STAR WARS®

RULES UPDATE AND CAMPAIGN HANDBOOK

Revised and expanded for
Star Wars: The Roleplaying Game, Second Edition

Phillip Krzeminski

WEST END GAMES®

Rules Update

Though all editions of Star Wars Roleplaying have their own relative strengths and weaknesses, West End Game's D6 system has a special place in my heart. It was through these books that I discovered tabletop roleplaying and despite dabbling in other systems, I always come back.

However, years of playing this and other systems have lead me to experiment with various home rules. These rules combine the best features of both the first and second editions (with a splash of FFG's narrative dice system) and include rules modifications by the game's original developer, Bill Slavicsek, with my own tweaks.

The primary goal of these changes is to streamline the rules to make a faster and more narratively focused play experience for both players and the game master.

NPC Categories

NPCs work a little differently than PCs and are divided into two groups: *Minions* and *Rivals*. Minions are the nameless and faceless enemies that fill out a scene, such as stormtroopers or Jabba's thugs. These minor characters don't track Grazes and Wounds— any damage roll that exceeds their Damage Threshold immediately brings them to Incapacitated or Mortally Wounded (GMs choice). Additionally, the GM may decide to use or ignore Passive Defense (see below) as they see fit (this can cut down GM workload in larger or more complex battles).

Rivals are major NPCs, like Darth Vader or Boba Fett, and track damage normally like a PC. Rivals always use the Passive Defense rule. This division of NPC status helps streamline combat and maintain the fast, cinematic style of Star Wars, and to lower GM record-keeping.

Range and Movement

For ease of play, distance is now divided up into five different bands, from *Engaged* to *Extreme*. As always, the GM has the final say in determining the range between the attacker and the target. With these range bands, the GM is free to describe things dynamically and set scenes without having to worry about exact distances. Exact distances in meters do not matter. The details and adventure come first, creating a vivid picture in the minds of the players while allowing the GM to quickly provide the mechanical information they need to use their actions and build strategies.

Character-Scale Range Bands

Engaged

To reflect two or more targets who are grappling or otherwise engaged in hand-to-hand combat, there is a special range status called engaged. Two characters engaged with each other are in very close proximity. Engaged is also used to indicate that a person is close enough to an item to use it. The engaged status simply indicates that two things are close enough to each other to directly interact.

Short Range

Short range indicates up to several meters between targets. Thrown weapons and small arms are most accurate at short range. Two people in short range of each other can talk quietly without difficulty. Moving to or from engaged or between spots within short range of each other requires one action.

Medium Range

Medium range can be up to several dozen meters away. Carbines and most pistols are effective at medium range, but few thrown weapons can reach this far. Two people within medium range of each other need to talk loudly to hear each other. Moving from short range to medium range or vice versa requires only one action.

Long Range

Long range is farther than several dozen meters. Rifles and most heavy weapons can reliably used at this range without too much trouble. Two people within long range of each other need to yell loudly to hear each other. Moving from medium range to long range, or vice versa, requires two actions, as it involves a greater distance and takes more effort than moving between medium range and short range. This means that a character can close the distance between short and long range in a single round by spending all three of their actions (and making a successful Running check).

Extreme Range

Extreme range is the farthest range at which two targets can interact. Only scoped rifes and some heavy weapons are effective at this range. Two people at extreme range may not be able to hear or understand each other even if they shout. Moving between long range and extreme range can be time-consuming and exerting, and it requires three actions. This means that a character can move the entire distance between long and extreme range in a single round by spending all three of their actions (and making a successful Running check).

Actions

A character may make up to three actions per round but takes a cumulative -2D per each additional action past the first on all rolls. In addition to combat checks, there are other actions that count against a characters total for the round:

Movement: maneuvering your character around the battlefield requires spending actions. Distance is relative and abstracted into range bands. See the "Character Scale Range Bands" sidebar for how many movement actions are required to move between them. A character can generally move once in a round without any trouble, but spending more than one action on movement in a round requires a *Running* skill check, with the difficulty set by the terrain and a with the normal penalty for multiple actions. Failure on this running check leads to moving one less time than declared (so the character will always move at least once, but may waste the additional actions).

Drawing/recovering a weapon or item: pulling a comlink from your belt or picking up a blaster carbine from a fallen stormtrooper takes precious seconds in a fire-fight and requires spending one action if the item is easily accessible (on a belt or on a table or the floor) or two actions if it is not (buried in the bottom of a backpack or in a unorganized tool box).

Interacting: this includes manipulating a control panel/object to do something that doesn't require a check but takes time (reloading a blaster or calling up a floorplan on a public terminal) or interacting with a person beyond a few words, such as relaying a complex plan.

Platt is returning to her docking bay only to find a Imperial customs agent and a trio of stormtroopers waiting for her. The officer notices her and shouts "Arrest her!" As the troopers close on her, Platt bolts.

She decides to move from short to long range in one round, spending all three of her actions. Because she has spent more than one action this round on movement, she must make a Running check at -4D for taking three actions this round. The difficulty is flat but has some minor obstacles and other pedestrians, so the GM assigns a Easy difficulty of 10. Platt spends a character point to roll 2D+1 (Running 5D+1, -4D for three actions, +1D for a character point). She rolls a 6 and a 1 on the wild die, for a total of 8. She fails the roll and can only move twice, making it to medium range and gaining a complication from the 1 on the wild die.

Platt turns a corner, only to find it is a dead end and the three Imperial stormtroopers who were chasing her now have her cornered. While the troopers close, she draws her blaster and takes cover behind some crates. The next round she decides to snap off two shots at them with her heavy blaster pistol. Her Blaster skill is 6D+1 so she rolls 4D+1 twice (6D+1, -2D for taking a second action).

Passive Defenses

To eliminate unnecessary opposed rolls, each character who is targeted by an attack will be assumed to be taking some form of defensive action. This self-defense is represented by a passive defense number that is the equivalent of a statistically average roll of the defender's defense skill (Xd6*3+any pips). When a character is targeted by an attack, the attacker's difficulty is equal to the defender's passive defense, or the difficulty number of the weapon's range, whichever is higher. Cover or concealment are always rolled and added separately. It the target is unaware of the danger, the difficulty of the attack is based on the range.

*The troopers are at short range (difficulty 8), but they are aware of Platt and their Passive Defense is a 12 (Dodge 4D, 4*3=12) so the higher difficulty is used. Platt rolls a 11 on her first shot, not enough to connect. However, her second roll totals 14—A hit!*

Active Defense

If a character forgoes all other actions in a round, they may make a roll with one defensive skill and add it to the normal difficulty of all attacks of that type until the beginning to their next turn.

The second trooper, having seen his squad-mate gunned down, makes a dive for cover. He rolls his Dodge skill of 4D and gets a 11. The trooper is at short range from Platt (Easy difficulty of 8), so she will have to roll a 19 or better next round to hit the diving stormtrooper.

Critical Hits

More skilled characters are capable of precise shots and strikes with their weapons, and can more easily down their opponents. On a successful attack roll, the attacking character can add a bonus +1D for every 10 points that their roll exceeded the target's Passive Defense. Alternately, the attacker can decide to trade this

damage bonus for a commensurate narrative advantage, for example: hitting a nearby pipe that vents concealing steam or halving the target's move speed in the following round.

The last trooper holds his ground and returns fire with his blaster carbine and manages a 6 on his wild die for a total attack roll of 25. His roll exceeds Platt's Passive Defense by 10 (Dodge 5D, Passive Defense 15), scoring a critical hit! The trooper decides to take a +1D on his subsequent damage roll.

Character Damage

Again, to avoid excessive opposed rolls, all characters have a pre-calculated Damage Threshold that is equal to the average roll of their Strength Attribute plus any armor bonuses (Xd6 STR+XD6 Armor*3+pips). Injury levels are now Grazed, Injured/Stunned, Incapacitated, and Mortally Wounded. A character can take a number of Grazes and Injured/Stunned results equal to the number of dice they have in their Strength Attribute.

Character Damage Chart

Dam. Roll ≥ Dam. Threshold	Injury Level
0-5	Grazed
6-10	Wounded/Stunned
11-15	Incapacitated
16+	Mortally Wounded

Grazed: a small blaster burn, cut, or bruise that is painful but superficial. Each graze inflicts a cumulative -1 penalty to all skill checks until removed with rest or healing.

Wounded/Stunned: a serious injury with lasting effects or a enfeebling nonlethal attack. Both of which inflict a -1D penalty on all skill checks until removed with rest or healing.

Incapacitated: after suffering extensive injury or a debilitating stun blast, characters fall unconscious for 2D minutes and cannot act until the condition is removed.

Mortally Wounded: characters fall unconscious and are dying— roll 2d6 each round, if the number rolled is less than the number of rounds the character has been mortally wounded, the character dies. A character making a Moderate *first aid* total can "stabilize" a mortally wounded character. The character is still mortally wounded but will survive.

*The stormtrooper rolls the weapon's 5D damage dice plus the additional 1D for his critical hit, resulting in a 19. Platt's Damage Threshold is 9 (Strength 3D*3, rounded down) is exceeded by a total of 10, indicating Wounded. Until she is healed, Platt will suffer a -1D to all dice checks.*

Creating an Advantage

Characters may seek to use non-combat skills creatively during combat situations to create an advantage that helps their party. Nearly any skill may be applicable, depending on the circumstances, and left to the GM to arbitrate what is or is not feasible. Once the skill is decided, the difficulty should be assigned based on how simple or outlandish the plan seems. If the check succeeds, the character can generate an "advantage pool" of dice that can be used by anyone in the party and last until the end of the encounter. The number of dice generated are based on how much the difficulty of the task was exceeded:

Advantage Pool Chart

Skill Roll ≥ Difficulty	Advantage Dice Generated
0-5	1D
6-10	2D
11-15	3D
16+	4D

Platt's old ally, Tru'eb Cholakk, hears the fire-fight and notices Platt wounded and pinned down in the alley. He is an average shot, but knows Platt is better— He decides that he needs to create a distraction in order to distract them long enough to give his friend a clear shot.

He pulls out his identcard and marches up the stormtroopers loudly proclaiming he is an licenced Imperial bounty hunter and this smuggler is HIS quarry. The GM sets the difficulty for this brazen lie at a Difficult 20. Tru'eb rolls his Con skill of 7D+1 and nets an astonishing 32, beating the difficulty by 12 and generating an advantage of 3D. On her turn, Platt grabs two of the three dice and blasts a stormtrooper with her blaster roll of 7D+1 (6D+1 blaster, -1D for her wounded status, +2D advantage).

Healing

Characters can heal in a variety of ways, but the three most common methods of healing

are natural healing, medpacs and bacta tanks. Regardless of the healing method, the injuries must be treated from most to least severe (with the exception of stuns and grazes, which can be healed quickly through rest).

Natural Healing: A character can heal naturally, but this process is both slower and much riskier than medical aid. The character must rest a specified amount of time and then can make a *stamina* roll (without the injury penalty). Healing characters must rest and cannot engage in strenuous activity of any kind.

A character who tries to work, train or adventure must subtract his total wound penalty from his *stamina* when he makes his healing roll. Any character who opts to "take it easy" and do virtually nothing for twice the necessary time may add +1D to his *stamina* roll to heal. Another character can aid the injured character by making an Easy *first aid* check and spending the same recovery time tending to them. This long-term care grants the injured character a +2D bonus on the check.

A grazed or stunned character must take 10 minutes per graze level before attempting a Very Easy *stamina* roll to remove each injury. The character can attempt to shake off the pain on multiple grazes after just 10 minutes by increasing the difficulty once for each additional graze the character is suffering. A success clears all grazed injuries.

Wounded characters must rest one day per wounded level, making a Moderate *stamina* roll each day to remove the injury. However, failing by 5 or more on the check causes the character to suffer an additional wound.

An incapacitated character must rest for 10 days before making a Difficult *stamina* roll to remove the injury status. However, failing by 5 or more on the check causes the character to become Mortally Wounded.

A stabilized mortally wounded character must rest for 10 weeks before making a Very Difficult *stamina* roll to remove the injury status. However, failing by 5 or more on the check causes the character to die.

Medpacs: A standard medpac contains a combination of painkillers, stimulants, coagulants, body chemistry boosters, bacta patches and syntheflesh to treat seriously injured individuals. Medpacs are very common around the galaxy and can be found aboard most starships and in many buildings and homes.

A *first aid* (or *Technical*) roll is needed to use a medpac. The difficulty depends upon the severity of the patient's injury:

Medpack Healing

Injury Level	Difficulty
Grazed, stunned, or unconscious	Easy
Wounded	Moderate
Incapacitated	Difficult
Mortally Wounded	Very Difficult

A successful check clears all injuries of a single level and depletes the medpac's supplies. If the first aid roll is unsuccessful, the character's condition remains the same. If the first aid roll misses the difficulty by more than 5 points, the medpac has pushed the injured character's body to its limit, and no more medpacs can be used on him for a full standard day (24 hour period).

Multiple medpacs can be used on a character within a single day, but increase the *first aid* difficulty one level for each additional use.

Bacta: A specially formulated treatment liquid which promotes rapid healing and bolsters the immune systems of most creatures. Small amounts of bacta are used in medpacs but full immersion in the liquid can produce miraculous results.

Only specially trained medics can administer bacta treatments; Characters must have the *(A) medicine* skill to use a bacta tank. Regardless of the wound level, an Easy *(A) medicine* skill is necessary to use a bacta tank. If the roll is made, the character will heal — it's just a matter of time. A character attempting to use a bacta tank without the *(A) medicine* skill must make a Heroic *first aid* or *Technical* roll. If the roll fails, the patient's injury worsens two levels.

Bacta Healing Times

Injury Level	Time per Level
Wounded	1D hours
Incapacitated	4D hours
Mortally Wounded	1D days

Now safe aboard Tru'eb's starship in hyperspace, the twi'lek attempts to heal his injured companion. Platt suffered a second wound during the ensuing battle was incapacitated just as she was boarding

the freighter. Tru'eb only has one medpac on-board and uses it to treat Platt. The difficulty for her highest injury is Difficult, which the GM sets at 17. Tru'eb rolls his first aid of 4D+2 and barely passes with an 18. Platt is healed of her Incapacitated injury but still has two Wounded injuries.

Later, while they are lying low and recovering at Port Haven, Platt rests and attempts to heal naturally (as they have no more medpacs). Platt needs to take at least two days of rest to attempt to heal both wounds, but opts to take four in order to gain a +1D bonus to her check. Tru'eb spends all four days doing nothing but tending Platt's wounds and keeping her comfortable, making an Easy first aid check each day for an additional +2D to each check. Platt easily passes her stamina checks each day and is now fully recovered. Now, she just needs to figure out how she is going to get her ship out of Imperial impoundment...

Planetary-scale vs Character-scale

Nearly all of the rules updates in the above article work equally well at planetary scale as they do at a character scale. However, there are some differences between the two, beginning with the difference in scale between the two. To reflect this, you add or subtract dice to defense, as well as attack and damage rolls to show these differences:

Object Scale	Modifier
Character	—
Speeder	2D
Starfighter	4D
Capital	6D
Planetary	12D

When targets of the same scale are shooting at each other, ignore the modifiers; just roll attack dice, dodges, and damage die codes normally. It's when things of a different scale are affecting each other that you use these rules. Start by calculating the difference between the two scales.

Lower against higher: When a "lower" scale creature or vehicle is shooting at a "higher" scale creature or vehicle, the lower scale attacker gets to add the modifier to its attack roll, while the larger defender gains the modifier to its roll to resist damage.

Higher against lower: When a "higher" scale creature or vehicle is shooting at a "lower" scale creature or vehicle, the lower scale defender gets to add the modifier to its passive or active defense (this bonus is always rolled and added, just like cover or concealment), while the higher scale attacker gets to add the modifier to its damage dice on a successful attack.

Planetary Range and Movement

For simplicity, the range bands in planetary scale and character scale have the same names (*Engaged* to *Extreme*), though the distances and how they are travelled are even more abstracted. See the "Planetary-scale Range Bands" sidebar for more detail.

Movement across these range bands is handled differently at planetary scale. At character scale, everyone is moving at approximately the same speeds (with faster characters having a higher *running* skill as representation). However, starships travel at vastly different speeds and thus, their movement across these range bands is relative.

Moving a ship is an action, but unlike a character, ships can move only once per round. A move action allows the starship to traverse one range band, regardless of speed. This may seem counter-intuitive but the difference in starship engine power, while possibly life or death during a chase or dogfight, is close enough that it is averaged out over the distances travelled and time passed in a round. If a character does not spend an action to move in a given round, his starship does not stop, it is just considered to be "loitering" in its current area of a few kilometers.

Moving a starship or vehicle is a non-roll action as long as it is in clear space, open sky, or flat terrain. However, if the starship or vehicle is attempting to move through obstacles (such as an asteroid field or pitched battle) or concealment (a nebula or a heavy storm) they must attempt an appropriate skill check against the terrain difficulty as part of the move action. Failure indicates that the pilot is unable to make progress towards their destination, and failing by ten or more could indicate a collision or complication (GM's discretion).

Pilot-Only Actions

In addition to normal skill use and other actions, there are several special actions that are restricted to use by a vehicle or starship pilot:

Racing: the racing action can only be taken by the pilot of a given vehicle or starship. This action

Planetary-Scale Range Bands

Planetary scale range bands can represent longer or shorter distances, depending on whether the encounter is taking place in space or on (or just above) a planet's surface. This is because space is a much larger environment than any ground-based environment. Without air friction and terrain to hinder movement, starships can move much faster than even the fastest airspeeder.

Engaged

Engaged range in planetary scale encompasses the entirety of the character-scale range bands, covering everything from a few dozen meters up to several kilometers in distance between two points. This might seem like a great deal of space, but most vehicles can cover this distance in a matter of minutes to micro-seconds.

On the surface of a planet, most ground vehicles engage at close range, using their larger heavy blasters and laser cannons to hit targets a regular soldier would have trouble seeing, much less hitting. In the air and in space, close range is dogfighting range.

Short Range

Short range in planetary scale is anything up to roughly several dozen kilometers away. On the surface of a planet, this is far enough that vehicles no longer engage each other with line-of-sight weaponry (although artillery weapons can still pound opponents with indirect fire).

In space, short range is just out of dogfighting range and beyond the range of most starfighter scale blaster weapons. However, most self-propelled weapons can hit targets within short range, so some smaller vessels are equipped to carry various missiles and torpedoes to extend their reach.

Medium Range

On the surface of a planet or inside a planet's atmosphere, something is within medium range if it is within roughly fifty kilometers, long enough that only the most powerful artillery weapons can engage it.

In space, something may be within medium range at a somewhat longer distance, up to a few hundred kilometers. This is far beyond the reach of most starfighter weapons, but at the ideal range of most of the big guns mounted on capital ships. Thus, most capital ship engagements happen at medium range, with starfighters dogfighting between them.

Long Range

Long range on a planet's surface can be anywhere from a hundred to two hundred kilometers away. Engagements never happen at this distance, at which enemies appear as flickering phantoms on the screens of each side's scanner systems.

In space however, long range can anything from several hundred to several thousand kilometers away. At this point, engagements between ships become rare, with only the largest capital ship weapons able to bridge the gulf.

Extreme Range

On a planet's surface, extreme range is the far edge of a vehicle's scanners, far beyond weapons range.

In space, extreme range is likewise beyond the range of almost all starship weapons, and may not even be detected by sensors.

is used when one pilot is attempting to chase or flee from another starship (otherwise both ships would just move one planetary range band each every round). When a pilot takes a racing action in open space, sky or terrain, they are just pitting the sheer engine power of their vessel against the other. All participating pilots make a Speed check using their particular vehicles score as a reaction action (this counts against their actions per round). If a pilot chooses not to participate against a racing ship, they automatically fail the test. The pilot of the ship with the higher roll decides whether the range increases or decreases. If the rolls are tied, the range remains unchanged. If the pursed ship manages to increase the range past extreme, they generally have escaped.

After Platt has boosted her freighter from impoundment, she has attracted the attention of an Imperial Gozanti-class corvette and it's TIE complement. Platt diverts her course and makes a run away from the planetoid's gravity well as the ships pursue. Her freighter's speed is 2D, while the TIEs and Gozanti have speeds of 3D and 1D, respectively.

Platt rolls an 8, the Gozanti scores a 5, and the TIEs get a 13, 10, 8, and 6. They all started at Medium range and after the racing test, two TIEs have closed the gap to Short range. Platt manages to outpace the Gozanti and the fourth TIE, increasing the range to Long. Lastly, the third TIE tied her score and remains at Medium range.

Alternatively, if the racing ships are in terrain there is a lot more opportunity to use their piloting skills to gain advantage in a race. However, this comes with it's own risks as obstacles and hazards can cause collisions and mishaps. This type of racing is the most common, and depends primarily upon pilot skill, but also the speed and maneuverability of the vehicle piloted.

To make this test the pilot uses their relevant vehicle skill and adds the average of the vehicle's Speed and Maneuverability (rounded down). The racing itself is resolved the same as above, but the pilots must also beat the terrain difficulty. If their check fails to exceed the terrain total, they

increase or decrease the range an additional step. If they fail by 10 or more they also suffer a collision or other mishap.

With the TIEs in hot pursuit and her navcomputer still calculating, Platt decides to try and lose the Imperials in the planet's ring system. She dives in at full speed, initiating a racing test by adding her starship piloting skill (6D+2) to the average of her freighter's Speed and Maneuverability (2D speed+1D maneuverability/2=1D+1 average). The Imperials all have starship piloting of 5D, with an additional 3D for the TIEs (Speed 3D+1, Maneuverability 3D) and +1 for the Gozanti (Speed 1D, Maneuverability 0D, rounded down).

The ring is densely packed with debris, and the difficulty of the terrain is set at a Very Difficult 25. Platt rolls and gets a 29, while the TIEs get a 33, 28, 22, and 31. The Gozanti rolls poorly and gets an 8. The first and fourth TIEs beat Platt and the test, closing to Engaged and Medium range, respectively. The second TIE beats the test but fails to beat Platt, dropping back to Medium Range. The third TIE and Gozanti fail to beat the test and Platt, falling back two range bands to Long range and beyond Extreme (Platt has shaken this ship for the time being), additionally the Gozanti failed the test by more than 10 and suffers a collision. However, the first TIE has closed to Engaged and can take a shot (with a multi action penalty of -2D) on his turn.

Outmaneuver: this action represents pilots jockeying for superior positioning in everything to a starfighter dogfight to a capital ship melee. Normally, positioning is handled abstractly and the attacker and defender decide what quadrants are facing where. This action allows the initiator to decide the facing of his opponent, relative to his own. This can offer a major advantage by putting the opponents weapons out of arc, or attacking a unshielded quadrant.

To use an outmaneuver action, the speeder and starfighter scale ships must be Engaged range, while capital scale ships must be in Short range. Once in range, the pilot uses their relevant vehicle skill and adds the average of the vehicle's Speed and Maneuverability (rounded down). The opposing pilot also makes a check as a reaction (counting against their total actions in a round). If the targets are also in terrain, they must beat the difficulty of that as well or automatically fail. If the initiating pilot succeeds, they choose a fire-arc of their opponents ship—until the opposing pilot counters the effects of outmaneuver, the target vehicle can only fire on you with weapons that can target that fire arc, and you may only attack this firing arc. The affected ship can attempt to counter this with an outmaneuver action of their own, but suffer an additional -2D to the check on top of any multiple action penalties, representing the difficulty of getting the attacker off their six.

DEXTERITY SKILLS	SPECIALIZATIONS
Beast Riding	Blurrg, Dewback, Tauntaun, etc.
Blaster	Blaster pistols, blaster rifles, disruptors, repeating blasters, etc.
Bowcaster	
Bows	Crossbows, long bow, etc.
Brawling Parry	
Dodge	
Energy Weapons	Flamethrower, sonic stunner,
Grenade	
Heavy Weapons	E-Web, Concussion missile, grenade launcher, power harpoons, etc
Lightsaber	
Melee Combat	Swords, knives, axes, vibroblades, vibroaxes, etc.
Melee Parry	
Pick Pocket	
Projectile Weapons	Slugthrower pistols, slugthrower rifles, flechette, etc.
Thrown Weapons	Knives, spears, slings, etc.
KNOWLEDGE SKILLS	**SPECIALIZATIONS**
Alien Species	Specific species - Wookies, Gamorreans, Ewoks, Sullustans, etc.
Bureaucracy	Specific administrative gov. – BoSS, customs, Imperial gov, planetary gov, etc.
Business	Specific field or company - starships, weapons, droids, Sienar Fleet Systems, etc.
Cultures	Specific species or culture - Wookiee customs, Alderaanian royal family, etc.
Languages	Huttese, Bocce, Shriywook, etc.
Law Enforcement	Agency or technique - crowd control, customs, forensic science, etc.
Planetary Systems	Specific planet - Tatooine, Endor, Hoth, Kessel, etc.
Scholar	Archeology, botany, Jedi lore, physics, pre-republic empires, the republic
Streetwise	Specific planet or criminal organization – Celanon, Corellia, Black Sun, etc.
Survival	Specific environment - jungle, desert, poisonous atmosphere, etc.
Tactics	Blockades, capital ships, fleets, planetary invasion, squads/small unit, etc.
Value	Specific planet's markets or type of good – Kessel, Coruscant, starships, droids, etc.
Willpower	Versus persuasion, intimidation, torture, etc
MECHANICAL SKILLS	**SPECIALIZATIONS**
Archaic Starship Piloting	Solar sailer,
Artillery Weaponry	Anti-infantry, anti-vehicle, surface to air defense, surface to space defense, etc.
Comms	Decoding, encrypting, scrambling, etc.
Ground Vehicle Operation	Gravtrain, walkers, wheeled/tracked vehicles, etc.
Jetpack Operation	
Powersuit Operation	Spacetrooper armor, etc.
Repulsorlift Operation	Airspeeders, landspeeders, speeder bikes, swoops, etc.
Sensors	

Shields		
Starship Piloting	Capital ships, freighters, starfighters,	
Starship Gunnery	Concussion missiles, ion cannons, laser cannon, turbolaser, etc.	
Vehicle Gunnery	Blaster cannons, grenade launchers,	
CUNNING SKILLS	**SPECIALIZATIONS**	
Bargain	Spice, weapons, droids, datapads, etc.	
Command	Specific group - Rogue squadron, Imperial Stormtroopers, etc.	
Con		
Forgery	Art, transponder codes, ID cards, cargo manifests, credits.	
Gambling	Specific game - Sabacc, etc.	
Hide/Sneak	Conceal weapons, specific terrain	
Intimidation	Interrogation, torture, etc.	
Investigation	Criminal forensics, data analysis, financial records, research, surveillance	
Perception		
Persuasion		
STRENGTH SKILLS	**SPECIALIZATIONS**	
Brawling	Boxing, martial arts, etc.	
Climbing/Jumping	Climbing, jumping	
Lifting		
Running		
Stamina		
Swimming		
TECHNICAL SKILLS	**SPECIALIZATIONS**	
Armor Repair	Stormtrooper armor, bounty hunter armor, etc.	
Blaster Repair	Specific blaster type	
Comp. Programming/Repair	Computer type	
Demolition	Bridges, walls, vehicles, etc.	
Droid Programming/ Repair	Specific droid type	
First Aid	Specific race	
Ground Vehicle Repair	Specific type of vehicle	
Repulsorlift Repair	Specific vehicle	
Security	Lockpicking, safe cracking, surveillance systems, etc.	
Starship Repair	X-wing, Y-wing, etc.	
Starship Weapon Repair	Specific weapon type	
ADVANCED SKILLS	**SPECIALIZATIONS**	**PREREQUISITES**
(A) Medicine	Cyborging, pharmaceuticals, surgery, etc.	First aid 5D
(A) Engineering	Civil, droid, starship, computer, etc.	Repair 5D
(A) Martial Arts	Jeswandi, Teräs Käsi, Wrruushi	

The Force

Description.

Control Powers

Accelerate Healing

Difficulty: Very Easy: grazed; Easy: wounded; Moderate: incapacitated; Difficult: mortally wounded.
Activation: 1 round; **Duration:** Sustained
Description: *Requires: Hibernation Trace.* The Jedi can sustain this ability while healing naturally to halve the total recovery time. Additionally, they may add half of their *Control* dice to the *Stamina* check made to heal.

Enhance Abilities

Difficulty: Easy: if the Jedi is calm and at peace; Moderate: if the Jedi is under threat or distracted.
Activation: 1 round; **Duration:** Instantaneous.
Description: Jedi can draw upon the force to help them jump higher, dodge quicker, see better, and run faster. As a full-round action, the Jedi may use this Force Power and make a single acompanying skill check with a +3D bonus. The power may be used in conjunction with Force or Character points.

Control Disease

Difficulty: Very Easy: mild infection (common cold); Easy: modest infection (severe flu); Moderate: severe illness (gangrene); Difficult: life-threatening disease; Very Difficult: chronic life-threatening disease; Heroic: rapid-acting, life-threatening disease.
Activation: Varies; **Duration:** Instantaneous.
Description: Control disease allows the Jedi to direct and control the anti-bodies and healing resources of her body to throw off an infection or to resist diseases within the body. Using the power requires at least an hour, though if the disease is life-threatening or long-standing, the Jedi must make repeated skill attempts over the course of several weeks or months to cure the disease entirely.

Control Pain

Difficulty: Easy: stunned or wounded; Moderate: incapacitated; Difficult: mortally wounded.
Activation: 1 action; **Duration:** Sustained.
Description: A wounded Jedi who controls pain can block the pain of their injuries. The wound is not healed, but the character doesn't suffer the penalties associated with their wound level. If the Jedi is wounded again, they must make another roll using the difficulty level of the new wound.

Force Difficulty Modifiers:

RELATIONSHIP MODIFIERS	
User and target are:	**Add to difficulty:**
Close Relatives	0
Close Friends	+2
Friends	+5
Acquaintances	+7
Slight Acquaintances	+10
Met Once	+12
Never Met, Known by Reputation	+15
Complete Strangers	+20
Stranger of Another Species	+30
PROXIMITY MODIFIERS	
User and Target are:	**Add to difficulty:**
Touching	0
In Line of Sight	+2
Out of Sight, 100 Meters	+5
Up to 10 km away	+7
Up to 1,000 km away	+10
Same Planet, over 1,000 km	+15
Same Star System, Different Planet	+20
Not in the Same Star System	+30

Detoxify Poison

Difficulty: Very Easy: very mild poison (alcohol); Easy: mild poison; Moderate: average poison; Difficult: virulent poison; VD-Heroic: neurotoxin.
Activation: 5 minutes; **Duration:** Instantaneous.
Description: This power allows a Jedi to detoxify or eject poisons that have entered their body. Sucess means they neutralize the poison, but does not protect from futher exposures.

Emptiness

Difficulty: Moderate: to begin using skill; Difficult: to come out of skill.
Activation: 1 action; **Duration:** Sustained.
Description: *Requires: Hibernation Trace.* Not usable by Dark Siders. The user empties their mind and allows the Force to flow through them. Jedi are difficult to sense or affect with the Force.

Add the Emptiness roll to any Difficulty number to sense or affect Jedi. The Jedi receives a +2D bonus to all Force skills for the same length of time as was spent in Emptiness, reduced by 1 or each Dark Side point the Jedi has. The Jedi must state how long they wish to remain in Emptiness, and they may make a roll to come out of it every hour past their "return" time, or if they are wounded.

Hibernation Trance

Difficulty: Moderate.
Activation: 1 action; **Duration:** Sustained.
Description: This power allows a Jedi to place herself into a deep trance, remarkably slowing all body functions. The Jedi's heartbeat slows, her breathing drops to barely perceivable levels, and she falls unconscious. A Jedi can heal while in a hibernation trance and sustain the Accelerate Healing power, but can do nothing else. Anyone who comes across a Jedi in hibernation trance assumes that the Jedi is dead unless she makes a point of testing him. Another Jedi with the sense skill or the life detection power will be able to detect the Force within the hibernating character and realize that she is alive. When a Jedi enters a hibernation trance, the player must declare under what circumstances the character will awaken: after a specific amount of time, or what stimuli need to be present (noise or someone touching them, for example).

A character in hibernation uses only about a tenth as much air as someone who is sleeping — she can hibernate for a week in a dry climate or for up to a month in a wet climate before dying from lack of water. It is possible to hook the character up to an intravenous water drip to survive indefinitely. A character can hibernate for up to three months before dying of starvation. An intravenous sugar solution can extend that to one year.

Remain Conscious

Difficulty: Moderate
Activation: Reaction; **Duration:** 1 round.
Description: When a character with this power suffers an injury that would render them unconscious, they can attempt to activate this power as a reaction. If the roll is successful, the Jedi remains conscious until the end of their next turn — often the character will attempt to control pain, though they may elect to make a last-ditch heroic effort before passing out as well. This power merely keeps the user conscious, it does not remove any other penalties associated with their injury level.

Sense Powers

Danger Sense

Difficulty: Easy: reaction sense; Moderate: identify danger source; Difficult: counteract danger.
Difficulty Modifiers:
Physical: +0 Direct threats to the Jedi, +5 General threat to the Jedi, +10 Non-specific threat, +15 Political, or very vague, non-direct attacks.
Temporal: +0 Will occur in the next round or action, +5 Will occur within the next minute, +10 Will occur within the next half-hour, +15 Will occur within the next hour, +20 Will occur in more than an hour.
Threat Level: +0 Minor (Traffic Accident, a simple mugging attempt), -10 Moderate (Assassins lying in wait), -20 Major (The planet you are on is about to be attacked by the Death Star)
Activation: Reaction or 1 action; **Duration:** Instantanious.
Description: *Requires: Life Detection.* Jedi with this power can sense the minor shifts in the Force that preceed an attack or other danger. Danger Sense has three different uses: First, a Jedi can sustain this ability to detect any possible threats, and can roll their *Sense* skill to be alerted to any potential threat or surprise attack as a reaction. Once they are aware of a threat, they can actively use this power to identify the source and learn details that will help them counteract the threat using seperate actions. The Jedi can also use this power to detect threats to other individuals, modified by relationship and distance.

Instinctive Astrogation

Difficulty: Moderate: destination well known; Difficult: destination passingly familiar; Very Difficult: destination known second-hand; Heroic: destination vague/not known.
Activation: Varies; **Duration:** Sustained.
Description: This power can be used in lieu of a *Astrogation* check when a navigation computer is unavailable. Unlike using a navigation computer, the Jedi must constantly be at the controls navigating by feel rather than a programed course (limiting the length of the journey). Difficulty is modified normally for obstacles, ship damage, etc.

Life Detection

Difficulty: Moderate.
Activation: 1 action; **Duration:** Instantaneous or Sustained.
Description: The Jedi knows the general location

of all sentient beings within 10 meters. If the Jedi beats the roll by 10 or more points, they may learn if the subject is sentient, if they have met before and if so, the subject's identity. The Jedi may attempt to detect life at a larger range, adding +5 to the difficulty for every factor of 10 added to the distance. The Jedi can choose to sustain this power to continue detecting life within 10 meters.

Merge Senses

Difficulty: Moderate, modified by proximity, relationship, and opposed checks.
Activation: 1 round; **Duration:** Sustained.
Description: *Requires: Receptive Telepathy.* This allows the Jedi to perceive things through the senses of another. Releasing the creature requires a Moderate difficulty check on the character's turn. The Link can also be broken by the death of either the Jedi or the creature. If the creature suffers any damage or dies during the meld, the Jedi takes half damage. While using the other being's senses, the Jedi is completely helpless. The subject of the power has no knowledge of the effect, though Force Sensitive characters may detect a failed attempt at the GM's discretion.

Receptive Telepathy

Difficulty: Very Easy, modified by proximity, relationship, and opposed checks.
Activation: 1 action; **Duration:** Instantanious.
Description: The Jedi can read the surface thoughts and emotions of the target. If the Jedi's roll is 10 higher than the difficulty, they may sift through any memory no older than 24 hours. This power does not work on Droids.

Sense Force

Difficulty: Moderate: general impression; Difficult: sensing specifics/individuals, modified by proximity, relationship, and opposed checks.
Activation: 1 action; **Duration:** Instantaneous
Description: *Requires: Life Detection.* Jedi with this power can detect the rough magnitude of the Force in an area or object (rich, moderate, or poor in the Force), the rough type and quantity of life-forms (only microbes and bacteria, teeming with plant and animal life, etc) and whether the area or object tends toward the dark side or the light. Additionally, this power can be used to analyse people/places/objects for specific information. This secondary use can give the character specific insights into a specific location or Force artifact, subject to GM discretion. If used on a living creature, a sucessful check reveals if the individual is Force-sensitive, if they have any Force training, and a general impression of the target's power/skill in comparison to their own.

Sense Vitals

Difficulty: Very Easy, modified by proximity, relationship, and opposed checks.
Activation: 1 action; **Duration:** Instantaneous or Sustained.
Description: *Requires: Life Detection.* Power can be used to sense a target's physical condition, including the presence of any wounds, poisons or diseases (though no specifics without a corresponding *First Aid* check).

Alter Powers

Ballistakinesis

Difficulty: Very Easy: ≤5 kilo; Easy: 5-10 kilos; Moderate: 11-100 kilos; Difficult: 101-500 kilos, modified by target Passive Defense and proximity.
Activation: 1 action; **Duration:** Instantaneous.
Description: *Requires: Telekinesis.* This power allows the Jedi to use levitated objects to attack other characters. Projectiles do 3D damage if under 5 kilograms, 5D if one to ten kilos, 7D if 11 to 100 kilos, 9D if 101-500 kilos.

Dissipate Energy

Difficulty: Very Easy: sunburn; Easy: intense sun/heat; Moderate: direct flame/mild radiation; Difficult: intense radiation. See description for attacks.
Activation: 1 action; **Duration:** 1 round or Sustained.
Description: This power allows the Jedi to absorb or dissipate energy, including light, heat, radiation, and energy-based attacks. A successful control roll means that the energy is dissipated. If the user fails the roll, she takes full damage from the energy. Activating this power in preparation for attacks requires a Moderate roll to activate. If sucessful, compare all incoming damage rolls to the number by which the Jedi exceeded the initial difficulty check–if the Jedi's result was higher they sucessfully dissipate the damage. The Jedi may sustain the power against constant energy sources, but not against attacks.

Telekinesis

Difficulty: Very Easy: ≤1 kilo; Easy: ≤10 kilos; Moderate: ≤100 kilos; Difficult: ≤1 metric ton; Very Difficult: ≤10 metric tons; Heroic: ≤100 metric tons (+5 for each additional 100 tons). Modified by proximity and opposed rolls.
Activation: 1 action; **Duration:** 1 round or Sustained.
Description: This power allows the Jedi to levitate and move objects with the power of her mind alone. If used successfully, the object moves as the Jedi desires. This power can be used to levitate oneself or others. Telekinesis can also be used to levitate attended objects or unwilling characters, adding their opposed roll to the difficulty. Levitated objects may be moved at 10 meters per round normally, adding +5 per additional 10 meters per round to the difficulty.

This power can also be used to manipuate objects, increasing the difficulty by +1 to +5 for simple actions (flipping a switch), +6 to +10 for simple manipulation (inserting a code cylinder) +11 to +25 for complex manipulation (unlocking a mechanical lock).

Control/Sense Powers

Farseeing

Control Difficulty: Easy: the past, modifed by how far back in time +1 to +10; Moderate: the present; Difficult: the future, modified by how far forward in time +5 to +25.
Sense Difficulty: Very Easy, modified by relationship, proximity, and opposing rolls.
Activation: 1 minute; **Duration:** Instantaneous.
Description: *Requires: Life Detection, Life Sense, Sense Force.* The power allows the Jedi to glimpse the past, present, or future of a specific being. A sucessful check offers vague glimpses and broad conclusions ("My friends are in danger"). Exceeding the Sense difficulty by 5 or more offers an additional important detail, such as a location or who is with them ("I see a city in the clouds"). Exceeding the difficulty by 10 or more grants the character a firm understanding of the events and location of the event, but they are missing a crutial detail (Luke missing that everything he saw was, in fact, a trap set for him). A result of 15+ higher grants a detailed vision of what has or will transpire, down to the most minute details. The GM should always keep the difficulty of the Sense check secret, and at their discretion, a failed check could offer misleading events from a shifting future or incomplete glimpses of the past.

Lightsaber Combat

Control difficulty: Moderate.
Sense difficulty: Easy.
Activation: 2 actions/reaction; **Duration:** Sustained.
Description: This power allows the Jedi to use their *Lightsaber* skill to determine their Passive Defense against all incoming attacks (subject to GM discretion). This power can also be used to reflect parried blaster bolts when the Jedi takes a full-round Active Defense action. Any blaster bolt that exceeds the range difficulty to hit the Jedi but fails to overcome their Active Defense total can be reflected as a reaction. The Jedi must make a *Control* roll with the difficulty being the target's Passive Defense or range. The effective range and damage is the same as if the Jedi was firing the weapon of origin.

Control/Alter Powers

Accelerate Another's Healing

Control Difficulty: Very Easy: grazed; Easy: wounded; Moderate: incapacitated; Difficult: mortally wounded.
Alter Difficulty: Very Easy, modified by relationship.
Activation: 1 round; **Duration:** Sustained
Description: *Requires: Accelerate Healing, Hibernation Trace.* This power functions as Accelerate Healing. The Jedi must touch the target to activate and remain in close proximity for the duration to bestow the benefits.

Control Another's Disease

Difficulty: Very Easy: mild infection (common cold); Easy: modest infection (severe flu); Moderate: severe illness (gangrene); Difficult: life-threatening disease; Very Difficult: chronic life-threatening disease; Heroic: rapid-acting, life-threatening disease.
Alter Difficulty: Very Easy, modified by relationship.
Activation: Varies; **Duration:** Instantaneous.
Description: *Requires: Control Disease.* This power functions as Control Disease. The Jedi must touch the target to activate and remain in close proximity for the duration to bestow the benefits.

Control Another's Pain

Difficulty: Easy: stunned or wounded; Moderate: incapacitated; Difficult: mortally wounded.
Alter Difficulty: Easy, modified by relationship.
Activation: 2 actions; **Duration:** Sustained.
Description: *Requires: Control Pain.* This power functions as Control Pain.

Detoxify Poison in Another

Difficulty: Very Easy: very mild poison (alcohol);

Easy: mild poison; Moderate: average poison; Difficult: virulent poison; VD-Heroic: neurotoxin.
Alter Difficulty: Very Easy, modified by relationship.
Activation: 5 minutes; **Duration:** Instantaneous.
Description: *Requires: Control Disease.* This power functions as Control Poison. The Jedi must touch the target to activate and remain in close proximity for the duration to bestow the benefits.

Place Another in Hibernation Trance

Difficulty: Moderate.
Alter Difficulty: Easy, modified by relationship.
Activation: 2 actions; **Duration:** Instantanious.
Description: *Requires: Hibernation Trance.* This power functions as Hibernation Trance.

Return Another to Consciousness

Difficulty: Moderate
Alter Difficulty: Easy, modified by relationship.
Activation: 2 actions; **Duration:** 1 round.
Description: *Requires: Remain Conscious.* This power functions as Remain Conscious.

Sense/Alter Powers

Postcognition

Difficulty: Very Easy: ≤2 hours; Easy: ≤24 hours; Moderate: ≤1 week; Difficult: ≤1 month; Very Difficult: ≤6 months; Heroic: ≤1 year; +5 for each additional year into the past; difficulty modified by the intensity of the imprint/events.
Activation: 1 minute; **Duration:** Instantaneous.
Description: *Requires: Life Detection, Sense Force, Receptive Telepathy.* Postcognition allows a Jedi to investigate the tenuous imprints of the Force left on objects when they are handled by living beings. The character must be able to handle the target object. The Jedi must declare how far in the past is being reviewed prior to rolling postcognition. If the roll is successful, the Jedi receives a vague sense of who handled the object and what events transpired around it as well as muffled sensory impressions.

If the roll suceeded by 5 or more, the Jedi gains a good sensory impression of the event, but the primary sense (the sense which gives the most information, usually sight) is wavery or obscured; the other sensory impressions come through clearly. If the roll suceeded by 10 or more, the character can witness events when the object was present as if she were there herself.

Projective Telepathy

Control Difficulty: Very Easy, modified by proximity.
Sense Difficulty: Very Easy, modified by relationship.
Activation: 2 actions; **Duration:** Instantaneous.
Description: *Requires: Receptive Telepathy.* This power allows the Jedi to communicate with the target's mind. The Jedi must identify him/herself or else the target won't know who is projecting the thoughts.

Telekinetic Kill

Sense Difficulty: Moderate, modified by proximity.
Alter Difficulty: Easy, modified by opposed rolls.
Activation: 2 actions; **Duration:** Instantaneous.
Description: *Requires: Life Detection, Sense Vitals, Telekinesis.* Use of this power gives the user a Dark Side Point. This dark power is used to telekinetically kill or injure a target. Damage is equal to half the user's *Alter* dice, rounded down (armor does not protect the target). The exact method or attack may vary and is left up to the character and GM.

Translation

Sense Difficulty: Moderate, modified by proximity and opposed rolls.
Alter Difficulty: Moderate, modified by proximity and opposed rolls.
Activation: 2 actions; **Duration:** Sustained.
Description: *Requires: Projective Telepathy, Receptive Telepathy.* Jedi trained in this power are able to use the Force to allow the meaning of their words to be communicated, regardless of language. The target is always aware that they are being affected by a power. Neither subject of the power actually gains any proficency in each other's language, but can understand each other clearly. This power does not work on written language or droids.

Control/Sense/Alter Powers

Affect Mind

Control difficulty: Easy: perceptions; Moderate: memories; Difficult: conclusions.
Sense difficulty: Easy, modified by proximity.
Alter difficulty: Very Easy: slight misrepresentations, minor changes to distant memories, or if the target doesn't care about the conclusion; Easy: brief, visible phenomena, memories less than a year old, or if the target has only minor feelings about the conclusion. Moderate: single sense hallucinations, memories that are less than a day old, or if the target has strict orders about the conclusion; Difficult: Slight disguises to facial features, hallucinations which affect more than one sense, memories less than a minute old, or if the target considers the conclusions very important; Very Difficult: hallucinations which affect all the senses, if memory change is major or if the logic is absolutely clear and coming to the wrong conclusion is virtually impossible. Modified by modified by opposed rolls.
Activation: 3 actions; **Duration:** Instantaneous.
Description: This power may be used to create false sensory perceptions and hallucinations, permanently alter the target's memories so that the target fails to remember something correctly or fails to remember something at all, or compell a target to come to a desired conclusion. Affect Mind is normally used only on one target; but at the GM's discretion may effect an entire group of minions by increasing the *Control* difficulty by +10. This power does not effect droids or other technology.

Force Lightning

Control Difficulty: Easy, modified by the target's defense.
Sense Difficulty: Difficult.
Alter difficulty: Difficult, modified by proximity.
Activation: 3 actions; **Duration:** Instantaneous.
Description: *Requires: Dissipate Energy, Telekinesis.* Use of this power gives the user a Dark Side Point. This power channels the user's rage into bolts of coruscating energy that fly from the user's fingertips like sorcerous lightning. The energy can be repelled by using the Dissipate Energy power, but mundane armor does not protect the target. The Lightning does 2D plus half the users *Alter* dice in damage. The user can choose wether the damage is lethal or stun, either way the bolts are so painful that the target loses an action on his next turn.