1D	--	+2D	+1D	+1D	+1D	--
PIRATE	+1D+2	--	+1D+2	+1D	+1D	+2	--
RACER	+1D+1	--	+2D	--	+2	+2D	--
RANGER	+1D	+1D+1	+1	+2D	+1D	+1	--
RESCUER	--	+1D	+2D	+1D	+1D	+1D	--
RETAINER	+1D	+2	+1D	+1D	+1D+1	+1D	--
SABOTEUR	+1D+1	+1	+2	+1D	+1D	+1D+2	--
SAVAGE	+1D+2	--	+1	+1D+2	+2D	+1	--
SCAVENGER	+1D	+1	+1	+1D+2	+1D	+1D+2	--
SENATOR	+1D	+2D	+1D	+2D	--	--	--
SLICER	+2	+1D+2	--	+1D+2	--	+2D	--
SMUGGLER	+1D+1	+1	+1D+2	+1D	+1D	+2	--
SOLDIER	+1D+1	+1	+1	+1D+1	+1D+2	+1D	--
SPY	+1D+1	+1D+1	--	+2D	+1D	+1	--
THUG	+1D+1	+1D	--	+1D	+2D	+2	--
TINKER	--	+1D+2	+1D+2	+1	+1	+2D	--
TRADER	+1D	+1D	+1D+2	+1D+1	--	+1D	--
VAGABOND	+1D	+1D+1	+2	+1D+1	+1D	+2	--

FORCE USERS*†	DEXTERITY	KNOWLEDGE	MECHANICAL	PERCEPTION	STRENGTH	TECHNICAL	THE FORCE
ALIEN STUDENT	+1D	+2D	+2	+1D+1	+1D	--	1D
JEDI PADAWAN†	+1D+2	+2	+1D	+1D+2	+1	+2	1D
JEDI DIPLOMAT†	+1D	+2D	+1D	+2D	+1D	--	1D
JEDI SENTINEL†	+2D	+1D+1	+1	+1D+2	+1D+1	+1	1D
JEDI HEALER†	+1D	+1D	--	+2D	+1D	+2D	1D

* Force Users are required to purchase 3 points of Edges in The Force. † Jedi characters may be restricted or entirely absent from games depending on the setting, era, and type of game the GM is running.

HOW THE GAME WORKS

ATTRIBUTES & SKILLS

Each character has six **Attributes**, and each attribute affects a number of **Skills**:

DEXTERITY	KNOWLEDGE	MECHANICAL	PERCEPTION	STRENGTH	TECHNICAL
Blasters	Aliens	Astrogation	Bargain	Athletics	Computer Tech
Dodge	Cultures	Beastriding	Command	Brawl	Droid Tech
Heavy Wpns	Languages	Pilot: Repulsor	Con	Intimidate	Medicine
Melee	Planets	Pilot: Starship	Gamble	Lift	Repulsor Tech
Steal	Streetwise	Sensors	Stealth	Stamina	Security
Throw	Survival	Vehicle Wpns	Search	Swim	Starship Tech

There's plenty of other skills that you can have such as History, Weapon Repair, Cybernetics, Nerf Herding or whatever.

DICE CODES

Each Attribute and Skill has a **Dice Code**, which is the number of **6-sided dice** you need to roll when you need to make a skill check. The dice code will look like 4D (roll 4 dice), or 5D+1 (roll 5 dice and add 1), or 2D+2 (roll 2 dice and add 2) and so on.

ADDING DICE CODES TOGETHER

Part of character creation involves adding the Dice Code of your Attribute to the Dice Codes of your Skill.

The trick to adding them together is to remember the following:

THREE +1 PIPS EQUALS +1 DICE

DICE CODE PROGRESSION

| 1D | 1D+1 | 1D+2 | 2D | 2D+1 | 2D+2 | 3D | 3D+1 | 3D+2 | 4D | 4D+1 | 4D+2 | 5D | 5D+1 | 5D+2 | 6D | 6D+1 | 6D+2 | 7D etc...

Have a look at the Dice Code progression shown above; as a character's attribute or skill advances up the scale, it goes from 2D, to 2D+1, to 2D+2, and then to 3D, then 3D+1 and so on.

So if for example you have a base Attribute of 2D+2 and a Skill that adds +1D+2, your Skill total is 4D+1.

$2D+1D+2+2 = 3D+4 = 4D+1$ (three +1 pips equals +1D, remember?)

Once you get your head round that the game is pretty simple.

HOW GOOD ARE YOU?

DICE CODE	COMMON EXAMPLE OF CAPABILITY	TYPICAL ROLL
1D	Below human average for an attribute or skill.	3
2D	Untrained human average for an attribute and many skills. Most citizens have 2D in all attributes and skills.	6
3D	Average level of training for a human. Big Damn Heroes (like your character) have Attributes around 3D.	9
4D	Professional level of training for a human. Some citizens have 4D in several skills.	12
5D	Professional with many many years experience.	15
6D	Considered about the best in a city or geographic area. About 1 in 100,000 people will have training to this skill level.	18
7D	Among the best on a continent. About 1 in 1,000,000 people will have training to this skill level.	21
8D	Among the best on a planet. About 1 in 10,000,000 people will have training to this skill level.	24
9D	One of the best in several systems. About 1 in a billion will have training to this skill level.	27
10D	One of the best in a sector.	30
11D	One of the best in a region.	33
12D	One of the best in the galaxy.	36

SKILL CHECKS

When you make a skill check, grab the number of D6s listed in the skill's dice code, roll, and add them and any +1's or +2's together.

If a skill has no dice code listed you use its base Attribute instead.

If the total is equal or greater the skill check target number, then the skill check is successful.

EXCEPTIONAL SUCCESS, TERRIBLE FAILURE

If the result of the skill check is 10 or more above (or below) the target number, the result is exceptionally good (or bad).

The Gamemaster will decide precisely what that means — in combat it usually means extra damage or a fumble.

SKILL CHECK TARGET NUMBERS

TEST IS....	TARGET IS....	KNOWLEDGE IS...	LANGUAGE IS...	TECH DAMAGE IS...	INJURED IS...
Very Easy 5	Point Blank 5	Widely Known 5	Slang/Jargon 5	--	Knocked Out 5
Easy 10	Short Range 10	Uncommon 10	Uncommon 10	Light 10	Wounded 10
Medium 15	Medium Range 15	Obscure 15	Obscure/Tech 15	--	Incapacitated 15
Difficult 20	Long Range 20	Hidden 20	Unpronounceable 20	Heavy 20	Mortally Wounded 20
Very Difficult 25	Extreme Range 25	Top Secret 25	Utterly Alien 25	--	--
Heroic 30	Beyond Range 20	Destroyed 30	Dead 30	Severe 30	--

OPPOSED SKILL CHECKS

There will be plenty of times your skill checks will be opposed by another character.

In this case both characters roll their relevant skill check: whoever rolls the highest wins. Players win draws.

COMBINED ACTIONS

There are a number of situations where it pays to work as a team by assisting one another to get the job done.

The character with the highest Dice Code makes the skill check.

The assisting team-mates don't roll; instead they add +1 to the result for every full Dice they have in the relevant skill.

MULTIPLE ACTIONS

Character can attempt to do lots of things when it's their time to act, up to the number of full Dice they have in Dexterity.

FOR EVERY EXTRA ACTION, ALL ACTIONS ARE PENALISED -1D.

| **1 Action** : No penalty | **2 Actions** : both at -1D | **3 Actions** : all at -2D | **4 Actions** : all at -3D | etc...

OTHER ACTION MODIFIERS

PREPARED ACTIONS

Are you spending a round aiming or preparing? Most skills are granted +1D to the Skill Check.

MOVEMENT

Are you running or crawling? Most skills are penalised -1D to the Skill Check.

READYING EQUIPMENT

Are you drawing a weapon or changing a setting? Most skills are penalised -1D to the Skill Check.

INJURY

Are you Stunned or Wounded? Most skills are penalised -1D to the Skill Check for each Stun or Wound.

ALIEN ENVIRONMENT

Are you on an alien world where gravity is much heavier or lighter than home? Most skills are penalised -1D to the Skill Check.

Basically if you have an advantage you gain 1D, if you're at a disadvantage, you lose 1D.

ALL MODIFIERS ARE CUMULATIVE

CHARACTER BACKGROUNDS: BURDENS

Burdens are obligations, solemn duties, hefty debts, or major life complications.

Burdens serve as a catalyst for conflict centered on the characters, adding twists and obstacles to existing adventures.

A Burden has three degrees of severity: Light (worth 1pt), Medium (worth 2pts) or Heavy (worth 3pts).

All characters must choose at least 1pt of Burden.

A character can have no more than 6pts of Burdens and no more than 3pts in any one kind of Burden.

GM discretion is advised and care is recommended. Too many heavy Burdens can render a character unplayable!

☐ Addiction

A galaxy of temptation is out there: spice, stims, lumguzzle, dethstyx, and all manner of alien intimacies are just a tiny sample of the many things that can overpower the weakwilled. And you are one of the weak. **Without easy access to your poison of choice, you suffer the following penalties to all dice rolls: 1pt for a minor addiction that causes a -1 penalty, 2pts for a serious addiction that causes a -2 penalty, or 3pts for a severe addiction that inflicts a -1D penalty.**

☐ Blackmail

Someone has leverage over your character, and they're not afraid to use it. They have incriminating or defamatory evidence of your past actions, or have something you hold very dear in their possession. Whoever it is that is blackmailing you, they intend to get the most out of your predicament. **For 1pt your blackmailer only calls upon you occasionally, and the demands are not too heavy; for 2pts your blackmailer demands your services regularly; for 3pts your they are a constant thorn in your side who asks much of you.**

☐ Code

You live by a strict code that sets you at odds with the status quo. An alien philosophy, a zealous religion, or an outlawed practice such as the Jedi, a code is not easy to live by and you will likely suffer for it. Failure to uphold the code's ideals may have severe repercussions, depending on the details of the code that should be clearly worked out with the GM. **Following a code that is inconvenient but poses little threat (e.g. a vow of silence) is worth 1pt; a code that is difficult to follow or risks harm (pacifism in a time of war, chivalry) is worth 2pts; a code that risks death or is outlawed by the authorities (military codes where suicide is more honorable than defeat, or the Jedi Code during the persecution by the Empire) is worth 3pts.**

☐ Criminal

Rightly or wrongly you have been found guilty of serious criminal acts such as grievous bodily harm, murder, treason, war crimes, aiding and abetting the Jedi, or other nefarious deeds. Why you aren't doing time behind electrobars, slaving in the spice mines of Kessel or serving out a death sentence is up to you, but you are definitely wanted by the authorities. The seriousness of the crime and the influence of the powers that seek your incarceration is reflected in how many points you invest in this burden. **For a serious but non-capital offence or a conviction by a planetary authority the burden is worth 1pt; a very serious offence against a sector-wide authority the burden is worth 2pts; for a galaxy-wide death sentence instigated by the Empire or the Hutt Clans the burden is worth 3pts.** The authority will do what it can to bring you to justice, including the use of bounty hunters, seizure of assets, capture of family and friends, and all sort of legal nastiness.

☐ Death Mark

You have pissed off someone rich and powerful, someone with no interest in upholding the law, someone wealthy enough to place a hefty price on your head— and there are plenty of bounty hunting scum are ready to track you down and bring you in alive or dead. Or perhaps you have wronged someone, and now they dedicate their life to your death, actively seeking to destroy all you hold dear. **For 1pt, those that pursue you are of roughly equal skill, power and influence to your character; for 2pts your enemies are clearly superior and give good reason to live in fear; for 3pts your hunters are among the best in the galaxy.** Watch your back...

☐ Debt

You owe someone some money— a lot of money. The interest is a killer (10% or more per standard month), but not as much as the heavies your debtor loves sending round, especially if you fail to make a payment. Fail twice and you'll get the repos and the bounty hunters on your tail. **Your choice of how much you owe: a small debt (1pt for 50000cr) a medium debt (2pts for 100000cr) or a huge debt (3pts for 250000cr).**

☐ Enslaved

You were a slave: a mere possession of another who could force you to do their bidding. Some slave owners take care of their belongings, but most are scum who treat their slaves like dirt. How you came to be free is up to you— perhaps you are a runaway, or murdered your master, or were freed by another, or perhaps you earned your freedom with loyal service. However you reclaimed your freedom, your hatred of slavery runs very deep. You will not allow others to suffer as you once did, which is a good thing— but in a slave-tolerant society such as the Empire or Hutt-space it gets you into trouble. **In the presence of slaves it is an Easy (for 1pt), Medium (for 2pts), or Difficult (for 3pts) Willpower/KNO test for you to maintain your cool.** If you fail you **must** act to try and immediately liberate the enslaved, no matter the consequences.

☐ Dependant

You have someone in your life who depends on you for their wellbeing— a family member, a friend or a ward that you are responsible for. Without your care and attention they would get into serious trouble, or worse. **For 1pt the dependant can just look after themselves, and would be in a precarious position without your regular aid; for 2pts, the dependant cannot defend or care for themselves, and would struggle to survive without you; for 3pts the dependant is completely incapable of looking after themselves and would swiftly die without your care.**

☐ Haunted

Something happened to you, something real bad. Maybe you did something even worse. Or maybe they are visions of a terrible doom that draws near, something horrible and unavoidable. Either way, your character is constantly haunted to the point where it interferes with their day to day functioning. Guilt, nightmares, post (or pre) traumatic stress disorder, or even the spirits of those you have wronged now plague your life. **Every 24 hours of game time you must roll a D6: on a 1 (for 1pt), 1-2 (for 2pts) or 1-3, (for 3pts) you are overwhelmed by what haunts you and must suffer a 1D6 penalty to all rolls until you find release (usually down the bottom of a bottle, in a drug-induced haze or through acts of violence, or something of your own choosing).**

☐ Illiterate

An over-reliance on technology coupled with a galaxy-wide program of Imperial repression has done great damage to the education of the masses. **For 1pt your reading ability is comparable to that of a child's, able to read simple sentences but nothing technical or detailed; for 2pts you can barely read the simplest of words but can manage with clear symbols and pictographs; and for 3pts your illiteracy stems from insurmountable neurological disorder or injury and you cannot recognise any symbols or letters at all.**

☐ Obsession

Your life is dominated by an overwhelming obsession such as a quest for vengeance, a search for lost family, the destruction of a hated enemy, or the overthrow of the Empire. It is an all-consuming passion, and any time wasted on pursuits unrelated to your obsession infuriates you. **Unless the activity at hand clearly furthers your obsession, you receive a penalty to all dice rolls as follows: 1pt for a mild obsession that causes a -1 penalty, 2pts for a major obsession that causes a -2 penalty, and 3pts for a severe obsession that causes a -1D penalty.**

☐ Poverty

The tyrannical rule of the Emperor has caused much of the galaxy to regress, leaving whole worlds in abject poverty. Billions upon billions have lost their careers, their possessions and their lives to the Imperial war machine, and you are among them. **For 1pt your starting credits is 5D6x50, for 2pts your starting credits is 5D6x10, and for 3pts you start without any gear at all.** The life of the impoverished is one full of hunger and fear; the poverty you have known for so long should have a deep impact on who you are.

☐ Secret

You know something that's very very dangerous to know: the kind of thing that people will kill to find out, or kill to make sure you tell no one. Or maybe you have a secret that will end your reputation, your career or maybe even your life should others discover it, and you must go to great (and morally dubious) lengths to keep it safe. **For a relatively low-level secret, one that would destroy your career or ruin others but with little risk of actual death it costs 1pt; for an important secret that has broad reaching implications that could see the end of your career and possibly your life it costs 2pts; for an extremely dangerous galaxy-shaking secret that will likely end in your death it costs 3pts.**

☐ Wounded

You suffer from a debilitating injury, war wound, or chronic illness and have a permanent penalty to two attributes (usually Dex and Str, sometimes Per or Kno for head injuries). **All rolls using these attributes are at -1 (1pt minor injury or illness), -2 (2pt major injury or illness), or -1D (3pt crippling injury or illness).** Cybernetics and bionics might be useful.

EDGES

CHARACTER BACKGROUNDS: EDGES

For every point spent on Burdens a character may also spend a point on Edges.

A character can have no more than 6pts of Burdens and thus no more than 6pts of Edges, and no more than 3pts in any one kind of Edge.

All characters must choose at least 1pt of Edges.

GM discretion is advised and care is recommended to help create well rounded characters.

☐ Artefact

You have in your possession an item of exquisite craftsmanship or rarity, something that could easily be highly illegal — such as a lightsaber. It could be an heirloom passed down through your family for generations, an alien artefact of strange and perilous wonder, or a piece of restricted or outlawed tech. **A rare artefact or one that adds +1 to one skill costs 1pt; a restricted or very rare item or one that adds +2 to one skill costs 2pts; a lightsaber or other highly illegal or exquisitely well made item that adds +1D to one skill costs 3pts.**

☐ Connections

You know all the right people in a particular field or social network and can gain access either to powerful and influential individuals or useful services within that group. **For 1pt your connections provided tangible but not outstanding benefits, and confer a +1 to skill checks when dealing with your connections; for 2pt your connections provide very beneficial results and confer a +2 to skill checks with dealing when your connections; for 3pts your connections put you in touch with very influential powerplayers that reap exceptional results and confer a +1D to skill checks when dealing with your connections.** Like any relationship your connections need to be nurtured and maintained by both sides, or you will find your connections not to be as good as they once were.

☐ Fame

Your reputation proceeds you, for better or worse, and you are known for a particular trait or event from your past. You can use this fame (or infamy!) to your advantage, though sometimes fame has its downsides as well. **A low level of fame, or being quite famous but only in a small region costs 1pt and grants +1 to skill checks in certain social situations. A medium level of fame, or being very famous but only in one or two sectors costs 2pts and grants +2 to skill checks in certain social situations. A high level of fame, with a reputation known across the galaxy, costs 3pts and grants +1D to skill checks in certain social situations.** Be warned— there is a high price to fame, and if it is abused your actions will no doubt come back to haunt you.

☐ Favors

Someone owes you big time, and you can call in that favor whenever you like. **For 1pt you can call in that favor from a relatively low powered individual; for 2pts you're owed a favor by someone with considerable influence; for 3pts the person who owes you one is someone of great standing and galactic reach.** What the favor is, and how compliant they are to your request is entirely dependant on who the person is and what you are asking of them. If the favor is agreeable to them they will do everything they can to fulfill their debt; if it is morally repugnant to them, they may drag their feet, flatly refuse, or try and wriggle out of the deal by nefarious means.

☐ Fortune

Whether by inheritance, hard work or illgotten gain, you have come in to a considerable sum of cold hard credits and can spend it as you like. **For 1pt you gain an additional 2500cr, for 2pts you gain 5000cr, and for 3pts you gain 10000cr.**

☐ Luck

You have always considered yourself to be extraordinarily lucky. Fortune smiles upon you just when you need it, getting you out of scrapes and jams, and providence is your friend. **For 1pt, each session you may reroll a single skill check and take the higher result; for 2pts you may reroll two times per session, and for 3pts you can reroll three times.**

☐ Organisation

You belong to a large organisation that provides employment, support and equipment to all its members in return for various duties. Some examples include: The Imperial Navy, the Rebel Alliance, the Hutts, the Bounty Hunters Guild, the Trade Federation, the Commerce Guild, the Banking Clans, the Techno Union, the Guardians of the Whills, the Jedi Order, or one of numerous criminal gangs. **For 1pt the organisation is small, extending over several systems or a sector, or they are simply lacking in power and influence; for 2pts the organisation is large, covering several sectors and is moderately well provided for; for the 3pt points the organisation spans the galaxy with deep resources to call upon...** and there will be plenty of times when your Organisation will call on you.

☐ Sanctuary

There's no place quite like home, and you have gone to great lengths to make yours special. Your sanctuary could be almost anything: a family farmstead on a backwater world, or an apartment on Coruscant; a hidden laboratory where you conduct your research or a secret retreat where you train in peace, or even your starship. What ever it is, you are in your element here. **For 1pt you have a small sanctuary, fairly spartan but enough to provide you with all your needs and grant you +1 to all skill checks while you are here; for 2pts you have a reasonably sized sanctuary, well appointed and sturdy, which grants you +2 to all skill checks while you are here; for 3pts you have a large and well defended sanctuary with all the features you require for your purposes, which grants you +1D to all skill checks while you are here.**

☐ Sidekick

You travel the galaxy with a faithful companion by your side, one who is unquestionably loyal and always has your back. A friend of such caliber is a rare find in these dark times, and come in all shapes and sizes: a lifelong partner, a friend since childhood, an alien who owes you a lifedebt, even a droid. **A sidekick big on heart but small on ability (using a stock NPC character for stats) costs 1pt; a sidekick who is actually useful from time to time (stock NPC but with +7D to skills) costs 2pts; a sidekick considered your equal in prowess (essentially an extra player character) costs 3pts.** The sidekick is controlled by the GM but will do almost anything the character requests. Characters who abuse their sidekicks will swiftly find themselves all alone; characters who value and treasure their sidekick will have a friend for life.

☐ Skilled

You have seen many things, experience beyond your years and you have the skills to show for it. Or you are simply a talented prodigy. **For each point you may add +1D to the skill of your choice.** You may raise one skill beyond the +2D starting skill cap to +3D, but only one; no other skill can be increased past +2D during character creation.

☐ Starship

She may not look like much but she's got it where it counts— you have a starship! Actually it really is a piece of junk, a second hand light freighter in constant need of love, repairs and prayer, but hey, you can go *anywhere* in this thing. At least til it falls apart. **A starship costs 3pts and has a value of 50000cr. Players are allowed to pool their Starship value to buy bigger or better vessels, but each extra player who contributes only adds +25000cr to the total value of the vessel (and it still costs 3pts for each player). So:**

- 1 Player can purchase: 50000cr of ship: 2nd-hand shuttle, 2nd-hand scoutship, or a 2nd-hand light freighter.
- 2 Players can purchase: 75000cr of ship: New shuttle, new scoutship, or a 2nd-hand medium freighter or 2nd-hand staryacht.
- 3 Players can purchase: 100000cr of ship: New light freighter
- 4 Players can purchase: 125000cr or ship: 2nd-hand heavy freighter or a 2nd-hand starfighter, or a superior shuttle or scout ship.

It is recommended that GMs limit starting players to one freighter for ease of gameplay, but an armada is an awesome thing to aim for.

☐ The Force

The Force is an energy field created by all living things. It surrounds us and penetrates us, it binds the galaxy together— and when you are calm, at peace, you can feel it. In better times you may have even been considered for training as a Jedi. Maybe, a long time ago, you even were one— but you've turned your back on that now. **For 1pt you can sense the flow of the Force all around you and are considered Force Sensitive. For 2pts your connection to the Force is growing, and you have one Force Power that you can use.**

For 3pts, the Force is strong with this one: you gain a new Attribute: The Force, with a Force Strength Dice Code starting with 1D, and three Force Powers. All those with a connection to the Force gain the following abilities, regardless of their level of ability or training:

- **FORCE SENSE: Characters strong with the Force can use their Search skill to sense the flow of the Force around them.** They can sense the presence of beings, artefacts and locations that are strong with the Force and if they are a source of the Light or the Dark. Sometimes the presence of the Force is so strong and overwhelming that no Search check is needed.
- **FORCE RESONANCE: Characters strong with the Force can use their Command skill to share their emotions with those who are important to them, communicating with them no matter where they are in the galaxy.** The level of clarity — from vague need, strong

The logo features the words "STAR WARS" in a bold, blue, sans-serif font. The text is centered and flanked by two horizontal panels. The left panel shows a close-up of a spaceship's nose and cockpit against a dark, starry background. The right panel shows a wider view of a spaceship in flight against a reddish, hazy sky.

STAR WARS

emotion to articulate thought — depends on the relationship between the two, the distance between them, and their training. Those with Force ability can also use their Search skill to sense when those important to them are experiencing powerful emotions: intense love, fear or anger. These flashes of insight may appear as feelings, echoes in the Force, or sudden visions. Sometimes locations with a history of great and terrible deeds, or artefacts with a strong connection to those who use the Force can resonate as well.

EQUIPMENT

All prices listed are for **Standard** quality. **Shoddy** quality: cost x 0.5. **Superior** quality (+1D) : cost x 5. **Luxury** quality (+2D) : cost x 10.
When using Shoddy equipment include a special D6 in the skill check: if it rolls a 1 = Major complication, 2 = Minor complication.

WEAPONS

MELEE	DMG	COST
Staff/Club	Str+2	50
Knife	Str+1D	50
Gaderffii Stick/Spear	Str+1D+1	100
Sword	Str+2D	500
Stunbaton	4D stun	250
Vibroknife	Str+1D+2	500
Vibroaxe	Str+2D+1	750
Vibroblade	Str+3D	1000
Lightsaber	6D	----

SLUGTHROWERS [range]

	DMG	COST
Pistol [s]	3D	100
SMG [m]	4D	250
Shotgun [s]	5D	500
Rifle [l]	5D	500

BLASTERS [range]

	DMG	COST
Holdout Blaster [s]	3D	250
Sporting Blaster [m]	3D	500
Blaster Pistol [m]	4D	1000
Hunting Blaster [l]	4D	1500
Heavy Blaster Pistol [s]	5D	1500
Blaster Carbine [l]	5D	2500
Blaster Rifle [v]	5D	5000
Bowcaster [v]	5D	5000
Lightbow [v]	5D	7500
Lgt Repeat Blaster [l]§	6D	10000
Med Repeat Blaster [v]§	7D	12500
Hvy Repeater Blaster [x]§	8D	15000

EXPLOSIVES

	DMG	COST
Grenade	5D	250
Stun Grenade	5D stun	100
Smoke Grenade	----	100
Thermal Detonator	10D	1500
Grenade Launcher	----	1500

ARMOR

PERSONAL

	ARMOR	COST
Shield [-1D Dex]	Str+1D	250
Helmet	+1	500
Hightech Helmet	+1	2500
Light Armor [-2 Dex]	Str+2	1000
Medium Armor [-1D Dex]	Str+1D	2500
Heavy Armor [-2D Dex]	Str+2D	5000
Hunter Armor [-1D Dex]	Str+2D	+500 ea
Weapon Mount	----	+250 ea
Tech Mount	----	+100 ea

SHIELD GENERATORS

	ARMOR	COST
Sml Shield Generator 1m§	+2D	25000
Med Shield Generator 5m§	+3D	50000
Lrg Shield Generator 25m§	+4D	100000
Hge Shield Generator 50m§	+5D	250000

EQUIPMENT

CLOTHING	COST
Casual	50
Work	100
Survival	250
Formal	250
Uniform	500
Hazard	1000
Noble	2500+
Enviro Suit (+Armor)	2500+

TOOLKITS & PACKS

	COST
Survival Pack*	500
Armor Toolkit	1000
Computer Toolkit	1000
Cybernetics Toolkit	2500
Droid Toolkit	1000
Medical Kit	500
Medpak	100
Repulsor Toolkit	500
Security Toolkit	1000
Starship Toolkit	2500
Vehicle Toolkit	1000
Weapon Toolkit	1000
Webbing	50

TECHNOLOGY

	COST
Bacta Tank§	5000
Combicomp†	500
Comlink††	100
Datapad††	100
Hologrid Projector††	100
Macrobinoculars	100
ScanRecorder††	100
Sensor Array 1km	1000
Tracking Device	1000

POWER GENERATORS

	COST
Mini Generator	1000
Sml Generator (backpack)	2500
Med Generator (2-man)	5000
Large Generator (vehicle)	10000
Huge Generator (building)	25000

DROIDS

	COST
5th Degree Droids (Gonk) Labor, Menial	1000
4th Degree Droids (IG-88) Security, Warfare	2500+
3rd Degree Droids (C-3P0) Protocol, Services	5000
2nd Degree Droids (R2-D2) Engineering, Technical	7500
1st Degree Droids (2-1B) Medical, Science	10000

TRANSPORT

REPULSORS	COST
Jetpack	1000
Speeder Bike	2500
Landspeeder / Racer	5000
Airspeeder	10000
Landhauler	25000
Airhauler	50000
Sail Barge	100000

STARSHIPS

	COST
Shuttle	75000
Scout Ship	75000
Lgt Freighter	100000
Med Frighter	150000
Hvy Freighter	250000
Yacht	250000
Starfighter	250000+

BEASTS

TYPE	COST
Plodder	100
Runner	250
Sprinter	500
Brainy	+500
Climber	+250
Flyer	+500
Tracker	+250
Killer	+500
Swimmer	+100
Watcher	+250
Small (Pet Sized)	cost x 1/2
Medium (Human Sized)	cost x 1
Large (Mount Sized)	cost x 2

LIFESTYLE

	COST
Poor	25/day
Common	100/day
Comfortable	250/day
Wealthy	500/day
Luxurious	1000/day
Regal	5000+/day

SERVICES

	/Skill Dice
Common	10
Uncommon	25
Rare	50
Very Rare	100+
Dangerous?	x2

NARCOTICS

	/Hit
Legal	10-50
Restricted	25-100
Illegal	50-250
Dangerous	100-500

*A standard Survival Pack includes: Backpack, Knife, Survival Tent (2 person), Sleeping Bag, 25m Synthorope, 5 Glowrods, 1 Week Rations, Crowbar, Breather mask, 5 Flares, Survival Suit, 2 Medpaks, Mini Generator. †The combicomp combines all items with ††. § Requires Power Generator.

WEAPON RANGE COMPARISON CHART

The chart below is an abstract comparison of Weapon Ranges, used to determine varying difficulties to hit targets in a firefight.

S: Short (max 100m) **M:** Medium (max 250m) **L:** Long (max 500m) **VL:** Very Long (max 1000m) **X:** Extreme (max 2500m)

RNG	≤5	25	50	75	100	135	175	200	250	315	375	430	500	625	750	875	1000
S	PB	Short	Med	Long	Ext	—	—	—	—	—	—	—	—	—	—	—	—
M	PB	Short	Short	Med	Med	Long	Long	Ext	Ext	—	—	—	—	—	—	—	—
L	PB	Short	Short	Short	Med	Med	Med	Long	Long	Long	Ext	Ext	Ext	—	—	—	—
VL	PB	Short	Short	Short	Short	Med	Med	Med	Med	Long	Long	Long	Long	Ext	Ext	Ext	Ext
X	PB	Short	Short	Short	Short	Short	Short	Short	Short	Med	Med	Med	Med	Med	Med	Med	Med

PB: Point Blank (5) Short (10) Med: Medium (15) Long (20) Ext: Extreme (30)

MODIFYING EQUIPMENT & VEHICLES

Modifying and improving equipment and vehicles requires skill, time, money and parts.

Equipment and vehicles can only be improved one +1 pip at a time, usually in between adventures or during a hyperspace jump.

It is recommended limiting equipment modifications to one item per character between adventure or hyperspace jump.

The cost listed is the percentage of the total item cost. The difficulty is the target number of the appropriate skill check.

Failure means the attempt to improve the device failed this time, and cannot be worked on until after the following adventure.

Catastrophic failure (10 or more below the target number) destroys the device.

IMPROVEMENT:	RANGE:	COST (%)	DIFFICULTY
+1	—	10%	Very Easy (5)
+2	—	25%	Easy (10)
+1D	—	50%	Medium (15)
+1D+1	+1 category	100%	Difficult (20)
+1D+2	+2 categories	150%	Very Difficult (25)
+2D	+3 categories	200%	Heroic (30)

SLAVERY

Slavery was once outlawed by the Old Republic but is very much a part of the Star Wars galaxy during the reign of the Empire.

Slaves are used by the Empire as criminal punishment or control of alien worlds; Hutts use them as a central part of their economy.

The life of a slave is a terrible one. Force Sensitive characters who use slaves will fall swiftly to the Dark Side.

THE COST OF SLAVERY

Standard Slaves (base species in attributes for 12D, +4D of skills) : 2500 +1d6 x100 credits

Talented Slaves (base species attributes + occupation for 18D, +7D of skills) : 10,000 + 1d6x1,000 credits

Extraordinary Slaves (attributes as Talented Slaves, +12D of skills with one skill at +4D or more) : 50,000 + 1d6x10,000 credits

Prices may double or triple depending on rare or unique features and talents the slave possesses.

Slaves are typically despondent and usually act with a -1D penalty. Slaves must be treated fairly by their masters or risk rebellion!

COMBAT

COMBAT ROUNDS

Each round lasts about 5 seconds or so.

INITIATIVE

All combatants roll their **Perception** Attribute to determine their Initiative at the start of each Round. Starting with **highest** Initiative and working down to the **lowest**, each combatant declares and resolves their actions. Combatants can hold their actions, then cut in and act once those with lower Initiative have declared their actions. Players win ties and get to go first.

DECLARING ACTIONS

Once you've declared your actions you are committed to them. If you decide to change your mind, as a reaction to a combatant with better Initiative cutting in, all skill checks are reduced by -1D. Just remember that **each extra action beyond the first reduces all skill checks by -1D**.

RESOLVING ACTIONS

All a character's actions are resolved once they've declared them - unless someone with higher Initiative cuts in. Calculate the effects of the actions - damage of attacks, results of skill checks etc. - before moving to the next combatant.

ATTACK

Roll your attacking skill check vs the following Target numbers:

Brawling attacks are Very Easy (5) unless the target makes a higher defensive reaction.

Melee attacks depend on the weapon - usually Very Easy (5) or Easy (10) - unless the target makes a higher defensive reaction.

Firearm and Vehicle attacks depend on the range of the target:

Point Blank (5), Short Range (10), Medium Range (15), Long Range (20), Extreme Range (30), unless the target makes a higher defensive reaction.

DEFENSE

If a character is aware of an impending attack they always get the chance to take an immediate defensive reaction.

This involves Parrying, Dodging or Evading the attack with an appropriate skill check.

Each Defensive Reaction counts as an action, and suffers the same penalties for using multiple actions.

Beware - it's all too easy to commit to lots of offensive actions and forget to keep an action or two for defensive ones.

Brawling attacks can be Dodged, or Parried using Brawling or Melee skills.

Melee attacks can be Dodged, or Parried using or Melee skills.

Lightsaber attacks can only be Dodged, or Parried by another Lightsaber.

Firearm attacks can only be Dodged, or Parried with a Lightsaber.

Vehicle attacks can be evaded using the appropriate Piloting or Vehicle Operation skill.

Once you know the result of the Defense skill check compare it with the base difficulty to hit you and choose the highest one. That is the Target Number the attack needs to equal or beat to hit.

FULL DEFENSE

Any character can take a Full Defense action as their one and only action for the round.

They roll their Dodge skill check and instead of comparing to the base difficulty to be hit, they add their Dodge to the base difficulty of all attacks against them.

A character taking a Full Defense action must be in a position to move away from any threats.

COMBAT

DAMAGE

Brawling attacks inflict the attacker's Strength.

Melee attacks inflict the attacker's Strength plus the Weapon's Damage.

Firearms and Vehicle attacks inflict the Weapon's Damage.

Damage is an opposed roll vs the defender's Strength + Armor (or Vehicle's Hull Strength).

DAMAGE IS....	BRAWLING...	MELEE...	BLASTERS...	STUN/ION...	TO TECHNOLOGY...
DAM < STR/2	No effect	No effect	No effect	No effect	No effect
DAM < STR	Stunned	Stunned	Stunned	No effect	Ionised
DAM ≥ STR	Wounded	Wounded	Wounded	Stunned/Ionised	Lightly Damaged
DAM ≥ STR x2	Incapacitated	Incapacitated	Incapacitated	KO'd/Ionised x2	Heavily Damaged
DAM ≥ STR x3	Mortally Wounded	Mortally Wounded	Mortally Wounded	KO'd/Ionised x3	Destroyed
DAM ≥ STR x4	Instantly Killed	Instantly Killed	Instantly Killed	Incapacitated/Ion x4	Catastrophic Destruction

THE DAMAGE SCALE

| Character x0 | Vehicle x2 | Mega Vehicle x4 | Structure x6 | Mega Structure x8 | City x10 | Mega City x12 | Planetary x14 |

For each step up the Damage Scale, any damage is halved before calculating the effects of the attack.

For each step down the Damage Scale, any damage is doubled before calculating the effects of the attack.

So a Rebel Soldier firing his blaster rifle (Character Scale) at an AT-AT (Mega Vehicle Scale) would roll 6D damage, then divide the total by 4 before comparing it to the AT-AT's 5D Hull roll.

A Smuggler firing his freighter's concealed light repeater (Vehicle Scale) at a squad of Snowtroopers would roll 4D damage, then multiply the total by 2 before comparing it to the Snowtroopers' 3D Strength roll.

A Star Destroyer (Mega Structure) commencing medium orbital bombardment on rebellious citizenry would roll 4D damage, then multiply the total by 8 before comparing it the average citizen's 2D Strength roll.

You get the point.

INJURY LOCATION & CALLED SHOTS

To randomly determine the location of a bodily injury, roll 1d6 for which general area, and 1d6 for the specific location:

ROLL:	[1] HEAD	[2] CHEST	[3] GUT	[4] ARM (1-3 L, 4-6 R)	[5-6] LEG
1	Skull	Neck	Hip	Shoulder	Butt
2	Face	Shoulder	Stomach	Upper Arm	Thigh
3	Ears	L Chest/Back	Intestines	Elbow	Knee
4	Mouth	R Chest/Back	Other Organs	Forearm	Lower Leg
5	Nose	Solar Plexis/Spine	Spine	Hand	Foot
6	Eyes	Heart	Groin	Fingers	Toes

To make a called shot to hit a general area (Head, Chest, Gut, etc), add **+5 to the attack difficulty**.

To make a called shot to hit a specific location (Eyes, Heart, Hand, etc), add **+10 to the attack difficulty**.

COMBAT

EFFECTS OF DAMAGE : CHARACTERS

Stunned characters are at -1D to all actions until their turn the following round.

Multiple stun effects are cumulative, and if the total Stun penalty is greater than your character's Strength, they are Knocked Out.

Knocked Out characters fall unconscious when injured, but when revived come round quickly and can function normally.

Wounded characters are at -1D to all actions until they are healed.

Multiple wound effects are cumulative, and if the total Wound penalty is greater than your character's Strength, they are Incapacitated.

Incapacitated characters fall unconscious when injured, and when revived are groggy and unable to use their skills.

An Incapacitated character who is Wounded or Incapacitated again becomes Mortally Wounded.

Mortally Wounded characters fall unconscious when injured and are on death's door. At the end of each round they must roll 2D6.

If the number is less than the number of rounds since the character was Mortally Wounded, they die.

A Mortally Wounded character who is Wounded or worse is Instantly Killed.

Instantly Killed characters have received such terrible injuries that they immediately slain by the attack.

EFFECTS OF DAMAGE : CYBORGS, DROIDS AND VEHICLES

Ionised Cyborgs, Droids and Vehicles are shocked with ion arcs and are at -1D to all actions until their turn the following round.

Multiple Ionisation effects are cumulative, and if the total Ion penalty is greater than the Tech's STR/HULL, it is Lightly Damaged.

Lightly Damaged tech is at -1D to all actions until it is repaired.

Tech can have up to -STR/HULL Dice in Light Damage before it automatically becomes Heavily Damaged.

Heavily Damaged tech is so severely compromised it can no longer function without proper repairs.

Heavily damaged tech that is Lightly or Heavily Damaged again is destroyed.

Destroyed tech has taken such ruinous damage that it is now beyond repair.

Destroyed Tech that is Lightly Damaged or worse has a 1 in 6 cumulative chance of Catastrophic Destruction.

Catastrophic Destruction KABOOM. The Tech explodes doing STR/HULL Dice damage to all in Point Blank and Short Range...

PERMANENT INJURY

When a character receives in injury so greivous they become Mortally Wounded, determine the hit location.

Have the character roll an Injury Resist Test: 1D6 + their STR Dice Code rounded down (so a STR 3D+2 character would roll 1D6+3), and compare with an Injury Threat Score: 1D6 + the weapon's Damage Dice Code rounded down (so a 4D slug thrower rolls 1D6+4).

Damage Scale applies to the Weapon's Damage Dice Code.

Character's Injury Resist Test \geq Weapon's Injury Threat Score = No permanent injury.

Character's Injury Resist Test $<$ Weapon's Injury Threat Score = -1 pip permanently to relevant Attributes.

Character's Injury Resist Test $\times 2 \leq$ Weapon's Injury Threat Score = -2 pips permanently to relevant Attributes.

Character's Injury Resist Test $\times 3 \leq$ Weapon's Injury Threat Score = -1D permanently to relevant Attributes.

Character's Injury Resist Test $\times 4 \leq$ Weapon's Injury Threat Score = -2D permanently to relevant Attributes.

A character can choose to live with these permanent injuries,
or have the ruined flesh replaced with Cybernetic and Bionic mechanisms.

HEALING

NATURAL HEALING

Injured characters can rely on Natural Healing to recover from injury, though it is slow, and the worse the injury the greater risk of death.

A character with a permanent injury still needs to heal as described below.

At the end of each time period, the character makes a STR Check and compares it on the chart below.

If the character has total rest, add +1D to the STR roll; if they are highly active, subtract -1D from the STR roll.

STR ROLL	KO'd (roll each hour)	WOUNDED... (roll each day)	INCAPACITATED... (roll every three days)	MORTALLY WOUNDED... (roll each week)
1-5	Worsens: Wounded*	Worsens: Gain 1 Wound*	Worsens: Mortally Wounded	Worsens: Character dies
6-10	No change	No change	No change	No change
11+	Regains consciousness	Improves: Heal 1 Wound	Improves: Heals to Wounded	Improves: Heals to Incapacitated

*If during Natural Healing a character gains a number of Wounds greater than their STR Dice Code they become Incapacitated.

FIRST AID & MEDPAKS

Medpaks contain a variety of advanced healing technology and can rapidly restore an injured character.

To successfully use a Medpak, a Medicine Skill Check is required, with difficulty listed below.

Success removes the worst level of injury. Multiple Wounds require multiple treatments.

Each application of a Medpak to an injured character with a 24 hours period increases the difficulty by 5.

MEDPAK SKILL CHECK DIFFICULTIES : | KO'd : 5 | Wounded : 10 | Incapacitated : 15 | Mortally Wounded : 20 |

BACTA TANKS

Bacta tanks offer the best healing technology available, and can be found in most major cities and larger starships.

Once placed in a Bacta Tank survival is assured, healing the injured character in the following times:

BACTA TANK TREATMENT TIMES : | Wounded : 1D6 Hours per Wound | Incapacitated : 6D6hours | Mortally Wounded : 1D6 Days |

Bacta Tanks cannot replace missing limbs or regrow destroyed organs (any effects of permanent injury). For that you need...

CYBERNETICS & BIONIC AUGMENTATIONS

Cybernetics and bionic augmentations offer a new lease on life for those crippled by injury,

or grant special technological advantages to those willing to give up their flesh.

All mechanical and synthetic augmentations are tougher than their biological counterparts (add +1D Armor in augmented area), but suffers damage as Technology (can be Ionised or Destroyed, must be repaired, cannot heal naturally).

Most medical augmentations replicate the injured character's previous abilities.

The cost for a baseline mechanical looking augmentation is 1000cr for a section of a limb or sensory organ, 2500cr for an entire limb, and 5000cr for the torso and abdomen.

Synthetic replication that looks natural at a glance? All costs x2. Fully bioengineered organic augmentations? All costs x4.

To improve augmentations beyond the character's natural abilities and add new technological features it cost the following:

IMPROVING SKILLS: +1 pip : 1,000cr | +2 pips : 2,500cr | +3 pips : 5,000cr | +4 pips : 10,000cr | +5 pips : 15,000cr | +6 pips : 25,000cr

IMPROVING ATTRIBUTES: use the cost for improving skills x10.

ADDITIONAL TECHNOLOGY: 2 x standard cost for the item, and uses up 1 pip of space per bonus Dice or size (GM's discretion).

WEAPONRY: 2 x standard cost for the weapon, and uses up 1 pip of space per Damage Dice.

QUALITY: Shoddy quality: cost x 0.5. Superior quality (+1D) : cost x 5. Luxury quality (+2D) : cost x 10

Each limb or torso augmentation have enough space for a maximum of 6 pips of improvement, technology and weaponry.

CHARACTER PROGRESSION

GAINING EXPERIENCE POINTS

At the end of each session the GM should reward the players between 2 to 6 Experience Points (XP), based on attendance, what they brought to the game (in terms of roleplaying, story and fun), extra effort (journals, illustrations, etc), and how well the characters performed in achieving their goals.

SPENDING EXPERIENCE POINTS

XP is spent to improve a character's skills and attributes.

When spending XP at the end of a session, a skill or attribute can only be improved by one +1 pip.

IMPROVING SKILLS

Improving a skill by one +1 pip costs a number of XP equal the skill's current Dice Code, ignoring any +'s.

IMPROVING ATTRIBUTES

Improving attributes is a more complicated process.

Calculate the XP cost to increase the top six skills of the attribute by +1 pip.

Total up the XP cost for the six skills.

Spend 80% of that total XP cost to improve the attribute by +1 pip,

or spend 90% of that total XP cost to improve the attribute by another +1 pip,

And spend 100% of that total XP cost to improve the attribute by +1D.

No attribute can be improved by more than +1D over the species' base attributes.

| **1D** | 1D+1 | 1D+2 | **2D** | 2D+1 | 2D+2 | **3D** | 3D+1 | 3D+2 | **4D** | 4D+1 | 4D+2 | **5D** | 5D+1 | 5D+2 | **6D** | 6D+1 | 6D+2 | **7D** etc...

REMOVING BURDENS

It is possible to get rid of a character's Burdens.

Usually this is something that is resolved organically in-game, but a character can also remove Burdens by spending XP.

The GM is final arbiter on removing Burdens this way as it can rob the game of complications and fun.

The recommended XP cost to remove a Burden is 10-20XP per point of Burden removed.

GAINING EDGES

It is not possible to buy Edges with XP once the campaign starts.

It is recommended that Edges be awarded along side XP for exceptional success, great roleplaying and character progression.

SPACESHIPS: SPACE TRAVEL

COSTS

Ship Registration:	1000cr/year
Captain's License:	1000cr/year
Fake Ship IDs:	d6x1000cr
Fake Captain's License	d6x100cr
Starport Dock Fees:	100-500cr (250cr standard)
Time in Port:	100-500/day (250cr standard)
Maintenance:	100cr per flight (x2 for ships with the Shoddy quality)
Fuel:	50cr/fuel cell

FUEL CONSUMPTION

Subspace Flight:	1 fuel cell
Combat:	D6 fuel cells
Jump to Hyperspace:	1 fuel cell
Hyperspace Travel:	1 fuel cell per 10 hours travel distance (ignore Hyperdrive Multiplier)

HYPERSPACE NAVIGATION

Hyperspace Route	Astrogration Difficulty
Galactic Trade Route	Very Easy (5)
Major Trade Route	Easy (10)
Minor Trade Route	Medium (15)
Isolated Route	Difficult (20)
No Route	Heroic (30)
Situational Modifiers	Penalty
No Nav Comp or Droid	+30
Hasty Entry	+15
Ship Light Damaged	+5
Ship Heavily Damaged	+10
Travel Time -50%	+20
Travel Time -25%	+10
Travel Time -10%	+5
Travel Time +10%	-5
Travel Time +25%	-10
Travel Time +50%	-20
Travel Time +100%	-30
Astronomical Phenomena	+5 to +30

SPACESHIPS: SPACE COMBAT

“TO YOUR STATIONS!”

There are seven main types of battle stations onboard most starships that are transport sized or larger. Each station is responsible for some of the many different tasks required to effectively run a starship, though the tasks listed below are not exclusive: the Captain of smaller transport often doubles as the pilot, the co-pilot might operate the Comms, Navigation and Sensors all at once, everyone at a terminal might have a go at Gunnery, and Gunners might scan the area for new targets. Depending on the size of the vessel, the Game Master might rule that attempting any task outside your station incurs a +5TN penalty, or impossible without moving to a different station on the ship. Starfighter pilots are extraordinary, being able to attempt any of the actions listed below (except Command or Rally Crew) without this penalty. As always performing more than one task per round incurs a penalty of -1D to ALL tasks that round.

CAPTAIN:

- **Command Crew:** *Command Skill vs Situation Difficulty:* Used to coordinate crews of NPCs on larger vessels.
- **Rally Crew:** *Command Skill vs Damage Difficulty:* If a ship is lightly damaged, the Captain can attempt to rally the crew to overcome the penalty imposed. The difficulty starts at TN20, increasing by 5 for each additional dice of damage received. If successful, the effect of damage on dice rolls is reduced by 1D for the remainder of the current round.
- **Seek Tactical Advantage:** *Kno: Appropriate Skill vs Obscurity of Information:* The Captain attempts to recall some historical, cultural or biological information that might give the upper hand in a fight, which may grant up to +1D to another skill check by any crew member.

PILOT:

- **Pilot Ship:** *Piloting Skill vs Terrain Difficulty:* If the ship must pass through dangerous territory the pilot must ensure the ship is safe.
- **Evasive Actions:** *Piloting Skill vs Enemy's Gunnery Skill:* The pilot can attempt to dodge incoming fire. Add the ship's Maneuverability to the piloting skill check.
- **Close In/Flee from Enemy:** *Piloting Skill vs Enemy's Piloting Skill:* Both pilots add the ship's Sublight Speed Dice to their skill check. The winner decides if the ships are move closer or further away, along the range scale: Point Blank, Short, Medium, Long, Very Long. If a ship moves out of Very Long range it has escaped all chance of pursuit.

CO-PILOT:

- **Assist Pilot:** *Combined Action: Piloting Skill:* for every 1D of pilot skill the co-pilot has, add +1 to the Pilot's piloting skill check
- **Calculate Jump:** *Astrogation Skill vs Route Difficulty:* Jumping to Hyperspace is dangerous. Rushed jumps even moreso.
- **Engage Jump:** *No Skill check required:* The success of the jump relies on the accuracy of the calculations.
- **Engage Shields:** *No Skill check required:* Shields can be assigned to one of the six firing arcs. Each dice of shields can be assigned to a different arc, or focused on the same arc for increased defense.

COMMUNICATIONS:

- **Hail Allies/Enemies:** *No Skill check required:* Encrypted channels are used to hail Allies, open channels used to hail Enemies.
- **Intercept Transmission:** *Security Skill vs Encryption Difficulty:* Transmissions are easy to detect but most private channels are encrypted to stop others from listening in. Comms can attempt to break the encryption and find out what the Enemy intends to do next, possibly gaining +1D to another skill check.
- **Fake Transmission:** *Con Skill vs Enemy's Astrogation:* Falsify intel that tricks the Enemy, possibly gaining +1D to another skill check.
- **Jam Communications:** *No Skill check required:* Massive static burst interferes with all comms, but the Enemy knows you're there.

NAVIGATION & SENSORS:

- **Scan Area:** *Sensors Skill vs Terrain Difficulty/Enemy's Piloting Skill:* Search for targets/dangers. Add sensor's Scan Dice to your check.
- **Plot Course:** *Astrogation Skill vs Terrain Difficulty:* A successfully plotted course will aid the Pilot's attempts to fly through danger.
- **Lock on Target:** *Sensors Skill vs Enemy's Piloting Skill:* A successful target lock add +1 per Dice of the sensor's Scan dice to attacks.
- **Scan Target:** *Sensors Skill vs Scan Difficulty:* Uncover information about the target including number and type of lifeforms, damage sustained, attack readiness, and other important details.
- **Jam Scanners:** *No Skill check required:* Flood area with noise to hide exact location, but lets Enemy know you're nearby.

ENGINEER:

- **Reroute Power:** *Tec: Starship Skill vs Damage Difficulty:* The Engineer can decrease the power in one of the ship's functions (losing 1D) to increase the power in another (gaining 1D). The different sections the Engineer can reroute power from include: Ships' Engines (Sublight Speed), Shields, Weapons (affects Damage of all weapons), Sensors, and Life Support (turning it off or back on). If the section has been damaged the Engineer can reroute power to it to regain functionality, but cannot reroute power from it.
- **Repair Damage:** *Tec: Starship Skill vs Damage Difficulty:* The Engineer can make temporary repairs that reduce any damage penalties.
- **Stabilise Deflector Shields:** *Tec: Starship Skill vs Damage Difficulty:* If a shield is down it can be restored by 1D with a TN20 skillcheck.

GUNNER:

- **Fire Weapons:** *Gunnery Skill vs Enemy's Piloting Skill:* Pick your targets and shoot. Add the weapon's Fire Control Dice to your check.
- **Repair Damage:** *Tec: Starship Skill vs Damage Difficulty:* If the gunnery bay has been hit, you can attempt to fix it.

SPACESHIPS: SPACE TRAVEL

SUPPLY AND DEMAND OF TRADE GOODS : COSTS PER TON

PLANET'S TECH LEVEL:	STONE	STEEL	INDUSTRIAL	ATOMIC	DIGITAL	SPACE	WARRING
LOW TECH	Supply M: 3000cr	H: 2700cr	H: 2700cr	M: 3000cr	L: 3300cr	L: 3300cr	VL: 3600cr
	Demand H: 3300cr	VH: 3600cr	M: 3000cr	M: 300cr	L: 2700cr	L: 2700cr	L: 2700cr
MID TECH	Supply —	—	M: 5000cr	H: 4500cr	H: 4500cr	M: 5000cr	VL: 6000cr
	Demand VL: 4000cr	L: 4500cr	H: 5500cr	M: 5000cr	M: 5000cr	L: 4500cr	M: 5000cr
HIGH TECH	Supply —	—	—	—	M: 7000cr	H: 6300cr	VL: 5400cr
	Demand VL: 5400cr	VL: 5400cr	M: 7000cr	H: 7700cr	M: 7000cr	L: 6300cr	VH: 8400cr
METALS	Supply —	—	L: 3300cr	M: 3000cr	H: 2700cr	VH: 2400cr	L: 2700cr
	Demand L: 2700cr	M: 3000cr	VH: 3600cr	H: 3300cr	H: 3300cr	M: 3000cr	H: 3300cr
MINERALS	Supply VL: 2400cr	L: 2200cr	L: 2200cr	M: 2000cr	M: 2000cr	M: 2000cr	VL: 2400cr
	Demand VL: 1600cr	L: 1800cr	VH: 2400cr	H: 2200cr	M: 2000cr	L: 1800cr	M: 2000cr
LUXURIES	Supply VL: 80%	L: 90%	L: 90%	M: 100%	H: 110%	VH: 120%	M: 100%
	Demand M: 100%	M: 100%	M: 100%	M: 100%	M: 100%	M: 100%	M: 100%
FOODSTUFFS	Supply L: 2200cr	M: 2000cr	H: 1800cr	M: 2000cr	L: 2200cr	M: 2000cr	VL: 2400cr
	Demand H: 2200cr	M: 2000cr	M: 2000cr	M: 2000cr	M: 2000cr	L: 1800cr	H: 2200cr
MEDICINE	Supply VL: 4800cr	VL: 4800cr	L: 4400cr	M: 4000cr	H: 3600cr	H: 3600cr	VL: 4800cr
	Demand M: 4000cr	H: 4400cr	H: 4400cr	M: 4000cr	M: 4000cr	L: 3600cr	VH: 4800cr

ACQUIRING & SELLING GOODS

Supply	Difficulty to Acquire	Base Price
Very High	Very Easy (5)	80%
High	Easy (10)	90%
Moderate	Medium (15)	100%
Low	Difficult (20)	110%
Very Low	Heroic (30)	120%
Demand	Selling:	Base Price
Very High	Very Easy (5)	120%
High	Easy (10)	110%
Moderate	Medium (15)	100%
Low	Difficult (20)	90%
Very Low	Very Difficult (25)	80%

COST & WEIGHT OF TRADE GOODS

Item	Tons/Meter ³	Credits/Ton
Low Tech	2	3000cr
Mid Tech	1	5000cr
High Tech	.5	7000cr
Metals	10	3000cr
Minerals	5	2000cr
Foodstuffs	.5	2000cr
Medicine	.5	4000cr
Luxuries	Tons/Meter ³	Credits/Ton
Animals	.5	D6 x 1000cr
Narcotics	D6 x .5	D6 x 5000cr
Precious Metals	D6 x 5	D6 x 20000cr
Slaves	.5	D6 x 5000cr
Weapons	1	D6 x 2500cr

COST OF BLACK MARKET GOODS

Legality of Goods	Marketeer's Selling Price	Marketeer's Buying Price
Legal	x2	x.5
Fee	x3	x1.5
Restricted	x4	x2
Illegal	x5	x2.5

CONTACTING THE BLACK MARKET

Population of World	Streetwise Roll
Teeming	Very Easy (5)
Overpopulated	Easy (10)
Standard	Medium (15)
Underpopulated	Difficult (20)
Sparse	Very Difficult (25)
Empty	Heroic (30)
Rebellion, Revolution or Open Warfare	-10
Low Imperial Presence, Corrupt Govt	-5
Standard Imperial Presence or Govt	±0
Heavy Imperial Presence, Restrictive Govt	+5

NEGOTIATIONS

Buyer's Bargain Roll	1-5	6-10	11-15	16-20	21-30	30+
1-5	100%	105%	110%	115%	120%	125%
6-10	95%	100%	105%	110%	115%	120%
11-15	90%	95%	100%	105%	110%	115%
16-20	85%	90%	95%	100%	105%	110%
21-30	80%	85%	90%	95%	100%	105%
30+	75%	80%	85%	90%	95%	100%

IMPERIAL ENTANGLEMENTS

LEVEL OF PRESENCE	EVASION	SEARCH	EMBARGO	CONTRA'	COMMAND	REINFORCEMENTS	ESCALATION
0 : NONE	Very Easy	—	—	Cost x 1	4D	Difficult / 1D6 days	Very Easy / 1D6 Days
1 : SURVEILLANCE	Easy	2D	—	Cost x 2	5D	Difficult / 1D6 hours	Easy / 2D6 Days
2 : MINOR	Medium	3D	+5	Cost x 3	6D	Medium / 1D6x10 min	Medium / 1D6 Weeks
3 : MAJOR	Difficult	4D	+10	Cost x 4	7D	Easy / 2D6 min	Difficult / 2D6 Weeks
4 : OCCUPATION	Very Difficult	5D	+15	Cost x 5	8D	Very Easy / 2D6 rnds	Heroic / 1D6 Months
5 : TOTAL CONTROL	Heroic	4D	+10	Cost x 3	7D	Easy / 1D6 min	— / —

Evasion: The difficulty to avoid encountering Imperial forces as they move from place to place.

Search: Should Imperial forces be encountered, the level and thoroughness of any spot inspections that might take place, with the Imperial inspection conducting a Search skill check vs the target's Stealth skill to smuggle any illegal items or hide wanted targets.

Embargo: The effect the Imperial presence has on accessing the criminal underworld and the difficulty in procuring contraband, with the modifier applied to the difficulty of all Streetwise rolls.

Contra'(band): The effect on the base cost of contraband based on the difficulty and danger of selling illegal wares.

Command: The typical Command skill of the senior Imperial officer, used to call for reinforcements or escalate the Imperial Presence.

Reinforcements: The difficulty the commanding Imperial Officer has in procuring reinforcements should they be required, and the amount of time before they usually arrive at the scene of the encounter, assuming reinforcements have access to appropriate vehicles.

Escalation: The difficulty faced by the commanding Imperial officer in increasing the Level of Imperial Presence to the next level, and the amount of time required before adequate forces arrive to impose the new Level of Presence. Note that there may be a number of unique requirements that must be met before Imperial Occupation qualifies for coming under Total Control.

IMPERIAL PRESENCE

LEVEL 0 : NONE : The planet is a backwater world of no strategic or resource value to the Empire. Imperial agents would only be encountered here on specific missions and the Empire has no other forces present. Because of this, only specialist Imperial forces will be encountered, and few in number; this might include probe droids exploring well outside their original mission parameters, seasoned Imperial scouts, survivors of spacewrecks or high-level Imperial agents.

LEVEL 1 : SURVEILLANCE : The planet is an outlying world that has little strategic value to the Empire, and yet is considered worthy of ongoing observation in case the situation changes. Few if any official Imperial agents will be found here, though informants on the Imperial payroll may be found within the major political power structures on the world. Imperial spies working deep undercover, probe droids operating under command to reconnoitre the world, and aliens under Imperial leverage might be encountered.

LEVEL 2 : MINOR : The planet is of some interest to the Empire and it has stationed a small but permanent presence to safeguard Imperial interests, ensure the planetary government works towards the fulfillment of any Imperial obligations, and engage in counterinsurgency actions against minor insurrections. Random patrols of stormtroopers are occasionally encountered, as are Imperial agents actively working in the field to further Imperial aims and support staff on mission or leave.

LEVEL 3 : MAJOR : The planet is of considerable concern to the Empire and a number of garrisons may be found in various major ports and cities around the planet. Again, this presence is there to ensure safety, compliance and counteract rebellion, but the situation is typically far more developed and rebel cells highly organised. Squads of stormtroopers regularly patrol key areas and are stationed on permanent guard around vital facilities. Imperial spies will be hard at work infiltrating enemy operations.

LEVEL 4 : OCCUPATION : The planet is of great concern to the Empire, either due to its vital strategic value or importance of its essential resources, and as such is a prime target for seditious rebel activities. It may have even declared its intention to secede from the Empire and be at open war with Imperial forces. As such the Empire has been forced to bring the full weight of the Imperial war machine to bear on the planet and is under brutal occupation until such time as order has been restored and loyalty to the Emperor reestablished. One or more Star Destroyers may be in low orbit over major spaceports and cities, TIE fighters conduct regular aerial reconnaissance, and stormtroopers deployed with heavy vehicles throughout areas of unrest. Imperial forces occupy vital facilities, conduct continuous patrols and random searches of vehicles and property. Imperial forces are on war footing, and will use extreme force when needed.

LEVEL 5 : TOTAL CONTROL : The planet is an essential piece of the Empire for any number of reasons and the local population is either in full support of the Empire's aims or is sufficiently cowed enough to no longer offer any serious resistance to Imperial occupation. The Empire is everywhere, but now that loyalty has been assured, Imperial surveillance is slightly more relaxed — the thought that any would openly oppose Imperial control is laughable at best, suicidal at worst. Imperial patrols are conducted to maintain subservience, and Star Destroyers regularly dock with spaceports for resupply. Agents of the Imperial Security Bureau will perform random inspections to rout out any malcontents.



RULES BEYOND THIS PAGE ARE STILL UNDER DEVELOPMENT

SPACESHIPS: STARFIGHTER CLASS VESSELS

STARFIGHTER CLASS	CREW	H/DRIVE	SPEED	MANEUVER	HULL	SHIELD	WEAPONRY	Target	Damage
Aethersprite Interceptor <i>Jedi ship from AotC</i>	1	ring	4D	3D	2D	1D	2 Dual Lasers (firelinked)	2D	5D
Aggressor Assault Fighter <i>IG-88's ship from EU</i>	2	x2	4D+1	2D	4D	1D	2 Heavy Lasers (firelinked) 1 Ion Cannon	2D 2D	6D 4Dion
ARC Starfighter <i>Republic ship from RotS</i>	2	—	3D	3D	5D	1D+2	2 Pairs of Laser Cannons Proton Torpedoes	2D 2D	6D/5D 9D
A-Wing Starfighter <i>Fastest Rebel ship from RotJ</i>	1	x1	6D	4D	2D+2	1D	2 Laser Cannons (firelinked)	3D	5D
B-Wing Starfighter <i>Punchiest Rebel ship from RotJ</i>	2	x2	3D	1D+1	3D	2D	1 Laser Cannon Proton Torpedoes	1D 3D	7D 9D
Belbullab-22 Starfighter <i>General Grievous' ship from RotS</i>	1								
ETA-7 Actis Starfighter <i>Jedi ship from start of RotS</i>	1	ring	5D+1	3D	2D	1D			
Firespray Interceptor <i>Boba Fett's ship from ESB</i>	1								
N-1 Starfighter <i>Naboo ship from TPM</i>	1	—							
P-38 Starfighter <i>Utapaun ship from RotS</i>									
StarFortress Hvy Bomber <i>Resistance ship from TLJ</i>	5								
Starviper Hvy Starfighter <i>Xizor's ship from SotE</i>									
TIE Bomber <i>Imperial ship from ESB</i>	1	—	3D	—	4D+1	—	2 Laser Cannons (firelinked) Concussion Missiles	2D 1D	3D 8D
TIE Fighter <i>The Classic Imperial ship</i>	1	—	5D	2D	2D	—	2 Laser Cannons (firelinked)	2D	5D
TIE Interceptor <i>Imperial ship from RotJ</i>	1	—	5D+2	3D	3D	—	4 Laser Cannons (firelinked)	3D	6D
TIE Punisher		—							
Tri-class Droidfighter <i>Seperatist ship from Clone Wars</i>	—	—	4D	2D+1	3D	—	1 Medium Laser Cannon	2D	5D
Vulture-class Droidfighter <i>Seperatist ship from Clone Wars</i>	—	—	4D	3D	4D	—	2 Laser Cannons (firelinked) Concussion Missiles	1D —	4D 8D
X-Wing Starfighter <i>The Classic Rebel starfighter</i>	1	x1	4D	3D	4D	1D	4 Laser Cannons (firelinked) Proton Torpedoes	3D 2D	6D 9D
Y-Wing Starfighter <i>The Classic Rebel bomber</i>	2	x1	3D+2	2D	4D+1	1S	2 Laser Cannons (firelinked) Proton Torpedoes	2D 2D	5D 9D

LIGHTSABER CONSTRUCTION

KYBER CRYSTALS

Search	Crystal	Damage	Saber Color
<15	roll again, if a crystal is found it is cracked, otherwise nothing!		roll 2d6 subtracting 1 per Force Point, adding 1 per Dark Side Point
15	Kathracite	3D	1 Brilliant White
18		3D+1	2 Violet
21		3D+2	3 Deep Blue
24	Relacite	4D	4 Teal
27		4D+1	5 Blue
30		4D+2	6 Jedi's Choice of Above
33	Danite	5D	7 Jedi's Choice of Below
36		5D+1	8 Green
39		5D+2	9 Lime
42	Mephite	6D	10 Golden
45		6D+1	11 Amber
48		6D+2	12 Flame
52	Pontite	7D	13+ Seething Red

PARTS OF A LIGHTSABER

- power cell
- hand grip
- ignition plate
- safety switch
- emitter matrix
- power conduit
- energy socket
- lens assembly
- kyber focus crystal

ELEMENTS OF A LIGHTSABER

Saber Design:	Cost:	Build and Use:	Notes:
True Lightsaber	1000cr	Difficult 20	Traditional 1-handed design. Can contain up to 3 additional Features.
Crossguard Lightsaber	1500cr	Very Difficult 25	+1D to Parry. Ancient design. Crossguard side vents do half damage. 2 Features.
Doubleblade Lightsaber	3000cr	Heroic 30	2 Crystals required. 2-handed weapon. 5 Features.
Dueling Lightsaber	2000cr	Very Difficult 25	Curved hilt. Harder to use but more responsive, granting +1D Damage. 3 Features.
Longhaft Lightsaber	2500cr	Very Difficult 25	+1D Damage used 2-handed, -1D attack when 1-handed. 4 Features.
Shorthaft Lightsaber	1500cr	Very Difficult 25	Can only be used 1-handed. Small handle and easily concealed. 2 Features.
Spinblade Lightsaber	3000cr	Heroic 30	2 Crystals required. Spinning blades add +1D to parry and intimidation. 3 Features.
Twinblade Lightsaber	2500cr	Heroic 30	2 Crystals required. Two parallel blades grant +2D Damage. 3 Features.
Ignition Types:	Cost:	Build Mod:	Notes:
Standard Ignition	—	—	Easy to activate, lightsaber remains on even when no longer held.
Double Click Ignition	100cr	—	Harder to activate as a safety mechanism; remains on even when no longer held.
Lock Ignition	100cr	—	Lightsaber ignites only when in presence of transmitter key.
Grip Ignition	500cr	+5TN	Lightsaber ignites only when firmly held.
Force Ignition	1000cr	+10TN	Lightsaber ignites only when firmly held by a Force Sensitive.
Features:	Cost:	Build Mod:	Notes:
Aquatic Adaptation	250cr	+5TN	Normal lightsabers can't function when fully submerged. Yours can.
Armored Hilt	500cr	+5TN	Minor protection against glancing blows, offers +1D Armor to strikes against hands.
Combicomp	1000cr	+10TN	Combines the lightsaber with the all the features of a combicomp.
Belt Clip	50cr	—	Secures lightsaber to belt. Does not count against total number of Features.
Blade Adjustor	500cr	+5TN	Alters the length of the blade, from max length to a minimum of 10cm.
Disguised Appearance	250cr	—	At first glance it doesn't look like your typical lightsaber.
External Powersource	250cr	+5TN	Powerpack connected by cord to hilt. Increases number of possible Features by 3.
Forearm Mount	500cr	+5TN	Attaches 1-handed blade to armbrace. Frees hand for other items, but +5TN to use.
Hidden Compartment	500cr	+5TN	Hollow hilt enables storage of very small items, up to 10cm in length, 2cm wide.
Multipurpose Use	item x2	+5/10TN	Combined with a simple tool (+5TN), complex tool (+10N) or small weapon (+10TN).
Power Adjustor	250cr	+5TN	Alters the power output of the blade, enabling it to be set to Stun Damage.
Silenced Blade	750cr	+10TN	Sonic dampners reduce the standard hum to near total silence.
Socket Hilt	500cr	+5TN	Can be joined with other socket hilt lightsabers to form doubleblade lightsaber.
Spectral Deflector	250cr	+5TN	Can alter the lightsaber color one step either side of the standard for the crystal.
Translator Unit	250cr	+5TN	Cursory translator unit, adds +10 to checks to understand alien speech.
Trapped Hilt	750cr	+5TN	Requires User Scan. If held without permission does 5D dam.(can be set to stun).
User Scan	1000cr	+5TN	Scans wielder's biometrics to identify (un)familiar users, can be set to bar ignition.

BOUNTY HUNTERS: BOUNTY CLASSIFICATION

❑ MOST WANTED // 200,000cr+

Issued By: Moff, Grand Moff, or Grand Admiral, subject to The Emperor's approval.

- Aggression Against Members of Imperial Armed Forces
- Conspiracy
- Destruction of Imperial Property
- Flight to Avoid Imperial Persecution
- Impersonation of Imperial Officials
- Obstruction of Imperial Authority
- Sedition
- Theft of Imperial Property
- Treason
- High Treason

❑ GALACTIC BOUNTIES // 50,000-100,000cr+

Issued By: Moff, Grand Moff, or Grand Admiral

- Aggression Against Members of Imperial Armed Forces
- Bribery or Attempted Bribery of Imperial Official
- Conspiracy
- Destruction of Imperial Property
- Flight to Avoid Imperial Persecution
- Impersonation of Imperial Officials
- Obstruction of Imperial Authority
- Piracy
- Possession of a Cloaking Device
- Sedition
- Theft of Imperial Property
- Transportation of Restricted Items
- Treason
- High Treason

❑ REGIONAL BOUNTIES // 20,000-75,000cr+

Issued By: Moff, Grand Moff, or Grand Admiral

- Aggression Against Members of Imperial Armed Forces
- Bribery or Attempted Bribery of Imperial Official
- Conspiracy
- Destruction of Imperial Property
- Flight to Avoid Imperial Persecution
- Impersonation of Imperial Officials
- Murder of Imperial Government or Military Personnel
- Obstruction of Imperial Authority
- Piracy
- Possession of a Cloaking Device
- Sedition
- Theft of Imperial Property
- Transportation of Illegal Aliens
- Transportation of Restricted Items
- Treason
- Unlawful Operation of a Starship
- Unauthorized Review of Imperial Data Files
- Violation of Imperial Customs Regulations

❑ CORPORATE BOUNTIES // 1,000-50,000cr+

❑ SECTOR BOUNTIES // 3,000-50,000cr+

Issued By: Moff, Grand Moff, high ranking military officers, or planetary governors.

- Aiding and Abetting Known Criminals
- Aggression Against Members of Imperial Armed Forces
- Bribery or Attempted Bribery of Imperial Official
- Conspiracy
- Destruction of Imperial Property
- Flight to Avoid Imperial Persecution
- Forgery
- Impersonation of Imperial Officials
- Kidnapping
- Murder of Imperial Government or Military Personnel
- Obstruction of Imperial Authority
- Piracy
- Sedition
- Theft of Imperial Property
- Transportation of Illegal Aliens
- Transportation of Restricted Items
- Transportation of Stolen Goods
- Unlawful Operation of a Starship
- Unlawful Possession of an Illegal Weapon
- Unlawful Use of an Illegal Weapon
- Willful Destruction of Imperial Property
- Unauthorized Review of Imperial Data Files
- Violation of Imperial Customs Regulations

❑ SYSTEM BOUNTIES // 1,000-25,000cr+

Issued By: Office of planetary governors, or high ranking officials.

- Accomplice to Murder
- Assault of an Imperial Officer
- Assault with Intent to Injure
- Breaking Into an Imperial Installation
- Breaking Out of an Imperial Installation
- Jamming Imperial Communications
- Kidnapping
- Murder
- Operating an Illegally Modified Starship
- Smuggling
- Theft

❑ LOCAL BOUNTIES // 500-15,000cr+

Issued By: Heads of local government, or high ranking officials

- Accomplice to Murder
- Assault of an Imperial Officer
- Assault with Intent to Injure
- Breaking Into an Imperial Installation
- Breaking Out of an Imperial Installation
- Jamming Imperial Communications
- Kidnapping
- Murder
- Operating an Illegally Modified Starship
- Smuggling
- Theft

❑ PRIVATE BOUNTIES // 1,000-100,000cr+

Issued By: High ranking representatives of corporate entities

- Assault on Corporate Employees
- Attempted Bribery or Bribery of Corporate Official
- Criminal Trespass
- Deliberate Corruption of Corporate Data Resources
- Destruction of Corporate Property
- Incitement to Commit Violence on Corporate Property
- Industrial Espionage
- Industrial Sabotage
- Illegal Assembly or Demonstration on Corporate Property
- Illegal Replication of Corporate Goods
- Illegal Transportation of Corporate Goods
- Kidnapping of Corporate Officials
- Theft of Corporate Goods Valued in Excess of 10000cr
- Unlawful Acquisition/Utilization of Corporate Data
- Unlawful Acquisition of Corporate Services
- Unlawful Duplication and/or Sale of Corporate Data

Issued By: High ranking representatives of corporate entities

- Assault on Corporate Employees
- Attempted Bribery or Bribery of Corporate Official
- Criminal Trespass
- Deliberate Corruption of Corporate Data Resources
- Destruction of Corporate Property
- Incitement to Commit Violence on Corporate Property
- Industrial Espionage
- Industrial Sabotage
- Illegal Assembly or Demonstration on Corporate Property
- Illegal Replication of Corporate Goods
- Illegal Transportation of Corporate Goods
- Kidnapping of Corporate Officials
- Theft of Corporate Goods Valued in Excess of 10000cr
- Unlawful Acquisition/Utilization of Corporate Data
- Unlawful Acquisition of Corporate Services
- Unlawful Duplication and/or Sale of Corporate Data

BOUNTY HUNTERS: LICENSES & PERMITS

- ❑ **IMPERIAL ENFORCEMENT DATACORE (IEDC):** Database of registered NOIR bounties, maintained by the IOCI. Access restricted to IPKL holders, accessible through most local Imperial offices for a fee (25-100cr). The information provided only lists bounties registered within the system.
- ❑ **IMPERIAL PEACE KEEPER'S LICENSE (IPKL):** Registration and permit of Bounty Hunting. 500cr, renewed annually.
- ❑ **NOTICE OF IMPERIAL REMANDATION (NOIR):** Official Imperial sanction permitting the collection of an individual and the bounty they are worth upon delivery. The NOIR is completed by the appropriate authority, submitted to the IOCI, and once registered with the IEDC the hunting of the targeted individual can commence.
- ❑ **TARGET PERMIT:** License required to hunt a particular bounty. Fee averages out to 100cr per permit per month.
- ❑ **TARGET PERMIT (SECTOR):** Some sectors charge an additional fee to hunt within their jurisdiction. 0-10,000cr per month.
- ❑ **TARGET PERMIT (SYSTEM):** Some planetary systems charge an additional fee to hunt within their jurisdiction. 0-1000cr per month.
- ❑ **TARGET PERMIT (CAPTURE):** Some Hunts require capture before all permits have been acquired. Capture permits retroactively apply to all required permits, but cost 500cr or 25% of the bounty (whichever is higher).

BOUNTY HUNTERS: CONTACTS

- ❑ **EXPEDITORS:** Liaisons between Bounty Hunters, the IOCI, Posting Agencies and Hunter Guilds. They provide all the necessary administrative, bureaucratic, and financial management of a Hunter's business and wealth. Expeditors charge 3%-5% of any bounty for their services.
- ❑ **IMPERIAL OFFICE OF CRIMINAL INVESTIGATIONS (IOCI):**
- ❑ **POSTING AGENCIES:** Third party organisations that provide a broader listing of bounties (usually covering all IOCI listed bounties across an entire sector), active tracking and sightings of the target, additional background information on the target, and any information from other hunters who have pursued the target. Posting Agencies charge 250cr per year for membership, as well as 50cr access fee per bounty. Some Agencies are authorised to issue IPKLs and Target Permits, typically for an additional 25% of costs.
- ❑ **ORIGINATOR:** The authorised individual responsible for posting the bounty.
- ❑ **RECEIVER:** The duly appointed authority where the captured bounty is to be delivered. Only after the target (or their remains) have been received by the authority, identified as the listed target and IOCI notified of the completion of the assignment will the hunter be paid for their services.

ENCOUNTERS: IMPERIAL FORCES

TYPE	DEX	KNO	MEC	PER	STR	TEC	ARMOR	SKILLS, WEAPONS OR NOTES.
Con Artist	2D+2	2D	1D	3D	2D	1D+1	—/—	Con 5D, Dodge 4D+2, Search 4D, Steal 3D+2, Streetwise 3D
Stormtrooper	2D	2D	2D	2D	2D	2D	+1D/-1D	Blaster 3D (4D Dam, 20% do 5D Dam with Rifle), Brawl 3D, Dodge 2D
Death Trooper	3D	3D	3D	3D	3D	3D	+2D/-1D	Blaster 6D (5D+2 Dam), Brawl 5D, Demolitions 4D, Dodge 5D, Grenade 4D (6D), Search 4D, Survival 4D
Ground Trooper	2D	2D	2D	2D	2D	2D	+2/—	Blaster 3D (4D Dam, 20% do 5D Dam with Rifle), Brawl 3D, Dodge 2D
Gunner Trooper	2D	2D	2D	2D	2D	2D	+1D/-1D	Blaster 4D (5D Dam), Brawl 3D, Dodge 2D, Grenade 3D (5D Dam area), Heavy Weapons 4D (7D Dam).
Jump Trooper	2D	2D	3D	2D	2D	2D	+2/—	Blaster 4D (4D Dam), Brawl 4D, Dodge 3D, Pilot: Jetpack 4D.
Medic Trooper	2D	2D	2D	2D	2D	3D	+2/—	Blaster 3D (4D Dam), Brawl 4D, Dodge 3D, Medicine 4D
Mud Trooper	2D	2D	2D	2D	2D	2D	+2/—	Blaster 3D (4D Dam), Brawl 3D, Dodge 2D, Search 3D, Survival 4D
Navy Officer	2D	2D	3D	3D	2D	2D	—/—	Blaster 3D (4D Dam), Command 5D, Planets 3D, Sensors 4D
Navy Gunner	2D	2D	2D	2D	2D	2D	+1/—	Blaster 3D (4D Dam, 20% do 5D Dam with Rifle), Dodge 3D, Planets 3D, Vehicle Weapons 4D
Navy Trooper	2D	2D	2D	2D	2D	2D	+1/—	Blaster 3D (4D Dam, 20% do 5D Dam with Rifle), Brawl 3D, Dodge 3D, Planets 3D
Patrol Trooper	2D	2D	3D	2D	2D	2D	+2/—	Blaster 4D (4D Dam), Dodge 4D, Pilot: Repulsor 4D, Search 3D.
Rad Trooper	2D	2D	2D	2D	2D	3D	+2/—	Blaster 4D (4D Dam), Brawl 4D, Dodge 3D, Survival 4D. Immune to radiation damage
Ranger Trooper	2D	2D	2D	2D	2D	3D	+2/—	Blaster 4D (4D Dam), Brawl 4D, Dodge 3D, Search 3D, Survival 4D. Mech boots. Immune to cold.
Riot Trooper	2D	2D	2D	2D	2D	2D	+1D/-1D	Blaster 3D (4D Dam), Brawl 3D, Command 3D, Dodge 2D, Melee 3D (4D Stun)
Sand Trooper	2D	2D	2D	2D	2D	2D	+2D/-1D	Blaster 3D (4D Dam), Brawl 3D, Dodge 2D, Search 3D, Survival 4D
Scout Trooper	2D	2D	3D	2D	2D	2D	+2/—	Blaster 4D (4D Dam), Brawling 3D, Dodge 4D, Pilot: Repulsor 4D
Sea Trooper	2D	2D	2D	2D	3D	2D	+2/—	Blaster 4D (4D Dam), Dodge 4D, Harpoon 4D (3D Dam), Swimming 5D. Breathe underwater
Shadow Trooper	3D	2D	2D	3D	2D	2D	+2/—	Blaster 4D (4D Dam), Brawling 3D, Dodge 4D, Stealth 4D, Security 4D.
Shore Trooper	2D	2D	2D	2D	3D	2D	+2/—	Blaster 4D (4D Dam), Brawling 4D, Dodge 4D, Swimming 5D. Breathe underwater.
Snow Trooper	2D	2D	2D	2D	2D	2D	+1D/-1D	Blaster 3D (4D Dam), Brawl 3D, Dodge 2D, Search 3D, Survival 4D
Tank Trooper	2D	2D	3D	2D	2D	2D	+1D/-1D	Blaster 3D (4D Dam), Brawling 3D, Pilot: Tank 4D, Repulsor Tech 3D, Vehicle Weapons 3D,
TIE Pilot	2D+1	2D	3D	3D	2D+2	2D	+2/—	Blaster 3D (4D Dam), Dodge 3D, Pilot: Starship 5D, Sensors 4D, Starship Tech 3D, Vehicle Weapons 3D

ENCOUNTERS: IMPERIAL FORCES

TYPE	DEX	KNO	MEC	PER	STR	TEC	ARMOR	SKILLS, WEAPONS OR NOTES.
Civilian	2D	2D	2D	2D	2D	2D	—/ —	Two skills 4D.
Assassin	2D+1	2D	1D	2D	3D	1D+2	—/ —	Blaster 4D+1 (5D Dam), Dodge 5D+1, Melee 3D+1 (4D Dam), Search 4D, Stealth 5D
Bounty Hunter	3D	1D+2	1D+2	2D	2D+2	1D	+2/—	Blaster 4D (4D Dam), Brawl 3D+2, Dodge 4D, Melee 4D (4D+2 Dam), Search 3D, Stealth 3D, Streetwise 2D+2
Con Artist	2D+2	2D	1D	3D	2D	1D+1	—/ —	Con 5D, Dodge 4D+2, Search 4D, Steal 3D+2, Streetwise 3D
Crime Lord	2D	3D	1D	2D+2	2D+1	1D	—/ —	Con 3D+2, Cultures 4D, Intimidate 4D+1, Streetwise 5D
Dandy	2D	3D	1D	3D	2D	1D	—/ —	Con 4D, Cultures 5D, Gamble 4D, Languages 4D, Streetwise 4D, Stamina 3D
Dealer	1D	3D	1D+2	3D	1D	2D+1	—/ —	Bargain 5D, Con 5D, Cultures 4D, Dodge 2D, Streetwise 4D
Enforcer	2D+1	2D	1D	2D	3D	1D+2	—/ —	Blaster 4D+1 (4D Dam), Brawl 5D, Dodge 4D+1, Intimidate 5D, Melee 4D+1 (4D Dam), Streetwise 3D
Gambler	2D	2D+2	1D	3D	2D+1	1D	—/ —	Con 4D, Dodge 3D, Gamble 5D, Search 4D, Streetwise 4D+2
Gladiator	2D+2	1D	1D+1	2D+2	3D	1D+1	+2/—	Dodge 4D+2, Brawl 5D, Intimidate 4D, Melee 5D (5D Dam), Streetwise 2D
Gunslinger	3D	1D	1D+2	2D+2	2D	1D+2	—/ —	Blaster 5D (5D Dam), Dodge 4D, Intimidate 4D, Search 4D, Stealth 3D, Streetwise 2D
Mercenary	2D+2	1D+2	1D+2	1D+1	2D+2	2D	+2/—	Bargain 3D+1, Blaster 4D+2 (4D Dam), Dodge 3D+2, Melee 3D+2 (4D Dam), Search 2D+1
Navigator	1D+1	2D+2	3D	2D+1	1D+2	2D	—/ —	Aliens 3D+2, Astrogation 5D, Pilot 4D, Planets 4D+2, Search 3D+1
Pickpocket	2D+2	1D+2	2D	2D+2	1D+1	1D+2	—/ —	Brawl 2D+1, Dodge 4D+2, Search 3D+2, Steal 4D+2, Stealth 3D+2, Streetwise 3D+2
Pilot	2D	1D	3D	2D	2D	2D	—/ —	Astrogation 4D, Blaster 3D (3D Dam), Pilot 5D, Search 3D, Starship Repair 3D, Vehicle Weapons 4D
Racer	2D+1	1D	3D	1D+2	1D+1	2D+2	—/ —	Pilot: Repulsors 5D, Search 3D+2, Gamble 2D+2, Repulsor Repair 4D+2
Scavenger	2D	2D	1D	3D	1D+2	2D+1	—/ —	Bargain 4D, Dodge 3D, Search 5D, Stealth 4D, Streetwise 3D, one Tech Repair 3D+1
Security Guard	2D+1	2D	1D	2D+2	2D+2	1D+1	+1D/ -1D	Blaster 3D+1 (4D Stun), Dodge 3D+1, Intimidate 4D+2, Melee 3D+2 (4D Dam), Search 3D+2, Streetwise 3D
Seducer	2D+2	2D	1D	3D	2D+1	1D	—/ —	Con 4D, Cultures 3D, Perform 5D, Search 4D, Steal 3D+2, Streetwise 3D
Slicer	1D+2	2D+2	1D	2D+2	1D	3D	—/ —	Blaster 2D+2 (3D Dam), Computers 5D, Droids 4D, Security 5D, Sensors 2D, Streetwise 3D+2
Smuggler	2D+1	1D+1	2D+2	2D	2D	1D+2	—/ —	Blaster 3D+1 (4D Dam), Con 4D, Pilot 3D+1, Security 2D+2, Streetwise 3D+1
Spy	2D+1	2D+1	1D	3D	2D	1D+1	—/ —	Blaster 3D+1 (3D Dam), Stealth 4D, Search 5D, Security 2D+2, Steal 3D+1 Streetwise 4D
Street Doc	2D	2D	1D	3D	1D	3D	—/ —	Aliens 3D, Medicine 5D, Search 4D, Sensors 3D, Streetwise 3D
Tech Head	1D	2D+2	2D+2	1D+1	1D+1	3D	—/ —	Computers 4D, Droids 5D, Repulsors 5D, Security 4D, Streetwise 3D+2
Thug	2D+1	2D	1D	2D	3D	1D+2	—/ —	Blaster 3D+1 (4D Dam), Brawl 4D, Dodge 3D+1, Intimidate 4D Melee 3D+1 (4D Dam), Streetwise 3D

ENCOUNTERS: SCUM & VILLAINY

TYPE	DEX	KNO	MEC	PER	STR	TEC	ARMOR	SKILLS, WEAPONS OR NOTES.
Civilian	2D	2D	2D	2D	2D	2D	—/—	Two skills 4D.
Assassin	2D+1	2D	1D	2D	3D	1D+2	—/—	Blaster 4D+1 (5D Dam), Dodge 5D+1, Melee 3D+1 (4D Dam), Search 4D, Stealth 5D
Bounty Hunter	3D	1D+2	1D+2	2D	2D+2	1D	+2/—	Blaster 4D (4D Dam), Brawl 3D+2, Dodge 4D, Melee 4D (4D+2 Dam), Search 3D, Stealth 3D, Streetwise 2D+2
Con Artist	2D+2	2D	1D	3D	2D	1D+1	—/—	Con 5D, Dodge 4D+2, Search 4D, Steal 3D+2, Streetwise 3D
Crime Lord	2D	3D	1D	2D+2	2D+1	1D	—/—	Con 3D+2, Cultures 4D, Intimidate 4D+1, Streetwise 5D
Dandy	2D	3D	1D	3D	2D	1D	—/—	Con 4D, Cultures 5D, Gamble 4D, Languages 4D, Streetwise 4D, Stamina 3D
Dealer	1D	3D	1D+2	3D	1D	2D+1	—/—	Bargain 5D, Con 5D, Cultures 4D, Dodge 2D, Streetwise 4D
Enforcer	2D+1	2D	1D	2D	3D	1D+2	—/—	Blaster 4D+1 (4D Dam), Brawl 5D, Dodge 4D+1, Intimidate 5D, Melee 4D+1 (4D Dam), Streetwise 3D
Gambler	2D	2D+2	1D	3D	2D+1	1D	—/—	Con 4D, Dodge 3D, Gamble 5D, Search 4D, Streetwise 4D+2
Gladiator	2D+2	1D	1D+1	2D+2	3D	1D+1	+2/—	Dodge 4D+2, Brawl 5D, Intimidate 4D, Melee 5D (5D Dam), Streetwise 2D
Gunslinger	3D	1D	1D+2	2D+2	2D	1D+2	—/—	Blaster 5D (5D Dam), Dodge 4D, Intimidate 4D, Search 4D, Stealth 3D, Streetwise 2D
Mercenary	2D+2	1D+2	1D+2	1D+1	2D+2	2D	+2/—	Bargain 3D+1, Blaster 4D+2 (4D Dam), Dodge 3D+2, Melee 3D+2 (4D Dam), Search 2D+1
Navigator	1D+1	2D+2	3D	2D+1	1D+2	2D	—/—	Aliens 3D+2, Astrogation 5D, Pilot 4D, Planets 4D+2, Search 3D+1
Pickpocket	2D+2	1D+2	2D	2D+2	1D+1	1D+2	—/—	Brawl 2D+1, Dodge 4D+2, Search 3D+2, Steal 4D+2, Stealth 3D+2, Streetwise 3D+2
Pilot	2D	1D	3D	2D	2D	2D	—/—	Astrogation 4D, Blaster 3D (3D Dam), Pilot 5D, Search 3D, Starship Repair 3D, Vehicle Weapons 4D
Racer	2D+1	1D	3D	1D+2	1D+1	2D+2	—/—	Pilot: Repulsors 5D, Search 3D+2, Gamble 2D+2, Repulsor Repair 4D+2
Scavenger	2D	2D	1D	3D	1D+2	2D+1	—/—	Bargain 4D, Dodge 3D, Search 5D, Stealth 4D, Streetwise 3D, one Tech Repair 3D+1
Security Guard	2D+1	2D	1D	2D+2	2D+2	1D+1	+1D/ -1D	Blaster 3D+1 (4D Stun), Dodge 3D+1, Intimidate 4D+2, Melee 3D+2 (4D Dam), Search 3D+2, Streetwise 3D
Seducer	2D+2	2D	1D	3D	2D+1	1D	—/—	Con 4D, Cultures 3D, Perform 5D, Search 4D, Steal 3D+2, Streetwise 3D
Slicer	1D+2	2D+2	1D	2D+2	1D	3D	—/—	Blaster 2D+2 (3D Dam), Computers 5D, Droids 4D, Security 5D, Sensors 2D, Streetwise 3D+2
Smuggler	2D+1	1D+1	2D+2	2D	2D	1D+2	—/—	Blaster 3D+1 (4D Dam), Con 4D, Pilot 3D+1, Security 2D+2, Streetwise 3D+1
Spy	2D+1	2D+1	1D	3D	2D	1D+1	—/—	Blaster 3D+1 (3D Dam), Stealth 4D, Search 5D, Security 2D+2, Steal 3D+1 Streetwise 4D
Street Doc	2D	2D	1D	3D	1D	3D	—/—	Aliens 3D, Medicine 5D, Search 4D, Sensors 3D, Streetwise 3D
Tech Head	1D	2D+2	2D+2	1D+1	1D+1	3D	—/—	Computers 4D, Droids 5D, Repulsors 5D, Security 4D, Streetwise 3D+2
Thug	2D+1	2D	1D	2D	3D	1D+2	—/—	Blaster 3D+1 (4D Dam), Brawl 4D, Dodge 3D+1, Intimidate 4D Melee 3D+1 (4D Dam), Streetwise 3D

ENCOUNTERS: CHARACTER MODIFIERS

QUALITY:

Pro	Bonus: increase key skills (marked in bold) by 1D.
Expert	increase key skills (marked in bold) by 2D.
Veteran	increase attributes by 1D, key skills by 2D, all other listed skills by 1D.
Master	increase attributes by 1D, key skills by 3D, all other listed skills by 2D.
Legend	increase attributes by 1D, key skills by 4D, all other listed skills by 3D.

Cost to Hire/Day:

Base Service x 5
Base Service x 10
Base Service x 50
Base Service x 100
Who knows?

LEADERSHIP: (Imperial Army, Imperial Navy, Imperial Starfighter)

Sergeant	Lieutenant	Flight Officer
Captain	Commander	Squad Leader
Major	Captain	Wing Cmndr
Colonel	Commodore	Commodore
General	Admiral	Marshall

Bonus:

increase Command by 1D.
increase Command by 2D.
increase Command by 3D.
increase Command by 4D.
increase Command by 5D.

Cost to Hire/Day:

Total cost x 2
Total cost x 5
Total cost x 10
Total cost x 25
Total cost x 50

ALTERED STATES:

Bonus:

Drunk	+1 Str, +1D vs Fear
High	+1D Per
Jacked	+1D Tec
Juiced	+1D Str, +1D vs Fear
Spiced	+2D Astrogation
Stimmed	+1D Dex, +1D Pilot

Penalty:

-1D Dex, -1D Mec, -1D Per
-1D Dex, -1D Mec, -1D Tec
-1D Dex, -1D Per
-1D Kno, Difficulty to Command +10TN
-1D Dex, -1D Str
-1D Kno, -1D Tec

Cost to Acquire:

10-50
100-250
50-100
250-500
50-100
250-500

TECHNOLOGY IN THE STAR WARS GALAXY

One of the stumbling blocks some players have in Star Wars games is getting a grasp on what technology is available. There seem to be many differing levels of technology displayed in the films, and the technology sometimes matches our own, often surpasses it, and occasionally seems to be way behind. Why is it like that, and what tech can their character get their hands on?

The real world answer is that the technology in each film is dependant on which era the film was made in; ideas we take for granted today such as mobile phones and the internet were still being theorised and prototyped in the 70s when the original movies were being made. Additionally the technological limitations on cinematography and special effects also plays a major influence on the technology shown. Massive space battles? Hard work but doable. Full color communications displays? Won't look crash hot, so let's deliberately degrade it and make it all blue with transmission lines through it, that's better. Galaxy-spanning network of information accessible by anyone with a computer and a satellite connection? Erm, what is "holonet?"

That's the practical reasons for the tech we see in the films. What's more fun creatively is to come up with reasons for the technological disparity within the setting itself, and I'll address that shortly.

As for what technology is available to the characters to use? Just like our world today, it depends a lot on where you're from, who you know, who you work for, and how much cash you have. The vast majority of our world is born into poverty, and few will have access to technology that's much different to what their parents or grandparents had. As technology slowly becomes more readily available,

What is more fun creatively is to come up with reasons for the technological disparity within the setting itself.

Depending on when your Star Wars game is set, the galaxy has been in a state of warfare for one or more generations. During times of conflict there are great technological advances, but these are in areas that pertain specifically to waging and winning war. The technology is hoarded by the military and the elite. Only in later times of peace do these technological gains filter down into the main population

PLAYER: You, yes YOU

TIMEZONE: GMT±?

NAME: Character Name

CHARACTER
ILLUSTRATION

SPECIES: XXXXXX

HOMEWORLD: XXXXX

PROFESSION: XXXXXX

APPEARANCE: XXXXX

PERSONALITY: XXXXX

QUOTE: XXXXX

WHY YOU HATE THE EMPIRE: XXXXX

ATTRIBUTES & SKILLS:

| 1D | 1D+1 | 1D+2 | 2D | 2D+1 | 2D+2 | 3D | 3D+1 | 3D+2 | 4D | 4D+1 | 4D+2 | 5D | 5D+1 | 5D+2 | 6D | 6D+1 | 6D+2 | 7D...

Dexterity	2D	Knowledge	2D	Mechanical	2D	Perception	2D	Strength	2D	Technical	2D
Blasters		Aliens		Astrogation		Bargain		Athletics		Computers	
Dodge		Cultures		Beastriding		Command		Brawl		Droids	
Heavy Wpns		Languages		Pilot: Repulsor		Con		Intimidate		Medicine	
Melee		Planets		Pilot: Starship		Gamble		Lift		Repulsors	
Steal		Streetwise		Sensors		Stealth		Stamina		Security	
Throw		Survival		Vehicle Wpns		Search		Swim		Starships	
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SPECIAL ABILITIES:

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GEAR: Credits: 0cr

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BACKGROUND, BURDENS, EDGES, CONNECTIONS & NOTES:

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EXPERIENCE:

Missions: 0

XP Gained: 0

XP Spent: 0