

Living Force Character Creation Instructions

The **Living Force**[™] campaign takes place in the *Star Wars* universe shortly after the events of *The Phantom Menace*. Political fallout from the Trade Federation's actions at Naboo ripple through the galaxy, and the Republic begins to crumble. For the Cularin system, newly admitted to the Republic, different problems must be faced.

The campaign is story-intensive, like the movies. Story arcs take place in one-year periods; each major story consists of three trilogies (three-part adventures), and one to three supplementary adventures. These adventures will be available to conventions, and then to home game groups; you can play in the main stories of the campaign without leaving your home.

Supplemental campaign information will be released through the *Polyhedron* magazine and the RPGA website at www.rpga.com. These sources will provide additional material on the Cularin system, or any other system into which the **Living Force** stories may lead. The Force will be with us.

Making a Character

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To make a **Living Force** character, you need a copy of the *Star Wars* Roleplaying Game core rule book. These guidelines describe changes needed for a Living campaign environment. All **Living Force** characters must comply with the most current version of the *Star Wars* Roleplaying Game core rules and these guidelines (by version number and date).

Instead of following the steps outlined below, you may select one of the Fast-Track Character Templates from the main rulebook provided that the template's species is allowed in the campaign as listed in Step 2 below. The templates are complete characters, so you select one, name the character, skip to Step 6 below, and start playing. Character templates should not be modified; if you want to make a character that is not exactly one of the templates, follow the instructions below instead.

Step 1: Ability Scores

Assign your ability scores using the "Planned Character Creation" method on page 11 of the *Star Wars* Roleplaying Game rulebook. You can also choose to use the Standard Score Package described on that page. Apply species modifiers to ability points after the base scores are determined. Ability points gained as your character advances in level do not use this chart; at every 4th character level, add one point to any one ability.

Because the **Living Force** campaign strives for a heroic feel, all characters add one ability point at second character level, in addition to the points acquired every fourth character level.

Step 2: Species and Class

Choose a species for your character. The following species are allowed for **Living Force** characters. Other species are reserved for gamemaster characters or have not been discovered by the galaxy at large during the time of the campaign.

- *Star Wars* Roleplaying Game rulebook: Human, Cerean, Gungan, Ithorian, Rodian, Sullustan, Trandoshan, Twi'lek, Wookiee
- **Living Force** Campaign Guide: Tarasin

Choose any class for your character described in Chapter 3 of the *Star Wars* Roleplaying Game rulebook.

Prestige classes: Players may choose the following Prestige Classes for their characters: Bounty Hunter, Elite Trooper, Starfighter Ace, Officer. Characters must qualify for these classes as described in the *Star Wars* Roleplaying Game rulebook.

Multiclass Restriction: In the **Living Force** campaign, choosing the path of the Jedi requires complete devotion. Jedi Consulars and Jedi Guardians who add additional levels in any other class after taking up the Jedi class can never again advance as a Jedi, though they retain any Jedi class abilities they have. If the character has fewer than 7 levels in the Jedi class, he or she loses the lightsaber acquired at 1st Jedi class level. It must be returned to the master.

Step 3: Vitality Points

Living Force characters receive maximum vitality points at 1st character level according to their chosen class. At each additional character level, add vitality points by class according to the following table. Add Constitution bonuses to the values in this table.

Fringer	6	Soldier	8
Noble	4	Force Adept	6
Scoundrel	4	Jedi Consular	6
Scout	6	Jedi Guardian	8

Step 4: Skills and Feats

Choose skills and feats for your character. The skills Profession and Craft are deliberately open-ended in the game rules, so these rules apply:

- Profession and Craft skills do not add synergy skill bonuses to any other skill. Further, Profession and Craft skills cannot be used in place of skills described in the *Star Wars* Roleplaying Game rulebook. For example, skill ranks in Profession (space hand) do not help you make Pilot or Repair checks.
- Profession and Craft skills can be used to make income for your character. Because the campaign focuses on the story elements, we have simplified the means of generating income, and there are rules for income at the start of adventures. Profession and Craft skills help enormously when using these rules. Characters cannot use Profession or Craft skills to generate income by other means. Characters can craft items from Chapter 7 of the *Star Wars* Roleplaying Game rulebook and sell them to other player characters. Characters cannot craft lightsabers (but see below), ships, vehicles, or droids. It is best to derive income from the use of Craft and Profession skills in your character's background, rather than during adventures. After all, did you see Han or Leia or Obi-wan stopping in the middle of the story to make some blast armor to sell to their friends?
- Jedi characters (Consulars and Guardians) must craft their own lightsabers before reaching 7th level. Construction of a Jedi's lightsaber takes place in the background, once the character

reaches 6th level in a Jedi class. The old lightsaber is returned to the academy when the Jedi makes his or her own.

Step 5: Equipment

Starting characters receive maximum credits for their class. Characters can purchase equipment listed in Chapter 7 of the *Star Wars* Roleplaying Game rulebook, with the following exceptions.

- The following equipment is not allowed for player characters: double lightsabers, stormtrooper armor.
- The following equipment is restricted by law: security toolkit, vibro-ax, heavy blaster pistol, any weapon in the Heavy Weapons Group, thermal detonator. Your character may acquire these items, but must do so during play. Permits are required for all of these items, and may be acquired during play. Legal penalties will be applied during adventures to characters found possessing these items without proper permits.
- Lightsabers are acquired in play or by class choice, and cannot be purchased.
- Characters may not purchase vehicles, starships, or droids except through play opportunities.

Watch how much your gear weighs; we won't usually worry about encumbrance, but if you pack along an excessive amount of gear you will find yourself slowed down.

Step 6: Background

Characters in the **Living Force** campaign are heroes, not villains. The adventures are centered around heroic experiences. Players may not play villainous or Dark Side characters.

Your character may be of any height or weight allowed for your species. Your character begins at any age between Adulthood to Old Age, as defined in Chapter 6 of the *Star Wars* Roleplaying Game rulebook. Aging effects on ability scores are not used in the **Living Force** campaign.

You should determine your character's history to this point, and be able to explain why he or she is in the Cularin system. Character concepts that do not fit this campaign should be avoided.

Special Character Opportunities

Guild-level™ and Family RPGA members have special options for their characters. These options are described below. To participate in these options, you must register your character either at an interactive convention event where these opportunities are present, or online through our character database.

The opportunities are described by type, with notations about the character classes that can take advantage of each. Multi-classed characters can take advantage of any options that any of their classes qualifies them for, but each player can only make use of one of these options at a time, for one of his or her characters.

These opportunities should be used to encourage roleplaying during adventure play.

Jedi Training

Jedi Consulars and Jedi Guardians have the status of Padawan learner until class level 7 is reached. These characters are assumed to have a mentor somewhere. Upon reaching 3rd class level, these characters can acquire a named Jedi Knight or Master as a Mentor. The mentor can be contacted during adventures, but cannot directly participate and is generally assumed to be in the background. Training takes place between adventures. These mentors can be gamemaster character Jedi, or other player character Jedi Knights. The Padawan-Mentor relationship must be registered with the campaign staff.

Force Adept Apprentices

Upon reaching 3rd class level as a Force Adept, a character can attract an apprentice to his or her way of viewing the Force. The apprentice begins as a Commoner, and adventures with the character. After five completed adventures where the Force Adept character receives more than 50% of the possible experience available per character, the apprentice becomes a 1st level Force Adept. Thereafter, the apprentice acquires experience at the same rate as other characters, but cannot have more than half the class levels that the player character has as a Force Adept (rounded down). Thus, the 3rd level Force Adept could have a 1st level Force Adept apprentice. The same Force Adept character (3rd level) who also had 6 levels of the Scoundrel class could still only have a 1st level Force Adept apprentice. The apprentice only gains levels as a Force Adept. Once the apprentice reaches 7th level, he or she leaves the player character and strikes out on his or her own.

Regular reports on the apprentice must be submitted to the campaign staff. These reports should be sent whenever the apprentice reaches 1st level, and whenever the apprentice gains a level. When the apprentice leaves the player character, a full report should be made, so that the apprentice can be integrated into the campaign as a gamemaster character.

Calling in Exceptional Favors

Noble class characters can call upon favors as part of their class abilities. In the **Living Force** campaign, certain classes of characters can call upon exceptional favors of different types. All three kinds of favors described below should be governed using the general guidelines for Noble favors as described in the Noble class, with the difference that the DCs for favors should be cut in half for these favors.

These favors can be requested for characters 3rd character level and above. A single character can have one of these favors active at a time. The character must use the favor, and report the use and results to the campaign staff, to receive another such favor (or any other special character option).

Use of these favors comes with a cost. The first time one of these favors is used, the character does not have to repay it. The second time one is used, the gamemaster character granting the favor can request a favor in return, which the character must try to grant. Such a favor should depend on the context, the gamemaster character granting it, and the nature of the current adventure. The favor that the player character must grant should not be directly related to the adventure, and can be totally unrelated to the adventure. However, it must be something the character has the ability to grant. On the third and successive favors, the gamemaster character always requires a favor in return.

Noble Exceptional Favor (Noble class only): This favor is granted by powerful gamemaster characters in the campaign, or noble gamemaster characters. Examples include Baron Administrators on Cularin, Nirama the crimelord, or Colonel Tramsig.

Scoundrel Illicit Goods Favor (Scoundrel class only): This favor is used to acquire some piece of illegal or restricted equipment for use during the adventure. Examples include blaster rifles or thermal detonators for a demolitions or heavy combat mission, special tools for an infiltration mission, or a load of spice for a decoy mission of some kind. The use should tie to an adventure; this favor is not to be used merely to enrich the scoundrel character. Whether the character can keep the piece of equipment or not depends on where it came from. In the report on the favor, the

player should explain how and why the item was obtained, and the campaign staff will decide whether to certify it or not.

Fringer Extra-system Favor (Fringer class only): This favor can accomplish the same things that the Noble or Scoundrel versions can, but it is granted by the Fringer's contact somewhere in the Outer Rim. As the source is far away, the time elapsed between requesting the favor and the granting of it depends on the nature of the favor. Information should take about a day to get back to the Fringer, while a piece of equipment may take several days or weeks to be brought in-system.

Ships and Droids

Acquisition of starships, vehicles, and droids is controlled by the campaign staff. Upon reaching 3rd level, a player may acquire a ship or droid for one of his or her characters. The ship or droid comes with a debt equal to its cost, which must be paid. Regular payments can be made (so a character can get a ship before being able to afford it), or the whole can be paid in a lump sum. If regular payments are not made, then thugs come to collect the credits owed each time the character is played in an adventure. If payments are not made for a long enough period, the ship or droid is confiscated.

Once the ship or droid is paid for, the character can make improvements according to the rules presented in the *Star Wars* Roleplaying Game rulebook.

Heroes of the Soldier class can purchase classification four droids, those armed and used for military applications. Characters of other classes can only purchase non-combat droids (classifications one, two, three, and five). Droids not of classification four may not be equipped with armaments.

Heroes of the Scout class acquire their ships through more legitimate means, and therefore do not suffer the risks of thug visits. Scouts also get their ships at a discount. Scout ships are smaller than freighters, but have comparable capabilities except for cargo storage.

Tarasin Species Information

The Tarasin are a tribal species of reptilian humanoids with a rich oral tradition. Most tribes are small (only a few dozen Tarasin) and are led by a chieftain, usually the second eldest female in the tribe. They refer to the eldest female in the tribe simply as "Mother" and hold her up as a model of perfection.

Personality: Calm, communal, curious, and fiercely protective of their world and its resources. Tarasin rarely get violently angry unless their tribes or their world is threatened.

Physical Description: Reptilian humanoids, the average Tarasin stands about 1.6 to 1.7 meters tall. A Tarasin's body is covered in translucent scales; the skin beneath the scales changes color. When frightened or angry, a multicolored "fan" of thin, scaly flesh spreads out around a Tarasin's head.

Tarasin Home World: Cularin is a tropical rainforest world.

Language: Tarasin speak their own language, Tarasinese. Their hunters also use a silent form of communication that relies on their color-changing skin.

Names: Dariana, Sa'Alana, Ta'Sen

Adventurers: Most Tarasin adventurers are curious about offworlders and new traditions. Tarasin fringers and scouts are very common, and there is a growing number of Tarasin taking up the tradition of the Jedi. Tarasin Force users prefer the Force Adept class; many Tarasin with this class serve as religious leaders.

Tarasin Species Traits

- +2 Intelligence, -2 Strength. Tarasin are smart, but not very physically powerful.
- Medium-size. As Medium-size creatures, Tarasin have no special bonuses or penalties due to their size.
- Tarasin base speed is 10 meters.
- +4 species bonus to Fortitude saving throws versus heat hazards. The scales of a Tarasin protect it from the temperature extremes of its world.
- +4 species bonus to Hide checks. The Tarasin's color-changing scales grant it limited camouflage abilities.
- +2 species bonus to See Force checks. The Tarasin can sense the Force via a set of quill-like whiskers that run along the back of their forearms. Tarasin Force characters with the requisite feats gain this bonus; Tarasin characters with no Force classes cannot make use of this bonus.
- Silent communication. The Tarasin's color-changing scales allow it to communicate silently with any other Tarasin within 10 meters. Members of other species who learn to interpret this language (by spending the requisite skill points) may understand it, but can never "speak" it.
- -2 penalty to Bluff checks. The Tarasin's color-changing scales, as well as the multicolored fan, make hiding emotions difficult for a Tarasin.

Guidelines for Ethical Play in LIVING FORCE

In the **Living Force** campaign, we expect that you will conduct yourself in a manner suitable to group cooperation and group enjoyment. Specifically,

PLAYERS

1. Contribute to the fun of the whole group when playing. Don't play in a style that detracts from the fun of the game.
2. Play fairly and honestly.
3. Be considerate of others, and their right to enjoy the game as much as you do.
4. Follow the spirit of the rules, as well as the letter of the rules.

GAMEMASTERS

1. You are the gamemaster. It is your job to run the game. You are not playing against the players. Their fun is your top priority.
2. All players should be treated equally and equitably, by you and by other players.
3. Run games in a professional manner. Remember that you represent the RPGA and the campaign to your players.
4. Abide by the expectations that apply to the players.

ADMINISTRATION

1. Respond and communicate in an articulate and timely manner.
2. Uphold the authority of our gamemasters, and do not overrule them without careful investigation.
3. Abide by the expectations that apply to the players and the gamemasters.