

STAR WARS

JEDI KNIGHTS

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The following Rules and Character creation are based on White Wolf's Storyteller's system for the New World of Darkness. The rules have been modified to allow for storytelling in the Star Wars universe. What follows is an abbreviated list of Rules and character creation. More in depth descriptions and information can be found in the New World of Darkness core book.

CHARACTER CREATION

1. Choose your background. This includes your character concepts. Use a short two or three word description. For example rouge jedi, ambitious storm trooper, or happy, go-lucky transport captain. Choose your character's affiliation. A character is often judged by the company they keep, even if subconsciously.
2. Select your Attributes. These are your character's innate capabilities. Prioritize the three categories (5/4/3). Your character begins with one dot in each Attribute automatically, these are already filled in on the character sheet. Dots spent now are in addition to those beginning dots. The fifth dot in any Attribute costs two dots. For more information on individual Attributes, see the Attributes section.
3. Select your Skills. Skills are your character's learned capabilities. Prioritize the three categories (11/7/4). The fifth dot in any Skill costs two dots. For more information on individual Skills, see the Skills section.
4. Select your Skill Specialties. These are your character's focused areas of expertise. Take three Skill Specialties of your choice. You can assign each how you like, whether you assign one to three separate skills, all three in a single skill or any combination. There is no limit to how many Skill specialties can be assigned to a single Skill. For more information, see the Skills section.
5. Add Species modifiers, if applicable.
6. Determine your advantages. These are traits derived from you character's Attributes as follows:
 - Defense (the lowest of Dexterity or Wits)
 - Health (Stamina + Size)
 - Initiative (Dexterity + Composure)
 - Morality (7 for starting characters)
 - Size (5 for most humans)
 - Speed (Strength + Dexterity +5)
 - Willpower (Resolve + Composure)
 - Virtue/Vice (choose one of each)

Virtues and Vices

Virtues: Charity, Faith, Fortitude, Hope, Justice, Prudence, Temperance

Vices: Envy, Gluttony, Greed, Lust, Pride, Sloth, Wrath

For more information one individual virtues and vices, see virtues and vices section

- Force Potential (1 dots)
- Attunement (3 dots) See Force Potential for more information.

Note: Most advantages cannot be raised directly through experience points. You must instead raise the traits from which they are derived. (Morality and Force Potential are the exceptions.)

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7. Select your Merits. Merits represent your character's enhancements and background elements. Spend 7 dots on Merits. The fifth dot in any Merit cost two dots.

Merits

- Mental Merits:** Common Sense, Danger Sense, Eidetic Memory, Encyclopedic Knowledge, Holistic Awareness, Language, Lightsaber Construction, Meditative Mind, Unseen Sense
- Physical Merits:** Ambidextrous, Brawling Dodge, Direction Sense, Disarm, Fast Reflexes, Fighting Finesse, Fighting Style: Boxing, Fighting Style: Kung Fu, Fighting Style: Two Weapons, Fleet of Foot, Fresh Start, Giant, Gunslinger, Iron Stamina, Iron Stomach, Lightsaber Combat, Natural Immunity, Quick Draw, Quick Healer, Strong Back, Strong Lungs, Stunt Driver, Toxin Resistance, Weaponry Dodge
- Social Merits:** Allies, Barfly, Contacts, Fame, Inspiring, Jedi Rank, Mentor, Resources, Retainer, Status, Striking Looks

For more information on Merits, see Merit Section

8. Select your Force Powers, if applicable. Spend 3 dots for Control, Sense & Alter. For more information on individual Force Powers, see the Force Powers section.

Finishing Touches

To round out the details on your character sheet, fill in the name of the chronicle and the name and species of your group companions. Finally, list any equipment your character carries.

Advanced Characters (Option)

For more experienced characters, the Storyteller might choose to award experience points that may be spent before play begins.

Seasoned characters: 35 points

Expert characters: 75 points

Heroic characters: 100 points

Note that when you spend experience points and want to go up more than one dot in a trait, you need to pay for all the intervening levels. That is, if you go from ●●● to ●●●●● in an Attribute, it costs you 45 experience points (20 to go from 3 to 4 and 25 to go from 4 to 5).

Experience Point Cost

Trait	Experience Point Cost
Attribute	New dots x 5
Skill	New dots x 3
Skill Specialty	3 points
Merit	New dots x 2
Morality	New dots x 3
Force Potential	New dots x 8
Force Powers	New dots x 7

ATTRIBUTES

People have the inherent ability to act, behave and think. We can perform action and have intuitive talents such as running, theorizing and persuading others. So does your character. Your basic, fundamental capabilities are represented with Attributes. Attributes are the foundation on which all of your character's actions are based. These traits are classified into three categories – Mental, Physical and Social – and are rolled to see how well your character accomplishes efforts in the game.

Use	Mental	Physical	Social
Power	Intelligence	Strength	Presence
Finesse	Wits	Dexterity	Manipulation
Resistance	Resolve	Stamina	Composure

Power is the degree of effect that your character has on others and your surroundings. Intelligence, Strength and Presence apply when your character is trying to force themselves on their environment.

Finesse is the measure of your character's capacity to interact with the world and influence others. Wits, Dexterity and Manipulation apply when your character tries to anticipate and react to their environment, and to coordinate with others.

Resistance indicates how well your character copes with influences from both without and within that might affect him adversely. Resolve, Stamina and Composure apply when your character responds to coercion, injury and influence. Resolve tests your ability to resist efforts to direct your mind. Stamina tests your ability to shrug off physical trauma and Composure helps you recover from horrifying experience or social tension and still remain in control.

Attribute Dots

Attributes are rated 1 to 5 for ordinary people, and each score suggests the degree of your character's raw capability in that area.

- | Dots | Talent |
|-------|--|
| • | Poor. Unexercised, unpracticed or inept. |
| •• | Average. The result of occasional effort, or application. |
| ••• | Good. Regular practice or effort, or naturally talented. |
| •••• | Exceptional. Frequently applied, tested and honed, or naturally gifted. |
| ••••• | Outstanding. The peak of normal human capability. Continuously exercised or naturally blessed. |

Normally, it's not possible for a character to have zero dots in an Attribute. That suggests the absolute vacancy of any capability in the trait in question. Now, a person could be physically, mentally or socially disabled or crippled. Those conditions are reflected with Flaws (see flaws), however, not through zero rated Attributes.

Just about the only instance in which an Attribute can be reduced to zero (and usually temporarily) is by supernatural means. In these cases, no roll can be made at all whenever the Attribute in question would normally be in question. For example, if your character is afflicted with a total loss of bodily control (zero Dexterity), you make no rolls for any situation that calls for Dexterity in a dice pool, even if you have dots in a pertinent Skill or has access to tools that would be helpful. Your Character can't even hope to aim a blaster or direct his movements. In essence the action fails outright.

Attribute Descriptions

The following is a brief description of what each Attribute entails. Some tasks rely on your character's Attribute dots alone and these traits are rolled or even combined to determine how well you're the tasks are performed. Such feats are typically ones that any unimpaired person can perform, such as holding one's breathe or lifting objects, and don't require any training or expertise. Almost all other actions that

characters can perform involve a combination of an Attribute and a Skill.

Mental Attributes

Intelligence: Intelligence is the raw power of the mind, its cognitive capacity, the inherent capability to digest, comprehend and remember information – and to learn more. Intelligence is a direct measure of how smart you character is. You may be dull minded or have narrow vision. You may be book smart, or you may simply be able to grasp concepts, interpret situations and solve problems quickly.

Memorizing and Remembering

Dice pool: Intelligence + Composure
Action: Reflexive

Committing something such as a name or face to memory can require Intelligence + Composure, as can recalling the information later. The more calm you character is the more likely it is that you can retain information. If the information is familiar to your character or referenced often, no roll is required unless your character is nervous or under duress.

Wits: Wits is the ability to think on your feet, under pressure or duress, without letting them see you sweat. Wits also encompasses an eye for detail, the ability to absorb what's going on in the environment and to react to events. Wits involves the power of perception and response. Your character may be oblivious, dumbfounded, quick-eyed or wary.

Defense

Derived Traits: Wits or Dexterity
Action: Reflexive

The lowest of your character's wit's or Dexterity is used to determine your defense trait, which is subtracted from incoming Brawl, weaponry and throwing attacks.

Perception

Dice pool: Wits + Composure or a relevant Skill in place of Composure.
Action: Reflexive

Sometimes subtle or instantaneous actions occur around your character, testing your powers of observation. Maybe you go oblivious to them. Alternatively a single unusual event in your presence may or may not be recognized. The Storyteller typically knows when something unusual or out of place has occurred in your character's vicinity and may call for a reflexive Perception roll for your character to recognize it. Perception simply checks to see if your character instinctually notices what's going on.

Reaction to Surprise

Dice pool: Wits + Composure
Action: Reflexive

An ambush is about to be launched, a trap is about to be sprung or your character is about to run into your enemy. You might recognize the threat in time or you might run right into it. Roll Wits + Composure for your character to see if you're prepared for the worst. If you fail, your character is caught off-guard and can not react for the first turn.

Resolve: Resolve is the Focus and determination to see your character's will done. The capacity to stay on target, ignore distractions and resist coercion or browbeating. Resolve is your character's mental fortitude, your personal conviction or clarity of vision or spirit. Your character may be unable to concentrate, resolute or single-minded. This trait is pivotal to resisting supernatural forms of mental control; it acts as a veritable defense of the mind. (Note: Resolve is not to be confused with Willpower. Resolve is your character's ongoing focus. Willpower reflects your character's short-term highs and lows, your ability to dedicate yourself in brief efforts to overcome challenges. Resolve does contribute to your character's Willpower dots, though.)

Resisting Coercion

Dice pool: Resolve + Wits or Resolve + Stamina
Action: Reflexive

Another person seeks to turn your character's mind to her way of thinking, or tries to get you to do something for her, possible through debate, intimidation or threats. The action is probably a contested effort against someone else's Wits, intelligence, Presence,

or Manipulation based roll. Whoever gets the most successes wins. If successes rolled in a contested coercion attempt tie, the subject maintains his own will and does not break down.

Physical Attributes

Strength: Strength represents physical might, sheer bodily power. The capacity to lift objects, move items, hit things and people and do damage. Strength is a measure of muscle.

Strength along with Dexterity is a factor in determining your character's speed. Strength is also added to Brawl or Weaponry attacks to determine the amount of harm you character inflicts in combat.

Lifting/Moving Objects

Dice pool: Strength (+ Stamina)

Action: Instant

Lifting and moving objects involve brute force; might over matter. In some cases, however, Stamina plays a part. Power alone doesn't have an effect, but power combined with endurance to apply to it does.

All people can accomplish feats of strength, depending on muscle mass. Working together, people can combine their might to accomplish tasks. Add all participants' Strength scores and refer to the chart below to gauge what can be moved just by spending and action (no Strength roll is necessary). To exceed this limit, a Strength + Stamina roll is required, with successes added to your character's strength score to see what kind of task you can accomplish in that action. In a group effort to move something really heavy, a Strength + Stamina roll is made for each supporting participant. Successes are added to the primary participant's Strength roll as bonus dice.

If your character's modified Strength total exceeds that required to lift an object, it can be relocated as desired. If your Strength total matches that required, you can move the object about a yard.

The chart indicates how much your character can lift, but that amount represents a focused, one-time act. That weight isn't what he can walk

around holding and wearing day to day. Your character can realistically carry/tote 25 pounds/dot of Strength without penalty. If he attempts to carry more, every action involving physical exertion incurs an automatic -1 penalty for every 25 pounds in excess gear you have and reduces your speed by one.

Strength	Feat	Lift
1	Lift a chair	40 lbs.
2	Lift a large dog	100 lbs.
3	Lift a public mailbox	250 lbs.
4	Lift a wooden crate	400 lbs.
5	Lift a coffin	650 lbs.
6	Lift a refrigerator	800 lbs.
7	Overturn a small car	900 lbs.
8	Lift a motorcycle	1000 lbs.
9	Overturn a mid-sized car	1200 lbs.
10	Lift a large tree trunk	1500 lbs.
11	Overturn a full-sized car	2000 lbs.
12	Lift a wrecking ball	3000 lbs.
13	Overturn a station wagon	4000 lbs.
14	Overturn a van	5000 lbs.
15	Overturn a truck	6000 lbs.

Dexterity: Dexterity represents your quickness, response time, and delicate touch. Dexterity indicates how quickly and with how much finesse your character responds to the physical world. While a high Wits helps your character spot trouble, a high Dexterity helps your character respond to it, whether a counteraction or simply to get the hell out of the way. Dexterity also helps with hand-eye coordination.

Dexterity along with Strength is a factor in determining your character's speed. Dexterity is also combined with Composure to determine your character's Initiative in combat.

Defense

Derived Traits: Dexterity or Wits

Action: Reflexive

The lowest of your character's Dexterity or Wits determines your Defense rating, which is subtracted from incoming Brawl, Weaponry and throwing attacks.

Stamina: Stamina represents your character's sturdiness, steadfastness and sheer physical resilience. Stamina is a measure of how tough your character is. It indicates how far you can push your body and how much physical abuse

you can endure. Stamina, along with size is used to determine your character's Health dots.

Holding Breath

Dice pool: Stamina

Action: Reflexive

A character can hold its breath for a number of turns based on the number of Stamina dots, as follows:

Stamina	Time*
•	30 seconds
••	One minute
•••	Two minutes
••••	Four minutes
•••••	Eight minutes
••••••	15 minutes
•••••••	30 minutes

* If your character is in combat, you can hold your breathe for one turn per dot of Stamina.

Resisting Poison or Disease

Dice pool: Stamina + Resolve

Action: Reflexive (potentially extended)

Toxins or ailments affect people only in so far as these afflictions can overcome bodily resistance, and often the personal imperative to remain healthy. The human body can fight back against foreign substances and illness, but determination goes a long way toward recovery, too.

Mere exposure to an illness or poison might call for a reflexive Stamina + Resolve roll to determine if your character falls victim. If the roll succeeds you remain healthy. If the roll fails, the symptoms kick in.

If an affliction has long term effects, efforts to fight back might call for extended and reflexive Stamina + Resolve rolls at appropriate intervals.

Social Attributes

Presence: Presence represents your character's bearing, stature and assertiveness. Presence suggests the power of your character's very identity. Attractiveness is only one part of the trait. It reflects your sheer command over the attention of others. It's your capacity to impose

your will on others by being socially aggressive or powerful.

Manipulation: Manipulation represents your character's charm, persuasiveness and charisma. The capacity to play on the desires, hopes and needs on others to influence them. Manipulation represents your character finesse in social situations. It represents how well you can appeal to, gain the favor of and generally coerce others. Manipulation is applied to win smiles, to put people at ease or to gain favors. Where Presence deals in social force, Manipulation focuses on social subtlety.

Composure: Composure represents your character's poise and dignity. It is the capacity to remain calm and appear – and actually be – unfazed in social and threatening situations, usually harrowing ones. This trait is a measure of emotional fortitude, restraint and calm. Composure is pivotal to resisting supernatural forms of emotional control; it acts as a veritable emotional defense.

Composure along with Resolve is a factor in determining your character's Willpower. Composure is also added to Dexterity to determine your character's Initiative at the beginning of a fight.

Meditation

Dice pool: Composure + Wits + equipment
Action: Extended (4 successes; one roll represents 30 minutes)

Meditation is a means of relaxation and reflection that is useful to counterbalance daily stresses and to restore one's emotional center. It helps filter out extraneous influences and allows a person to rededicate themselves to personal beliefs, values and aspirations. For game purposes, this practice has a powerful effect on maintaining emotional balance and bolstering one's moral resolve in the face of potential degeneration (the decline of one's Morality).

Performing a successful Meditation requires 30 minutes of uninterrupted time in which you turn your attention inward and tune out the world. Each roll represents a 30 minute segment and meditation session can potentially run several hours as the practitioner struggles with life's distractions and seeks their focus. Four successes are required for rewarding effort.

SKILLS

Your character's Attributes measures their innate physical, mental and social qualities. The different ways your character applies those Attributes are determined by your Skills. Your character's Skills represent the education and training you've acquired over your life and are a reflection of your origins and interests. Skills can be acquired in any number of ways from institutionalized learning to hard, hands-on experience.

Like Attributes, Skills are broken down into three general categories: Mental, Physical and Social. A character's initial Skills are purchased during character creation and are prioritized in a similar manner, with 11 points for primary, 7 points for secondary and 4 points for tertiary Skills. Skills can be increased further with the use of experience points. (When experience points can be spent is at the discretion of the Storyteller.)

Skill Dots

Skills are rated 1 to 5 with each score suggesting the degree of your character's proficiency and knowledge in that area.

Dots

Talent

- Novice. Basic knowledge and/or techniques.
- Practitioner. Solid, working knowledge and/or techniques.
- Professional. Broad, detailed knowledge and/or techniques.
- Expert. Exceptional depth of knowledge and/or techniques.
- Master. Unsurpassed depth of knowledge and/or techniques. A leader in the field.

Skill Specialties

Skills represent broad bases of knowledge and physical training on a subject. In addition to this broad foundation of knowledge, characters can specialize in a particular aspect of a Skill, giving them an edge in that particular application due to their increased focus. There's no limit to the number of Specialties your character can have in a single Skill. You choose three Specialties at character creation. Any more must be purchased during play with experience points. Rolls

involving a Skill Specialty gain a +1 modifier over and above any other situational modifiers.

You are limited only by your imagination when devising your character's Skill Specialties, although your focus should be fairly specific. Each skill listed in this section have a number of suggested Specialties to give you an idea of possibilities.

Skill Tasks

If a Skill represents a particular body of knowledge or training, a Skill task describes a specific application of the Skill in question. Skill tasks combine an applicable Attribute with the Skills, plus any relevant equipment modifiers. Many Skills in this section have one or more skill tasks associated with them that suggest different ways the traits can be applied in various situations.

The Right Tools for the Job

Having the proper equipment for a task can often mean the difference between success and failure. In addition to situational modifiers and Specialties, Skill rolls gain bonus dice if your character uses high-quality or specialized equipment when performing a feat. Each task listed in this section lists a variety of tools that could improve bonus dice to your Skill roll. This is by no means an exhaustive list, merely some suggestions. As always the Storyteller has the final say in what tools can be used and what bonuses might apply.

Mental Skills

Mental Skills are applications of your character's insight, acumen and focus. These Skills are almost entirely gained from a period of formal education.

Academics: Academics is a broad based Skill that represents a character's degree of higher educational and general knowledge in the Arts and Humanities – everything from Language to history, economics to law. Dots in this skill do not directly correlate to a given level of education.

Specialties: Anthropology, Art, English, History, Law, Intergalactic Law, Religion, Research

Research

Dice pool: Intelligence + Academics + equipment

Action: Extended (3 – 10 successes, each roll represents 30 minutes of research)

Suggested Equipment: Library card (+1), Internet connection (+1), access to a university library (+2), access to a government databases (+3)

Researching information is a fairly straightforward task that involves querying libraries and databases. The number of successes required represents the complexity and/or obscurity of the information desired.

Computer: Characters possessing this Skill have the necessary training or experience to operate a computer. At high levels (3 or more), a character can create their own programs. People with high levels in this skill are familiar with a variety of programming languages and operating systems.

Specialties: Data Retrieval, Graphics, Hacking, Interstellar Communications, Computer repair and construction.

Hacking

Dice pool: Intelligence + Computer + equipment versus Intelligence + Computer + equipment

Action: Extended and contested (5-10 successes; each roll represents 30 minutes of programming)

Suggested Equipment: High performance computer (+1 to +3), Broadband internet access(+1), disk of scripts (+2), system passwords (+3)

Gaining root access to a network requires talent, creativity and patience, and often results in a battle of wits with the system administrator. The Storyteller determines the level of the network's security. If there is a system administrator on duty the hacking attempt is an extended and contested action. If it is protected only by basic security software, the action is merely extended.

Crafts: Crafts represents a character's training or experience in creating works of physical art or construction with his hands, from painting to speeder engines to classical sculpture.

Characters possessing this skill have the knowledge, but not necessarily the tools or facilities to make use of their capabilities.

Crafting a piece of art or creating something is almost always an extended roll, with the length of time and number of successes determined by the complexity of the piece. The Storyteller has the final say on the amount of time or number of successes required.

Specialties: Speeders, Space craft, Forging, Jury rigging, Sculpting, Sewing, Cooking

Create Art

Dice pool: Intelligence + Craft + equipment

Action: Extended (4 – 15 successes; one roll equals 30 minutes of work)

Suggested Equipment: High grade tool set (+1), high quality material (+1), high tech tool (+2), Specialized sculpting or painting tool (+2), Garage, carpentry shop, or dedicated studio (+3)

Jury rig Item

Dice pool: Intelligence + Craft + equipment

Action: Extended (4 – 15 successes; one roll equals 30 minutes of work)

Suggested Equipment: High grade tool set (+1), high quality material (+1), high tech tool (+2), Specialized tools (+2), Garage or shop (+3)

Jury rig is the ability to repair or create an item on the fly without all the correct parts or equipment. It is the ability to make what you have available work or to create a functional item from what's on hand. The item may not look pretty but it will get the job done.

Investigation: Investigation is the art and science of solving mysteries, examining seemingly disparate evidence to find a connection, answering riddles and overcoming paradoxes.

Specialties: Artifacts, Body Language, Crime scenes, Cryptography, Autopsy diagnosis, Puzzles, riddles, Scientific Experiments

Examining a Crime Scene

Dice pool: Wits + Investigation + equipment
Action: Extended (3 – 10 successes; one roll equals 10 minutes of activity)

Suggested Equipment: Forensic kit (+1), surveillance gear (+1), unrestricted access to a scene (+2), access to government databases (+3)

Solving Enigmas

Dice pool: Intelligence + Investigation + equipment

Action: Extended (3 – 10 successes; one roll equals one hour of activity)

Suggested Equipment: Internet access (+1), code deciphering computer (+2), Extensive reference library (+2), extensive library dedicated to the specific subject (+3)

Medicine: The Medicine Skill reflects a character's training and expertise in human or alien physiology and how to treat injuries and illness. The trait represents knowledge of human and alien anatomy and basic medical treatments. Characters with a low level in this Skill (1 or 2) often possess only a rudimentary first-aid training, while characters with high levels (3+) are equivalent to physicians or surgeons.

Specialties: Emergency Care, Pathology, Pharmaceuticals, Physical Therapy, Surgery

Healing Wounds

Dice pool: Intelligence or Dexterity + Medicine + equipment

Action: Extended (one success per Health point of damage suffered; each roll equals one minute of work (first-aid) or one hour of work (long-term hospital treatment))

Suggested Equipment: Set of surgical tools (+1), field surgical kit (+1), military surgical kit (+2), access to surgical facilities (+3)

Politics: Characters possessing this Skill are not only familiar with the way the political process works, they're experienced with bureaucracies and know exactly who to call in a given situation to get something done. Your character keeps track of who's in power and how they got there, along with their potential rivals. You have a grasp of the issues of the moment and how they affect the political process, and whose palm to grease.

Specialties: Bribery, Elections, Intergalactic, Planetary, Federal, State, Local

Science: This skill represents your character's understanding of the physical and natural sciences: biology, chemistry, meteorology, and physics. Science is useful not only for understanding how the world works, but it helps character's make the most of the resources at hand to achieve their goals.

Specialties: Biology, Chemistry, Meteorology, Quantum Physics, Astronomy

Technology: Technology represents a character's ability to use, interact with, build and repair the variety of technological items, such as starships, droids, artificial intelligence and a variety of equipment. A low level in this Skill (1 or 2) allows a character to use the available technology in its most basic capacity, while a high level (3+) allows a deeper understanding of how the technology functions and allows the user to "play" the technology like a virtuoso performer plays an instrument as well as the ability to build and repair.

Specialties: Artificial Intelligence, Starship engine designer, Hyperdrive mechanic, Droid repair, Droid programming

Physical Skills

Physical skills are applications of a character's might, endurance and coordination. They are most often paired with a character's Physical Attributes, but can also be paired with a character's Mental Attributes when a character tries to draw on their Skill to identify and object or answer a question. Physical Skill scores represent a combination of personal experience and/or formal training rather than extensive schooling.

Athletics: Athletics encompasses a broad category of physical training, from rock climbing to kayaking to professional sports. The Athletics Skill can be applied to any action that requires prolonged exertion or that demands considerable agility or hand-eye coordination.

Specialties: Acrobatics, Climbing, Long distance running, Sprinting, Swimming, Throwing, Bantha wrangling, Climbing.

Dice pool: Strength + Athletics + equipment
Action: Instant or Extended (one success is required per 10 feet of height; in and extended task, each roll represents one minute of climbing)

Suggested Equipment: Rope (+1), Climbing cleats (+1), Grappling hook (+2), piton and hammer (+3)

Foot Chase

Dice pool: Stamina + Athletics + equipment versus Dexterity + Athletics + equipment

Action: Extended and contested (each roll represents one turn of running)

Suggested Equipment: Athletic shoes (+1), Adrenaline Booster (+1 to +3)

The number of successes required for the quarry is equal to the pursuer's Speed.

The number of successes required for a pursuer is that equal to or greater than the current number that the quarry has obtained.

Jumping

Dice pool: Strength + Athletics + equipment
Action: Instant (varies see NWoD core book for examples)

Suggested Equipment: Athletic shoes (+1), Ramp (+1), Springboard (+2), Vaulting Pole (+3)

Throwing

Dice pool: Dexterity + Athletics + equipment
Action: Instant (varies see NWoD core book for examples)

Blasters: The Blasters Skill allows your character to identify, use and maintain most types of blasters and blaster rifles as well as Military weapons. The Blaster Skill can also be applied to Bowcasters and other projectile launching weapons.

Specialties: Autofire, Blaster Pistols, Bowcasters, Blaster Rifles, Sniping, Trick Shot

Brawl: Brawl defines your character's prowess at unarmed combat, whether a black-belt in karate, a hard-bitten treetough, or a college student who's taken a few defense courses. Character's who have Skill know how to hit an

opponent, where to hit for maximum effect and how to defend from attack. Characters with several dots are familiar with multiply techniques of unarmed combat. Expertise in such techniques is represented in the fighting style merit.

Brawl is added to your character's Strength to battle people in unarmed combat.

Specialties: Blocking, boxing, Dirty Tricks, Grappling, Kung Fu, Throws

Suggested Equipment: Roll of quarters (+1), brass knuckles (+1), sap gloves (+1)

Larceny: Larceny is a broad base Skill that covers everything from picking locks to concealing goods and everything in between. Most characters learn this Skill the hard way, by committing crimes, but some character's such as government agents or military personnel receive formal training in by-passing security systems and stealing valuable assets.

Specialties: Concealing stolen goods, Lock picking, pick pocketing, Security systems, Smuggling, Safecracking

Bypass Security System

Dice pool: Dexterity + Larceny + equipment
Action: Extended and contested (5 – 15 successes, depending on the complexity of the system, each roll represents one turn – three seconds - work)

Suggested Equipment: Electronic toolkit (+1), alarm schematic (+2), Security Spike (+1 to +3)

Lockpicking

Dice pool: Dexterity + Larceny + equipment
Action: Extended (2 – 12 successes, depending on the sophistication of the lock, each roll represents one turn – three seconds - work)

Suggested Equipment: Prybar, (+1), lockpick gun, (+1)Electronic dycrypter (+3), Security Spike (+1 to +3)

Sleight of Hand

Dice pool: Dexterity + Larceny + equipment versus Wits + Composure or Wits + Larceny
Action: Contested

Suggested Equipment: Crowded area (+1), few possible observers (+1), Timely distraction (+1 to +3), partner to pass an item onto (+2)

Piloting: The Piloting Skill allows your character to operate a craft under difficult or dangerous conditions. You don't need this Skill simply to pilot a simple transport craft. It's safe to assume that in modern society that most individuals are familiar with basic transports and basic piloting rules.

Specialties: Speeder pilot, Star cruiser pilot, Pursuit, Fighter pilot

Stealth: Stealth represents a character's experience or training in avoiding notice, whether by moving silently, making use of cover or blending into a crowd.

Specialties: Camouflage, Crowds, Moving in Darkness, Moving in woods

Shadowing

Dice pool: Wits + Stealth + equipment (shadow) versus Wits + Composure + equipment (subject)

Action: Contested

Suggested Equipment: For shadow: Athletic shoes (+1), non-descript clothes, small binoculars (+2), Additional shadowers (+3), For Subject: Wears gaudy clothes (+1 to +3), tipped off (+4)

Survival: Survival represents your character's experience or training living off the environment. You know where to find food and shelter, and how to endure harsh elemental conditions.

Specialties: Foraging, navigation, Meteorology, Shelter

Weaponry: The Weaponry Skill represents your character's experience or training in fighting with everything from beer bottles to pipes, to knives to swords. While formal training is uncommon, any character who has grown up on the streets or spent a lot of time in seedy cantinas has had ample opportunity to learn this Skill.

Specialties: Improvised weapons, Knives, Lightsabers, Swords

Social Skills

Animal Ken: Anticipating and understanding the human emotion is one thing, but being able to interpret and recognize the behavior of animals is something else entirely. Your character intuitively grasps or has been trained to read animals to know how they react to situations. This Skill also involves innately understanding how the animal mind operates, and what might appease or enrage beasts. The knack often coincides with a respect for animals.

Specialties: Animal needs, Imminent attack, Specific kind of animal, Training

Empathy: This skill represents your character's intuition for reading people's emotions. Empathy also involves the capacity to understand other people's views and perspectives, whether your character agrees with those positions or not.

Specialties: Emotion, Lies, Motives, personalities

Expression: Expression represents your character's experience or training in the art of communication, both to entertain and inform. This skill covers both verbal and written words as well as other forms of entertainment. It represents everything poetry to creative writing, to acting, to music, to dance. Used well, expression can sway others' opinions or even hold audiences captive.

Specialties: Dance, Drama, Exposes, Musical instrument, Speeches

Intimidation: Intimidation is the art and technique of persuading others through the use of fear. Your character can intimidate someone through the use of Brute force, through more subtle means such as verbal threats, or simply body language. It can be used to get other people to back co-operate, back down or even share information they wouldn't otherwise share.

Specialties: Bluster, Physical threats, Stare-down, torture, veiled threats, Interrogation.

Dice pool: Wits + Intimidation + equipment (interrogator) versus Stamina + Resolve (subject)

Action: Extended and Contested (the task involves a number of successes equal to the subjects Willpower)

Suggested Equipment: For interrogator: Law enforcement or government credentials (+1), interrogation room (+1), Torture implements (+2), interrogation drugs (+3), For Subject: Airtight alibi (+3), important cause (+4)

Interrogation involves wearing down a subject's resistance until he or she is incapable of concealing information. It's an extended and contested process. The number each participant seeks is equal to his opponents Willpower dots. The winner breaks the opponents will to continue asking questions or to resist any longer.

Persuasion: Persuasion is the art of inspiring or changing minds through logic, charm or sheer, glib fast-talking. Though it can be taught to varying degrees of success, most characters with the Skill possess a natural talent and have honed it through years of trial and error, practicing their delivery until it rolls effortlessly off the tongue. Persuasion is the Skill of convincing others by force of personality alone, making one's point through carefully chosen words, body language and emotion.

Specialties: Fast-Talking, Inspiring troops, Motivational speeches, Sales pitches, Seduction

Fast-talk

Dice pool: Manipulation + Persuasion + equipment (talker) versus Composure+ Empathy + equipment (subject)

Action: Contested

Suggested Equipment: Convincing clothes (+1), cash or expensive jewelry (+), genuine or fake ID (+2)

Oratory

Dice pool: Presence + Persuasion + equipment (talker) versus highest Resolve + Composure

Action: Contested

Suggested Equipment: Intimidating Uniform or expensive suit (+1), megaphone (+1), Professional sound system (+2), Sate of the art media studio (+3)

Seduction

Dice pool: Presence + Persuasion + equipment or Manipulation + Persuasion + equipment (seducer) versus Wits + Composure + equipment (subject)

Action: Contested and/or extended (the extended and contested part of the task requires a number of successes equal to double the Seducer's Presence or double the subject's resolve; one roll equals 10 minutes of banter)

Suggested Equipment: For Seducer: Alluring clothes (+1), appealing perfume or cologne (+1), and offered drink (+1), suggestive physical contact (+2), For Subject: Significant other (+1 to +3), bad mood (+1)

Socialize: Socialize represents your character's ability to interact with others in a variety of situations, from talking people up at bars to comporting yourself at state dinners. This Skill represents equal parts gregariousness, sensitivity, etiquette and custom. Knowing how to make friends is no less important than knowing how to treat guest in a formal situation.

Specialties: bar Hopping, Dress Balls, Formal events, Frat parties, State Dinners

Streetwise: Characters possessing this Skill know how life on the streets works and are adept at surviving by its harsh rules. Streetwise characters can make contacts, buy and sell on the black market, and otherwise make use of the streets unique resources. This Skill is important for navigating urban dangers, avoiding the law and staying on the right side of the wrong people.

Specialties: Black Market, Gangs, Rumors, Undercover operations

Subterfuge: Subterfuge is the art of deception. Characters possessing this Skill know how to lie convincingly, and they recognized when they are being lied to. Subterfuge is used when telling a convincing falsehood, hiding one's emotions or reactions, or trying to pick up on the same in others. This Skill is most often used to trick other people, but characters also learn how not to be tricked themselves.

Specialties: Con Jobs, Hiding emotions, Lying, Misdirection, Spotting Lies

SPECIES

HUMANS

Human (various, Corellia, Coruscant, Alderaan, Naboo, Tatooine, etc.):

Bipedal primates with very little hair, save on top of their heads. They walk with their entire feet on the ground, rather than just the toes. Five toes on each foot, five fingers on each hand, including opposable digit called the "thumb." One of the few sentient races of omnivores in the galaxy, humans depend on vision as their primary sense.

Humans have no innate drawbacks or advantages.

Notes: Humans are the most widespread species in the galaxy. Nearly all humans speak modern basic, though isolated groups may speak Old Corellian, etc. Most can learn to speak some alien languages, so humans that speak other languages are common. The human Baobab family of Manda created the Bocce language as a "lingua franca" for the multi-species employees of their Baobab Merchant Fleet. Conmen and swindlers of many races have adopted the jargon of deal-slang.

EWOKS

(Forest moon of Endor)

Ewoks stand roughly one meter tall and are covered in a thick fur; the pattern and color varies widely. They are omnivores. They have little technology and are a primitive culture but are quick learners.

Advantages: Ewoks have highly developed sense of smell, getting a +1 bonus to perception rolls involving scent.

Disadvantages: May not have Strength above 3.

GAMMOREANS

(Gammor)

Gammorreans are green-skinned creatures from the planet Gammor. They are known for their great strength and brutality and tendency toward violence. Males dedicate all their effort to

warfare, while females are responsible for farming, hunting, weaving, and manufacturing weapons. They prefer heavy melee weapons and have an active dislike of energy based weapons.

Disadvantages: No Social Attribute higher than 3. Gammorreans cannot pronounce basic, due to the structure of their voice box but understand it perfectly well.

ITHORIANS

(Otega star system)

Ithorians are also known by derogatory term "hammerheads". They are large (up to 2.3 meters tall), graceful creatures with long necks that curl forward and ends in a dome shaped head.

Ithorians are generally a peace-loving and gentle people and are perhaps the greatest ecologists in the galaxy.

Special skills: Knowledge- Agriculture and Ecology

MON CALAMARI

The Mon Calamari are one of the staunchest supporters of the New Republic. The once peace-loving beings learned to make weapons and fight after the Empire enslaved their world. Mon Calamari are expert ship engineers. They are a land based creature but water is essential to their culture. They share their world with the Quarren, but the relationship between the two people has never been friendly or peaceful.

The Mon Calamari are soft-spoken but forceful. They tend to see life as very organized, and have no tolerance for those who would bend or break the laws for personal gain.

Advantages: Mon Calamari receive a +1 bonus on all Dexterity, Perception and Strength rolls in moist environments.

Disadvantages: Mon Calamari receive a -1 bonus on all Dexterity, Perception and Strength rolls in dry environments

RODIAN

(Rodia Prime in Tyrius star system in Mid Rim)

Generally humanoid in appearance, thin, green-skinned bodies, long fingers that end in suction cups, tapered snouts, four ears (two in a similar position to humans, two higher up facing forward), multifaceted eyes. Skull is crested by a ridge of spikes, varies in color among individuals (like human hair). There is a limited range of variation among the species, and sometimes it is difficult for non-Rodians to distinguish one Rodian from another.

ATTRIBUTE BONUS:

Dexterity or Wits can exceed 5. The fifth dot in these Attributes does not cost the tradition 2 dots. The cost of dots over 5 is new dots x 6.

DRAWBACKS

Mistrust: Rodians are viewed with distrust. They may suffer penalties in certain social situations. See notes.

Culture: Since Rodia is a dense tropical planet teeming with life, Rodians never found the need to develop agricultural skills. When they developed tools and weapons, hunting became a part of their culture, and when the planet ran out of large predators to hunt, the Rodians turned on each other.

When they joined the Old Republic, they became Interplanetary hunters and of course, bounty hunters. Under the Empire, they were widely used to capture rebels. Rodians also have one of the most enduring dramatic traditions in the galaxy- Rodian drama evolved from staged fights into extensive and violent sagas, which deal with archetypical emotions and situations that provoke emotional responses in members of almost all species.

Personality: Violent, tenacious and dedicated.

Notes: Notorious for their tenacity and eagerness to kill for money. They have little in the way of morals, and usually do not distinguish between law enforcement and sport- as hunters they often let their prey accumulate more notoriety (or kill more people) to increase the value of the capture, and a "live capture" restriction is not only expensive but also often "forgotten." Rodians are the producers of the most functional (if not elegant or efficient) weaponry in the galaxy. Generally solitary, offworld Rodians see other Rodians as a danger

or a liability. They are also distrusted by most other races.

Native Language: Rodese.

Species/Cultural Weapons: Ceremonial Dagger, Cryogenic Whip, Longrifle, Razorstick, Rodian Mail Armor

SUGGESTED MERITS:

Any Combat or Fighting Style

SUGGESTED SKILLS:

Blaster, Stealth, Weaponry, Streetwise

SULLUSTAN

(Sullust)

Sullustans are humanoids with large round eyes, big ears, and jowls. Height varies between 1.3 and 1.8 meter.

ATTRIBUTE BONUS:

May have Dexterity over 5. The fifth dot in these Attributes does not cost the tradition 2 dots. The cost of dots over 5 is new dots x 6.

BONUS

Darkvision: Can see in total darkness.

Enhanced Smell/Hearing:

Sullustans have double the range of hearing and smell.

Direction Sense:

As per the Merit, but it works even in the depths of space.

Location Sense:

The Sullustan can not get lost. The Sullustan always remembers how to get to any destination the Sullustan has already visited, unless he is under stress (such as in combat). Even then, the Sullustan gains a +3 modifier on any Skill based roll to know where they are going.

DRAWBACKS

Frail: Sullustans may only have a Stamina up to a 4.

Personality: Pragmatic, pleasant and fond of practical jokes.

Culture: Sullustans are easygoing and sociable. They like exploring and experiencing new

things. When they were first contacted by other races, they found the idea of interacting with new and interesting races very appealing, and they enthusiastically joined the Republic.

Notes: Sullustans speak their native language (Sullustan), but many learn to understand Basic.

SUGGESTED MERITS

Fast Reflexes, Fresh Start, Stunt Driver

SUGGESTED SKILLS:

Computers, Technology, Pilot, Socialize

TWI'LEK

(Ryloth)

Mammalian sentients similar to humans, with twin tentacular appendages protruding from the back of their heads, which extend down roughly to waist level by the time the Twi'lek is an adult. These tentacles are called "lekku" (singular "lek"), which store fat but also serve sensual and cognitive functions. As a male Twi'lek advances in age, he grows a throat pouch that sports two fleshy growths, a display feature similar to a human beard. Twi'leks have little noticeable hair, save for eyelashes, eyebrows, and occasionally a few strands of dark head hair above the ears. Twi'lek skin comes in a variety of colors: various shades of white, ranging from snow-white to pasty beige, are dominant, other colors include green, orange, yellow, and purple. Blue-skinned Twi'leks are of the Rutian race, the rarest variety is the red-skinned Lethan race.

ATTRIBUTE BONUS:

May have Social Attribute (Presence, Manipulation, or Composure) that exceed 5. The fifth dot in these Attributes does not cost the tradition 2 dots. The cost of dots over 5 is new dots x 6.

BONUSES

Lekku: Twi'leks can "speak" a form of sign language with their head-tails- few members of other races can gain even a basic interpretation of the language.

DRAWBACKS

None

Personality: Cunning, charismatic and profit-oriented

Culture: Twi'leks prefer to stay out of conflicts, which they liken to the heat storms of their homeworld. Ryloth has a rotation that keeps one side of the planet in constant sun, and the Twi'lek race lives on the dark side of the planet, which is warmed by heat storms of hot wind and dust that flow over from the bright side of the planet. Since they did not develop spaceflight technology on their own, they were frequently raided by slaving groups, and less scrupulous Twi'lek leaders adapted to the situation by selling their own people to the slavers in an attempt to gain some control over the trade.

Notes: Genetic irregularities include having four blunt fingers (instead of five human-like fingers), or an extra pair of lekku--irregularities are not derided, but considered signs of distinction and prestige. Twi'leks are omnivorous, with teeth like those of humans. Their native language is called Ryl, and Twi'leks also "speak" Lekku. The Twi'lek race is said to be strong in the Force.

SUGGESTED MERITS:

Iron Stomach (due to multiple stomachs), Strong Lungs, Toxin Resistance (due to multiple stomachs), Striking Looks

SUGGESTED SKILLS:

Politics, Larceny, Persuasion, Subterfuge

WOOKIEE

(Kashyyyk in Mid Rim)

Tall, long-legged, bipedal, sentient primates, roughly humanoid stature. Covered in yak-like fur that varies in color (black, shades of brown, blonde, silver-tipped, etc). Rwooks are most common and widespread race of Wookiees, have brown/red/chestnut fur ending in black tips. In old age, fur becomes white and/or gray. Occasionally, an albino Wookiee is born with white fur. Humanlike eyes, large black noses, and sharp fangs in powerful jaws. They have long muscular arms that end in powerful hands with retractable claws.

ATTRIBUTE BONUS:

May have Strength and Stamina above 5. The fifth dot in this Attributes does not cost the tradition 2 dots. The cost of dots over 5 is new dots x 6.

BONUSES

Wookiee Size:

All wookies are Large. Due to their large size Wookiee's have an initial size of 6.

Wookiee Claws:

Wookies never suffer a penalty for Athletics rolls when brachiating or climbing if they do not possess the Athletics skill. Penalties for certain rolls due to lack of climbing equipment may be negated in certain natural environments (i.e. A Wookiee would gain a bonus for climbing trees, but not for trying to climb the sides of a square metal pit). The ST may assign a bonus as if the character was equipped.

Also, with these claws, Wookiees can deal Lethal damage unarmed-- but rarely do so.

Wookiees who use their claws in a fight will be considered dishonorable. Using these claws in combat is against the Wookiee code of honor and is a sign of madness.

Wookiee Rage: Wookies can fly into a rage based Frenzy. +1 to Strength, no Defense, no fine manipulation

Wookiee Healing:

Wookies heal twice as fast as a human would. They have the equivalent of the Merit Quick Healer without having the prerequisite.

Wookiee Reputation:

Wookiees carry a reputation for short fuses and violent tempers. They have at least one die penalty to all Social rolls but Intimidate. The ST may allow +1 bonus to Intimidate depending on the circumstance.

DRAWBACKS

Lack of Finesse: Wookiees can never have higher than a 4 Dexterity, Wits, or Manipulation.

Wookiee Reputation:

Wookiees carry a reputation for short fuses and violent tempers. They have at least one die penalty to all Social rolls but Intimidate. These penalties may be waived under certain circumstances, or increased in others.

Wookiee Communication:

Wookies' vocal cords prevent them from creating the syllables necessary to speak Basic. They are only capable of speaking Shriwook.

Wookiee Rage:

Wookies can fly into a rage based Frenzy (see Life Debt below).

Wookiee Limitation:

Wookiee Life Debt/Honorable: Important to the Wookiee honor code is the "life debt," in which a Wookiee becomes the sworn protector of someone who saved him/her from death. If the subject of a Wookiee's life debt is in danger, or in other situations of extreme danger, the Wookiee will enter a "berserker rage." The frenzy continues until all enemies are incapacitated, subdued, or have fled.

Personality: Honorable, rash and short-tempered.

Notes: Wookies have a reputation for being wild and uncontrollably violent at times, but what is not so well known is their code of honor. A very noble species, Wookiees have a code of honor that they will never break- even placing it above the law. Wookiees will not betray their species or desert their friends, and atonement for a crime against their honor code is almost impossible. If a Wookiee loses his honor, he/she will be shunned by other Wookiees at best, or hunted down and killed at worst. Wookiees are omnivorous. Gestation period of about 1 standard year, Wookiee females give birth to live young, have 6 breasts to accommodate possibility of large litters.

Native Language is Shyriwook, they can not pronounce Basic.

SUGGESTED MERITS:

Direction Sense, Brawling Dodge, Fleet of Foot, Strong Back

SUGGESTED SKILLS:

Crafts, Athletics, Brawl, Intimidation

YAKA

Yaka are brutish looking, near-human cyborgs, large, muscular and nearly expressionless standing about 2 meters at adulthood. Their large heads are implanted with cyborg brains, transforming them into one of the most intelligent and technically advanced species in the galaxy.

Yaks are much smarter than they appear. One unforeseen side effect of the implants is that all Yakas possess a twisted sense of humor. They

enjoy making sarcastic comments and playing practical jokes and will find sources of humor in most situations. They often observe ironies in grim situations when others do not.

Advantages: May possess Intelligence and Wits over 5. The fifth dot in these Attributes does not cost the tradition 2 dots. The cost of dots over 5 is new dots x 6.

Cybernetic Brain: The Yaka's cybernetic brain comes equipped with Data chip ports and built in computer spike which allows them to directly link up to any computer port. This computer spike allows for direct communications with the computer and gives a +2 to all computer skill rolls. The data chip port allows for quick assimilation of new information if a data chip on the subject is available. It does require time to completely download and assimilate and Data chip (5 – 60 minutes).

Cybernetic Memory: Yaka's have the advantage of being able to store large quantities of information in their cybernetic brains and being able to access the information as quickly and accurately. Similar to Eidetic Memory Merit in non-Yaka. Yaka can recall vast amounts of information with astonishing detail with effortless ease. Under stress Yaka gain a +2 to any Intelligence + Composure or other Mental Skill based rolls.

ZABRAK

(Iridonia in the Mid Rim; colonies on Lorista, Frithia, and other planets):

Zabrak look like dark-skinned humans in most ways, aside from a number of vestigial horns crowning the skull. The horns are purely aesthetic, usually blunted or flesh-covered. The number (6-18) and pattern of the horns indicates different races within the species, and can be used to distinguish one individual from others, but all patterns are symmetrical. Some Zabrak have hair low on the back of their heads (up to the horns). Females are slighter of build than males.

ATTRIBUTE BONUS:

Zabrak can exceed 5 in Stamina, Resolve or Composure. The fifth dot in these Attributes does not cost the tradition 2 dots. The cost of dots over 5 is new dots x 6.

BONUSES

As a species, Zabrak have tremendous mental discipline and gain +3 to their Willpower score.

DRAWBACKS

None

History:

The Zabrak race developed hyperdrive in ancient times, and had already colonized a number of worlds by the time the Republic was formed. Each colony was established a sovereign territory, and a number of subgroups of Zabrak developed. When the Empire was established, the Zabrak resisted Imperial rule, and the Empire made an example of the race. The colonies were blockaded, disarmed, and their industries were dismantled. The direct oppression of the Empire reunited the species, and under the New Republic all Zabrak colonies identify themselves simply as Zabrak.

Notes: Ancient Zabrak is a dead and unchanging language that is not in modern use, though all Zabrak will probably know it- Zabrak is one of the languages that contributed to the formation of Basic. Zabrak can speak basic.

Cultural Weapon: Zhaboka. This is an Iridonian 2-ended pike. Primitive versions were first developed for wilderness survival, but it has developed into a modern weapon/tool that is still in use.

SUGGESTED MERITS:

Danger Sense, Meditative Mind, Iron Stamina, Natural Immunity

SUGGESTED SKILLS:

Stealth, Survival, Weaponry, Animal Ken

ADVANTAGES

Advantages are what set you apart from your peers for good or ill. Most Advantages are derived traits, determined by adding two or more Attributes together. Others, such as Morality or Size, have base values with which all characters begin play. As your characters Attributes change with spending experience points so do the derived Advantages.

Defense

Traits: your character's Defense is equal to your Dexterity or Wits, whichever is lower.

Health

Traits: Stamina + Size

Initiative

Traits: Dexterity + Composure

Morality

Base Value: 7

Morality reflects your character's sense of compassion for his fellow human being and basic respect for the rule of law. This isn't an absolute value. As people grow and change over time, their perspective on society and morality often shift. In this game Morality is for role-playing purposes only. It is a guide for you when your character is challenged throughout the story.

Size

Base value: 5 (Adult human)

A character's Size is relative to his species and age (see chart below and Species modifiers for additional information)

Size	Creature
1	Human Infant
3	Human child or Ewok
4	Wolf
5	Human
6	Gorilla
7	Grizzly Bear
10	Rancor

Speed

Traits: Strength + Dexterity + Species factor (5 for adult humans, 3 for human children; see below for other examples)

Your character's speed is the number of yards you can travel in a single turn.

Factor	Species
1	Turtle
3	Human Toddler
5	Human Adult
8	Wolf
10	Caribou
12	Horse
15	Cheetah

Willpower

Traits: Resolve + Composure

Willpower measures your character's self-confidence, determination and emotional resilience. Willpower is rated on a scale from 1 to 10 and has both permanent and temporary points. Your character's permanent score is filled in on the character sheets. His temporary points are recorded in the corresponding boxes. When a temporary point is spent just check off a box. When dots and checked boxes are equal, your character is out of willpower. When your character regains willpower, a check is removed from one of those boxes on your sheet.

Willpower is not rolled. Points are spent for various effects, mostly corresponding to sheer determination in overcoming obstacles in your characters path. They can also be spent to gain bonuses to resist forces applied against your character.

Characters with no willpower points left are exhausted, physically, mentally and emotionally. They've used up reserve of determination and tend to be listless and depressed. Characters can regain Willpower points but it is difficult.

The following chart gives a description of willpower at different levels.

●	Spineless
●●	Weak
●●●	Timid
●●●●	Certain
●●●●●	Confident
●●●●●●	Resolute
●●●●●●●	Driven
●●●●●●●●	Determined
●●●●●●●●●	Iron-Willed
●●●●●●●●●●	Implacable

Virtues and Vices

All characters have strengths and weaknesses, noble aspects and dark sides to their personality. These sides are reflected by virtues and vices. Choose one of each to reflect your characters personal light and dark elements.

Virtues

Charity: other names; Compassion, Mercy

Your character gains all lost Willpower points whenever you help someone at the risk of loss or harm to yourself. It isn't enough to share what you have in abundance. You must make a real sacrifice in terms of time, possessions or energy, or you must risk life and limb to help another.

Faith: other names; Belief, conviction, humility, loyalty

Your character regains all spent Willpower points when you are able to forge meaning from chaos and tragedy.

Fortitude: other names; Courage, integrity, mettle, stoicism

Your character regains all lost Willpower points you withstand overwhelming or tempting pressure to alter your goals. This does not include temporary distractions, but those that might cause you to abandon or change your goals altogether.

Hope: other names; Dreamer, optimist, utopian

Your character regains all spent Willpower points whenever you refuse to let others give in to despair, even though doing so risks harming your own goals or wellbeing.

Justice: other names; Condemnatory, righteous

Your character regains all spent Willpower points whenever you do the right thing at the risk of personal loss or setback.

Prudence: other names; Patience, vigilance

Your character regains all spent Willpower points whenever you refuse a tempting course of action by which you could gain significantly.

Temperance: other names; Chastity, even-temperament, frugality

Your character regains all spent Willpower points whenever you resist a temptation to indulge in excess of any behavior, good or bad, despite the obvious rewards it might offer.

Vices

Envy: other names; Covetousness, jealousy, paranoia

Your character regains one spent Willpower points whenever you gain something important from a rival or has a hand in harming that rival's wellbeing.

Gluttony: other names; Addictive personality, conspicuous consumer, epicurean

Your character regains one spent Willpower points whenever you indulge yourself in his addiction or appetite at risk to yourself or a loved one.

Greed: other names; avarice, parsimony

Your character regains one spent Willpower points whenever you acquire something at the expense of another. Gaining it must come at some personal risk (of assault, arrest or simple loss of peer respect).

Lust: other names; Lasciviousness, impatience, impetuosity

Your character is consumed by a passion for something. You regain one spent Willpower points whenever you satisfy your lust or compulsion in a way that victimizes others.

Pride: other names; Arrogance, ego complex, vanity

Your character regains one spent Willpower points whenever you exert your own wants over others at some potential risk to yourself.

Sloth: other names; apathy, cowardice, ignorance

Your character regains one spent Willpower points whenever you avoid a difficult task but achieve the same goal anyway.

Wrath: other names; Antisocial tendencies, hot-headedness, poor anger management, sadism

Your character regains one spent Willpower points whenever you unleash your anger in a situation where doing so is dangerous. It must take place in a situation where anger is unwarranted or inappropriate.

MERITS AND FLAWS

Merits are special capabilities or knacks that add individuality to your character. They are purchased during character creation or with experience points.

The Merits are organized into three categories: Physical, Mental and Social. Some apply to your character's traits to enhance them in particular situations. Some have prerequisites that must be met before they can be purchased. By the same token, some merits apply drawbacks that balance out their inherent advantages.

Each merit has a number of dots associated with it. These dots represent the number of points that must be spent to purchase the merit. Some Merits allow for a range of dots. This allows you to purchase a low level to start and increase it over time.

A character is born with some Merits or develops them early in life, while others can be acquired through trial and error, training and effort later in life. The first kind can be acquired at character creation only, while the second can be acquired at any time during play with experience points. Merit dots must be acquired sequentially with experience points.

The following chart lists examples of Merits. Further detail regarding most Merits can be found in the NWoD core book. There are a few that are unique to this setting which are described after this chart.

Merits

Mental Merits:

Alien Species, Astrogation, Common Sense, Danger Sense, Eidetic Memory, Encyclopedic Knowledge, Holistic Awareness, Language, Lightsaber Construction, Meditative Mind, Planetary Systems, Unseen Sense

Physical Merits:

Ambidextrous, Brawling Dodge, Direction Sense, Disarm, Fast Reflexes, Fighting Finesse, Fighting Style: Boxing, Fighting Style: Kung Fu, Fighting Style: Two Weapons, Fleet of Foot, Fresh Start, Giant, Gunslinger, Iron Stamina, Iron Stomach, Lightsaber Combat, Natural Immunity, Quick Draw, Quick Healer, Strong Back, Strong Lungs, Stunt Driver, Toxin Resistance, Weaponry Dodge

Social Merits:

Allies, Barfly, Contacts, Fame, Inspiring, Jedi Rank, Mentor, Planetary Culture, Resources, Retainer, Status, Striking Looks

Lightsaber Construction (••)

This merit allows your character to construct Lightsabers. This art requires a focus of mind, body and the Force. Characters with the Merit gain a +2 bonus to Lightsaber construction or repair rolls.

Lightsaber Combat: Form I – Shii-Cho

Shii-Cho is the most ancient style of lightsaber combat, developed by early Jedi Masters to incorporate key principles of ancient sword fighting traditions. Existing as the simplest form even 4000BBY, Shii-Cho was among the many forms known to the Jedi. Due to its simplicity, it was often the first form taught, so almost all lightsaber duelists include some aspect of Shii-Cho in their swordplay.

Dots	Bonus	Prerequisite
●	+1 Attack/ +1 Defense	Control ●
●●	+2 Attack/ +2 Defense	Control ●●
●●●	+3 Attack/ +3 Defense	Control ●●●

Lightsaber Combat: Form II – Makashi

After Form I's proliferation as a lightsaber combat technique, Form II came about as a means of lightsaber-to-lightsaber combat. It is described as being very elegant, powerful, and requiring extreme precision, allowing the user to attack and defend with minimal effort, while his opponent tires himself out, often wielding the blade one-handed for greater range of movement and fluidity. The form relied on parries, thrusts, and small, precise cuts—as opposed to the blocking and slashing of the other forms. Form II countered sun diem, the goal of early Form I masters, by being well trained in prevention of disarming and weapon destruction.

Dots	Bonus	Prerequisite
●	+1 Attack/ +2 Defense (vs Lightsabers)	Control ●, Form I ●
●●	+2 Attack/ +3 Defense (vs Lightsabers)	Control ●●, Form I ●
●●●	+3 Attack/ +4 Defense (vs Lightsabers)	Control ●●●, Form I ●●

Lightsaber Combat: Form III – Soresu

Originally, Form III was developed as a counter to blaster weapons used by single but mostly, numerous opponents. Due to the rise in popularity/distribution of blaster weapons, more and more Jedi were forced to adapt a fighting style which allowed them to combat various enemies firing from a multitude of directions, mostly basing their "attack" on the deflection base their style more on wide, sweeping strokes left the Jedi open to blaster fire. Form III

however, enabled a Force user to maintain a constant shield of deflectionary strokes by making short, quick sweeps, close to the body, leaving as little of the Jedi open to attack for as short as possible. Form III represented the most defensive form of the seven disciplines.

Dots	Bonus	Prerequisite
●	+2 Defense/ +2 Deflect Blaster	Control ●, Sense ●
●●	+3 Defense/ +3 Deflect Blaster	Control ●, Sense ●●
●●●	+4 Defense/ +4 Deflect Blaster	Control ●●, Sense ●●

Lightsaber Combat: Form IV – Ataru

Ataru is an aggressive combat form relying on a combination of power, speed, and grace. Practitioners of Ataru were always on the offensive, attacking with wide, fast, and powerful swings. Form IV practitioners constantly called upon the Force to aid in their movements and attacks. By allowing the Force to flow throughout their body, they could overcome their physical limitations (including old age, as was the case with Master Yoda), and allowed them to perform amazing feats of acrobatics, such as somersaults and backflips, not only for attack, but also to evade the attacks and strikes of their opponents.

Those who used Form IV could move at high speeds and could rain strong blows, jumping and attacking through the air. Powerful and quick spinning attacks could be utilized from all angles, either from ground or air. A master in Ataru combat could appear like a blur to their opponents, attacking from all directions—from the front, the sides, overhead, or behind. The Force not only allowed them to perform athletic feats not possible otherwise, but it also helped guide their actions and movements in combat.

Dots	Bonus	Prerequisite
●	+1 Attack/ +2 Initiative	Control ●, Athletics ●●
●●	+2 Attack/ +3 Initiative	Control ●●, Athletics ●●●
●●●	+3 Attack/ +4 Initiative	Control ●●●, Athletics ●●●

Lightsaber Combat: Form V – Shien/Djem So

Form V is an offensive style created by Form III masters who preferred a more offensive style, since the defensive nature of Form III could lead to prolonged combat. It evolved into an accepted style of combat by combining the defensive maneuvers of Form III with the more aggressive philosophy and tactics of Form II. Form V also required a higher level of physical strength than the other lightsaber forms, due to its focus on complete domination of opponents.

Form V had two distinct variations: Shien and Djem So.

Shien: To the Jedi of the ancient Republic who developed and employed the classical Form V Shien, the form was known as the Perseverance Form. Shien was described as being well adapted to guarding against blaster fire and enemy strikes without compromising one's ability to launch powerful counterattacks, though was less effective against a single opponent. Shien was known to have existed at least as early as the Jedi Civil War. With its focus against blaster fire, Shien kept in mind that Jedi were often outnumbered by their opponents and needed to defend themselves while retaining offensive capability.

Djem So: Djem So was the creation of a group of Form III masters who felt that Soresu was too passive. It addressed the shortcomings of Form III, in which a Jedi Master may have proved to be undefeatable but was likewise unable to overcome a skilled opponent. Utilizing a combination of blocks and parries, a Djem So user had a proper foundation in terms of defense against both ranged and melee attacks. While a Soresu user stayed on the defensive, however, and only counterattacked when necessary or when an opening appeared in his opponent's defense, a Djem So practitioner was not nearly so measured. Immediately after defending against an opponent's strike, a Djem So stylist would follow with an attack of their own, bringing the force of the opponent's blow against them and seeking to dominate the duel. Djem So placed a heavy focus on pure strength and power, with wide, powerful strikes and parries followed by a counterattack.

Dots	Bonus	Prerequisite
●	+1 Defense/ +1 Redirect Blaster	Control ●, Sense ●
●●	+2 Defense/ +2 Redirect Blaster	Control ●, Sense ●●
●●●	+3 Defense/ +3 Redirect Blaster	Control ●●, Sense ●●

Lightsaber Combat: Form VI – Niman

Form VI was the standard style at and around the time period of the Clone Wars and the Great Jedi Purge.. This combat discipline was often called the "Diplomat's Form." Unfortunately, all of the Form VI practitioners at the Battle of Geonosis were killed. As a result, full masters of other lightsaber forms sometimes considered Form VI to be insufficiently demanding.

Form VI attempted to balance all elements of lightsaber combat, combining the techniques from Forms that came before into a less intensely demanding combat style. The result was that the users' skill in each individual area of lightsaber combat was relatively moderate—they did not excel in any one area. Due to its "jack-of-all-trades" nature, the success of this form is largely dependent on the practitioner's intuition, improvisation, and creativity in combat rather than the rote responses derived from other forms. This broad generalization made Form VI well suited for diplomats, as they could spend their time training in the areas of politics and negotiation instead of combat training.

The philosophy of Form VI is "the leaf swept in the winds of the Force." Users of this lightsaber form achieve a mindset of one who is not troubled by their surroundings, but simply rides the current of the surrounding turmoil, being well-balanced within.

Dots	Bonus	Prerequisite
●	+1 Defense/ +1 Composure	Control ●, Sense ●
●●	+2 Defense/ +2 Composure	Control ●, Sense ●●
●●●	+3 Defense/ +3 Composure	Control ●●, Sense ●●●

Lightsaber Combat: Form VII – Juyo/Vaapad

Juyo, a term from High Galactic, was originally considered an incomplete form for millennia. Generally viewed as undeveloped and rarely used by the Jedi and the Sith, Juyo was not seen as one of the main forms for generations of Jedi. Jedi Master Mace Windu developed his own Form VII, which was nicknamed Vaapad after a creature from Sarapin which moved with speed similar to Vaapad. (In 22 BBY, Palpatine stated that he had only ever heard of six forms; Yoda said there were only 6 forms for generations of Jedi, and Mace's indicated that he invented Vaapad. It should be noted that Darth Maul, Palpatine's apprentice, was a Juyo practitioner). The nickname, Vaapad, came from students likening it to an aquatic predator, the vaapad, which used its tentacles in lightning-fast whipping attacks. It was said to be impossible to tell how many tentacles a vaapad had until it was dead.

The most challenging and demanding of all forms, Form VII required intense focus, a high degree of skill, and mastery of other forms. Only two Jedi ever mastered Vaapad fully: Mace Windu and Depa Billaba, Sora Bulq helped Windu develop Vaapad, but Bulq proved too weak to master the flow of the light and dark sides of the Force generated by the use of the technique, and fell to the dark side. Intrepid, somewhat direct movements are used in combination with advanced techniques involving Force-powered jumps and motions. Form VII did not appear as fancy as Form IV, as there were not moves like twirling and flipping, but the technical requirements were much higher. Vaapad used seemingly free-wheeling and open movements, but with utter control on the part of the wielder. The end result, if practiced correctly, was a very unpredictable lightsaber style. The staccato swings and flow of the form made it seem as if the attacks were not linked—but in reality, it was merely confusing the opponent.

Form VII demanded the emotional and physical intensity of Form V, but it much more effectively controlled it—if mastered. Form VII, when fully mastered, resulted in extraordinary power.

However, Vaapad bordered on the edge of falling to the dark side, as it channeled one's enjoyment of fighting into the attack. Only

Windu's mastery and concentration on the light side prevented him from succumbing to his own anger, which is why Vaapad was rarely practiced and very dangerous. As noted above, the only other known practitioners of Vaapad, Sora Bulq and Depa Billaba both fell to the dark side of the Force. Darth Maul, a Sith Lord who appeared to have mastered Juyo, was so immersed in the dark side, yet so much in control of his anger that he could employ his own deadly variant of Juyo without fear. However, Darth Maul only devoted to the Form's physical focus, thus he remained silent during his duels. Maul desired pure physical victory, rather than the "higher" Sith tradition of Dun Möch, which could dominate the opponent's spirit through taunts that expose inner doubts and weaknesses.

With that said, Vaapad was not just a fighting style. It was a state of mind and a power.

"Vaapad is as aggressive and powerful as its namesake, but its power comes at great risk. Immersion in Vaapad opens the gates that restrains one's inner darkness. To use Vaapad, a Jedi must allow himself to enjoy the fight, must give himself over to the thrill of battle, the rush of winning. Vaapad is a path that leads through the penumbra of the dark side" The state of mind required that a user of Vaapad allow themselves to gather thrill from a battle. The power of Vaapad was simple: it was a channel for one's inner darkness; and it was a reflecting device. With strict control, a Jedi's own emotions and inner darkness could be changed into a weapon of the light."

Vaapad is also described as "a superconducting loop," with the user on one end and the opponent on the other. It was able to take the powers of the opponent and reflect it back at them.

The power of Vaapad is quite incredible: it is at once a form of lightsaber combat, a state of mind, and an actual tangible power. To use it required great mastery, discipline and, above all else, purity of heart and spirit. Vaapad users were intense, focused and introverted. There were even signs of pent-up hostility in them.

Around the time of the Jedi Civil War, Juyo was already the lightsaber form relied upon by the Jedi, indicating that Juyo was indeed a complete and effective form for millennia before Mace Windu created his version of Form VII, Vaapad,

although it was also possible that the ancient Juyo masters and their skills became the casualties of war.

Dots	Bonus	Prerequisite
•	+1 Initiative/ +1 Attack/ +1 Defense	Control ••, Sense •, Alter •, Force Potential ••
••	+2 Initiative/ +2 Attack/ +2 Defense/ Re-roll damage on 9 and 10	Control •••, Sense ••, Alter •, Force Potential •••
•••	+3 Initiative/ +3 Attack/ +3 Defense// Re-roll damage on 9 and 10/ one additional attack per turn	Control ••••, Sense ••, Alter •, Force Potential ••••

Lightsaber Combat – Dual Weapons

The Lightsaber is unique among weapons. It requires a control and finesse, beyond that of traditional weapons to full master the complexities of use.

Dots	Special Maneuver	Prerequisite
•	Whirling Blade	Control ••, Sense ••, Alter ••, Other Form ••
••	Deflect and Thrust	Control ••, Sense ••, Alter ••, Other Form ••
•••	Focus Attack	Control ••, Sense ••, Alter ••, Other Form ••
••••	Fluid Attack	Control ••, Sense ••, Alter ••, Other Form •••
•••••	Whirlwind Strike	Control ••, Sense ••, Alter ••, Other Form •••

Whirling Blade

This maneuver allows Dodge multiple attacks. Your character is not penalized by multiple attacks staged against them in the same turn until the number of attacks exceeds their dots in weaponry.

Deflect and Thrust

Your character can dodge an attack and strike back in the same motion. When using this maneuver, your character gains a +2 to Defense and a -2 to attacks. You can move no more than your base Speed in the turn you use this maneuver.

Focused Attack

Your character can attack a single target twice in one turn. The second attack suffers a -1 penalty.

Fluid Attack

Your character can make a single attack on two different targets in one turn. The targets cannot be a distance apart that exceeds your normal Speed.

Whirlwind Strike

Your character can unleash a storm of blows against an opponent. You can make a number of additional blows for each point of Dexterity above 2. Each additional attack suffers and cumulative -1 penalty. For example: a character with a Dexterity of 4 can make three attacks, the second attack receiving a -1 modifier and the third attack receiving a -2 modifier.

Jedi Rank

There is certain notoriety to being a Jedi. It gains a certain level of trust or mistrust depending on the individual and the cultures involved. The very presence of a Jedi can put people at ease or on guard but can also lead to entanglement the Jedi might wish to avoid if trying to be discrete or unnoticed. The chart below lists the dots and rank associated with them.

Dots	Rank
•	Youngling
••	Padawan
•••	Jedi Knight
••••	Jedi Master
•••••	Grand Master or Jedi Council Member

Alien Species

This Merit gives the character knowledge of different species. The number of dots represents the general depth of knowledge regarding species that inhabit the galaxy.

Dots	Species
•	Common Species (humans, wookies, etc..)
••	Major species
•••	Exotic Species
••••	Obscure/Possible extinct Species

Cultures (• to •••••)

The Merit gives the character knowledge of different cultures customs and such. The number of dots represents the depth of knowledge about the culture specified.

Planetary Systems (• to •••••)

This Merit gives the character knowledge of different systems including habitable planets and moons and a general knowledge of species and cultures inhabiting the system.

Astrogration (•••••)

This Merit represents an understanding how to navigate around the galaxy. This represents an understanding of intergalactic spatial relationship and how hyperdrives function.

Flaws

Most people are flawed in one way or another, but some people have truly tragic flaws, hindrances that make it a real challenge for them to achieve certain goals.

With the Storyteller's permission, a player can select Flaws for his character during character creation. If that flaw hinders the character adversely during a game session, the Storyteller can choose to award the character extra experience points.

A flaw awards experience only if it adversely affects the character during the story. The flaw should be role-played for the character appropriately.

Flaws may be permanent or temporary, depending on the nature of the Flaw. Events in the game might also inflict a Flaw.

The chart below lists possible flaws. This is by no means a complete list, and the players and storytellers are limited only by their imaginations.

Flaws

Mental Flaws:	Addiction, Amnesia, Coward, Forgetful
Physical Flaws:	Crippled, Dwarf, Hard of hearing, Lamé, Mute, One arm, One eye, Poor sight
Social Flaws:	Aloof, Behavior Blind, Deformity, Embarrassing Secret, Notoriety, Racist/Sexist, Speech Impediment

THE FORCE

The Force is an unseen aspect of the galaxy. It surrounds and co-exists with everything in existence. For all its prevalence it is tangible to only a small number of beings. These beings are called Force Sensitives. Force Sensitives can not only sense the Force but can actually tap into this potential and use it to perform acts beyond that of normal beings.

Force Potential

This is a Force Sensitives' innate power to control and manipulate the Force. All Force Sensitives have at least one dot in Force Potential. It can be increased with the use of Merit Points at the character creation or with Experience Points later. Having more dots in Force Potential allows a character to learn more advance Force Powers. The bonus dice are in addition to any dice rolled when using a Force Power. See chart below for the effects of Force Potential.

Effects of Force Potential		
Force Potential	Attribute/Skill/Force Power Maximum	Bonus dice
1	5	1
2	5	1
3	5	1
4	5	2
5	5	2
6	6	3
7	7	5
8	8	7
9	9	10
10	10	15

Attunement

The Force like many other natural phenomena appears to have a positive and negative side or in more familiar terms a Light side and a Dark side. Attunement represents your character's alignment with the Force.

Attunement has both permanent and temporary dots, similar to Willpower. Your permanent rating is set at character creation. It is possible to have permanent dots in both the Light and

the Dark; whichever is higher represents your character's Attunement. If a character has an equal number of permanent Light side and Dark side dots, they are said to be Balanced. Your Permanent rating gives certain advantages and/or disadvantages as described in the chart below.

Attunement Advantages/Disadvantages		
Dots	Light Side	Dark Side
•	+1 die to all Wits or Composure related Rolls (Players Choice).	+1 die to all Strength or Manipulation related Rolls (Players Choice). Also an additional +1 to these rolls if made in the presence of a strong emotion.
••	+1 die to all Sense related Rolls	+1 die to all Alter related Rolls. Also an additional +1 to these rolls if made in the presence of a strong emotion.
•••	Double the effects for spending a Willpower Point.	Double the effects for spending a Willpower Point. Also, a permanent Palpable Aura. (See below for details.)
••••	+1 to all Force Powers	+1 to all Force Powers
•••••	+1 Perm. Force Potential Dot	+1 Perm. Force Potential Dot

Palpable Aura: A palpable aura of menace surrounds your character. With regards to dice pools based on Presence, the 10 again rule does not apply and any 1s rolled take away from successes. This weakness does not apply to rolls involving the Intimidation Skill.
For Balanced Character: The character chooses either the corresponding Light side or Dark side advantage for the number of dots but not both.

For example: A Balanced character with 2 permanent dots in both the Light side and Dark side chooses the Light side advantage for her 1st dot and the +1 to Alter related rolls for her second dot, but does not receive the additional +1 for rolls in the presence of strong emotion.

Your character's Attunement in the Force is a fluid rating and for most characters is in a constant state of flux. For all Force Sensitives the lure of the Dark side is always present as is

the presence of the Light side. Your actions throughout the story will be represented by the temporary Attunement points given by the Storyteller.

Temporary Attunement points affect your character in a variety of ways. Once earned, they can be spent to reduce the difficulty of a Force related task, much like spending a Willpower points. However, you cannot have temporary points of Attunement from both Aspects at the same time. For example: You currently have 3 temporary Light side points and your character does something that would gain a temporary Dark side point. Instead of gaining the Dark side point you lose one of the Light side points you have accumulated.

Once five temporary Light side or Dark side points have been accumulated they will convert to a permanent attunement point. This permanent point can be added to the appropriate Attunement side or subtracted from the opposite Attunement side. For example: Your character currently has a permanent Attunement rating of 3 Light side dots and 2 Dark side dots. You have just accumulated 5 temporary Light side points. You can choose to add one permanent Light side giving you a new Attunement rating of 4 Light side points and 2 Dark side points or you can choose to remove one Dark side point giving your character a new Attunement rating of 3 Light side points and 1 Dark side points.

Force Powers

The use of the Force is divided into three main categories: Control, Sense and Alter.

Control represents your awareness and command of the Flow of the Force within and through yourself. It is responsible for aiding coordination and other inwardly focused powers.

Sense represents your understanding of the flow of the Force through the galaxy. Sense provides you with precognitive and extrasensory powers.

Alter represents your direct command over the Force. Its effects are most often kinetic, typified by direct attack and defenses, though any effect that imparts your will on the galaxy is an Alter effect.

Some Force Powers use a combination of these basic abilities.

In general, to use a Force Power the character will roll their Control/Sense/Alter + Relevant Attribute/Skill + Force Potential Bonus + Attunement bonuses.

If the Force Power is a combination of Control/Sense/Alter, add the total number of dots and divide by the number of Power Categories, rounding down if necessary. For example: If your character has 2 dots in Control, 1 dots in Sense and 2 dots in Alter and wants to use a the Force power Affect Mind (a combination power of Control, Sense and Alter), you would roll the following: 1 die for Control/Sense/Alter (5dots divided 3 Force Power categories rounded down) + Manipulation+ Force Potential Bonus+ Attunement bonuses.

Control Powers

Absorb/Dissipate Energy

Prerequisite: Control 3
Relevant Attribute: Stamina

Characters may use this power to absorb/dissipate energy attacks; everything from intense sun to solar winds to blaster bolts and Force lightning.

Accelerate Healing

Relevant Attribute: Intelligence + Medicine

Characters may use this power to accelerate their natural healing ability. This may be used twice a day (once every 12 hours). The number of successes required is equal to the number of health levels of damage. You can heal one point of damage for every additional success over the required number of successes.

Athletics

Relevant Attribute: Strength/Dexterity + Athletics

This power allows a character to add their Control dots to rolls involving balance or agility.

Blaster Redirection

Prerequisite: Control 3
Relevant Attribute: Wits or Composure

This power allows a character to redirect a Blaster bolt.

Concentration

Relevant Attribute: Composure

Characters may use this power to clear their mind of all distraction and negative emotions. If successful this power removes any negatives modifiers applied for environmental or other distractions to perform a task.

Control Disease

Prerequisite: Control 2

Relevant Attribute: Intelligence + Medicine

This power allows a character to direct and control the healing resources to throw off infection or to resist diseases within the body. If the disease is life-threatening or long-standing this may require extended rolls. Using this power requires the character to meditate for 30 minutes for each use.

Control Pain

Relevant Attribute: Resolve or Stamina

This power allows the character to act as if they have not been wounded; starting the round after the roll has been made. The character doesn't suffer the penalties of being wounded; however the character is still wounded. And this is prone to get worse even if the character doesn't feel the wound.

Deflect Blaster

Prerequisite: Control 1, Sense 1

Relevant Attribute: Wits or Composure

This power allows a character to deflect a Blaster bolt.

Detoxify Poison

Relevant Attribute: Intelligence or Wits

This power allows you to detoxify or eject poisons that have entered your body.

Emptiness

Relevant Attribute: Composure

You empty your mind and allow the Force to flow through you. The user appears to be in deep meditation and is oblivious to their surroundings. A character in Emptiness, may not move or do anything other than disengage Emptiness. While in Emptiness a character is difficult to sense or affect with the Force.

Force Jump

Relevant Attribute: Strength + Athletics

This power allows the character to focus the Force to perform extraordinary jumps. Each success rolled increases the range the character can jump by 5 meters.

Force Run

Relevant Attribute: Strength + Dexterity

This power allows the character to focus the Force to double their Speed.

Hibernation Trance

Relevant Attribute: Resolve or Composure

This power allows your character to enter a deep trance, remarkable slowing all body functions. You can heal but do nothing else.

Anyone who comes across a character in Hibernation Trance will assume they are dead unless they make a point of testing them. Another character with Sense or Life Detection will be able to sense the Force in the hibernating character and realize they are alive.

When a character enters Hibernation Trance they must specify under what conditions they will awaken.

Reduce Injury

Prerequisite: Control 2

Relevant Attribute: Resolve or Stamina

This power allows you character to reduce the amount of injury you suffer. This power is only used in extreme circumstances because of the long term repercussions. This power must be

used in the round in which the injury is obtained or immediately after and results in the loss of a Attunement point.

Remain Conscious

Relevant Attribute: Resolve

This power allows a character to remain conscious even after suffering injuries that would render them unconscious.

Resist Stun

Relevant Attribute: Resolve or Stamina

This power allows a character to prepare their body to resist all stun damage. This power must be activated before a character suffers any damage.

Speed

Relevant Trait: Speed

This power allows a character to gain an extra action per turn per success.

Starfighter Offense

Relevant Attribute: Dexterity + Piloting

This power allows the Character to add his Control dots to attacks with fixed weapons on vehicles in space or atmosphere.

Sense Powers

Life Detection

Relevant Attribute: Wits + Composure

This power allows a character to detect live sentient beings that might otherwise go undetected.

Life Sense

Prerequisite: Sense 2

Relevant Attribute: Wits + Composure

This power allows a character to sense the presence and identity of a specific person for whom they search. The character can sense how badly wounded, diseased or physically disturbed the target is.

Lightsaber Defense

Prerequisite: Sense 2

Relevant Skill: Weaponry

This power allows the character to use their Lightsaber in a defensive manner. The number of successes rolled is added to the character's defense rating.

Magnify Senses

Relevant Attribute: Wits + Composure

This power allows the character to increase the effective range of their normal senses for brief period of time to perceive things that would be impossible without artificial aids.

Receptive Telepathy

Prerequisite: Sense 3

Relevant Attribute: Wits + Composure

This power allows a character to read the surface thoughts and emotions of the target. The user can "hear" what the target is thinking but cannot probe for deeper information.

Postcognition

Relevant Attribute: Composure or Resolve

This power allows the character to "see" events in the past. The number of successes reflect how far in the past the character can see.

Precognition

Prerequisite: Sense 3

Relevant Attribute: Composure

This power allows a character to get glimpses of the future. These pictures are usually fragmented quick images leaving the viewer with an incomplete picture of possible future events.

Sense Force

Relevant Attribute: Wits + Composure

This power allows the character to sense the ambient Force within a place. Sense force will also reveal the relative magnitude of the Force in

an area or object and attunement of the Force in the vicinity.

Sith Sorcery

Relevant Attribute: Players Choice

This power allows a Character to draw upon the Dark side spirits to augment a selected Attribute or Skill.

Starfighter Defense

Relevant Skill: Piloting

This power allows a character to add Sense dots to dodges using the Piloting Skill in spaceborne and airborne vehicles.

Alter Powers

Injure/Kill

Prerequisite: Alter 2

Relevant Attribute: Resolve + Manipulation

This power allows a character to injure or kill a target they are touching.

Telekinesis

Relevant Attribute: Resolve or Composure

This power allows the character to move objects without touching them.

Control and Sense Powers

Fear

Relevant Attribute: Presence

This power allows a character to project a wave of fear and hostility. All targets failing their Resolve + Composure counter roll will flee from the user or cower in terror.

Calming Presence

Relevant Attribute: Composure

This power allows a character to project as wave of calming reassurance. All targets receive a +1 bonus to Composure rolls.

Projective Telepathy

Relevant Attribute: Presence or Manipulation

This power allows a character to project their thoughts. The target “hears” their thoughts and “feels” their emotion. This power cannot be used to hold conversations.

Control and Alter Powers

Accelerate Another’s Healing

Prerequisite: Control 2 + Alter 2

Relevant Attribute: Intelligence + Medicine

This power allows you to accelerate another’s healing. This may be used twice a day (once every 12 hours). The number of successes required is equal to the number of health levels of damage. You can heal one point of damage for every additional success over the required number of successes. However, the use of this power causes the user and the target to enter a healing trance, during which they can take no other action.

Control Another’s Disease

Prerequisite: Control 2 + Alter 2

Relevant Attribute: Intelligence + Medicine

This power allows a character to direct and control the healing resources to throw off infection or to resist diseases within the target’s body. If the disease is life-threatening or long-standing this may require extended rolls. Using this power requires the user and target to enter a meditative trance for 30 minutes for each use.

Control Another’s Pain

Prerequisite: Control 2 + Alter 2

Relevant Attribute: Intelligence + Medicine

This power allows the character to control the pain of the target which will allow the target to act as if they have not been wounded; starting the round after the roll has been made. The target doesn’t suffer the penalties of being wounded; however the target is still wounded. And this is

prone to get worse even if the target doesn't feel the wound.

Force Grip

Relevant Attribute: Strength

This power allows you to grasp and immobilize a target without touching them. This power can inflict damage if the Grip is strong enough and depending on where the Grip is targeted.

Force Lightning

Prerequisite: Control 4 + Alter 3

Relevant Attribute: Resolve or Composure

This power allows the character to focus their anger or rage into a palpable form. The resulting energy attack does damage similar to the target being struck by high voltage.

Force Strike

Relevant Attribute: Brawl

This power allows the character to Strike an opponent with a surge of pure Force. Each success knock your opponent back 1 meter and deals once point of bashing damage. The target may make a reflexive Dexterity + Athletics roll to remain standing.

Force Throw

Relevant Attribute: Weaponry

This power allows the character to make a ranged attack with any melee weapon. The range is 10 meters per success. The weapon returns to the thrower at the end of the turn.

Place Another in Hibernation Trance

Prerequisite: Control 2 + Alter 2

Relevant Attribute: Resolve or Composure

This power allows your character to place another character into a deep trance, remarkable slowing all body functions. The target can heal but do nothing else.

Anyone who comes across a character in Hibernation Trance will assume they are dead unless they make a point of testing them. Another character with Sense or Life Detection will be able to sense the Force in the hibernating character and realize they are alive.

When a character enters Hibernation Trance they must specify under what conditions they will awaken. To use this power the user must be in physical contact with the target. This power can also be used to bring another character out of an Hibernation Trance but requires as many successes as the target character's Willpower rating.

Return Another to Consciousness

Prerequisite: Control 2 + Alter 2

Relevant Attribute: Resolve or Composure

This power allows a character to return another character to consciousness even after suffering injuries that would render them unconscious. The user must be touching the target for this power to be used.

Transfer Force

Prerequisite: Control 3 + Alter 3

Relevant Attribute: Resolve or Composure

This power allows the user to transfer their life force into a character that is mortally wounded. It does not heal the character but stabilizes them. They will not die unless they are wounded again. The injured character enters a hibernation trance and will stay alive in this state for up to 6 weeks. The user must be touching the target for this power to be used. The recipient of this power must be willing or it will fail.

Control, Sense and Alter Powers

Illusion

Relevant Attribute: Manipulation

This power allows the character to create an illusion which may affect 1 sense per two successes. The Illusion may not be more than 10x the number of successes in cubic feet in size

and lasts approximately 10x the number of successes in minutes.

Jedi Mind Trick (affect mind)

Prerequisite: Control 2 + Sense 2 + Alter 2
Relevant Attribute: Manipulation

This power allows the character to alter the targets perceptions so that they see what the user wished them to see. This power can also be used to permanently alter the target's memories so that they remember things incorrectly or fail to remember something. This power can also be used to alter the target's conclusions, so that they come to an incorrect conclusion.

Kinetic Combat

Prerequisite: Control 2 + Sense 2 + Alter 2
Relevant Attribute: Weaponry

This power allows the user to engage in melee combat from a distance with a telekinetically controlled weapon.

Whirlwind

Relevant Attribute: Wits + Stamina

This power allows the user to kick up a whirlwind of small objects. The whirlwind can be directed at any target within the number of successes x 5 meters. The whirlwind lasts only so long as you concentrate on maintaining it.

EQUIPMENT

Ranged Weapons							
Type	Damage	Ranges	Clip	Strength	Size	Cost	Example
Revolver, Lt.	2	20/40/80	6	2	1	250	
Revolver, Hvy	3	35/70/140	6	3	1	300	
Pistol, Lt	2	20/40/80	17+1	2	1	300	
Pistol, Hvy	3	30/60/120	7+1	3	1	350	
Rifle	5	200/400/800	5+1	2	3	500	
SMG, sm	2	25/80/10	30+1	2	1	1000	
3SMG, lg	3	50/100/200	30+1	3	2	1000	
Assault Rifle	4	150/30/600	42+1	3	3	1500	
Shotgun	4	20/40/80	5+1	3	2	1000	
Crossbow	3	40/80/160	1	3	3	250	
Knives	1	If thrown 5/10/15	n/a	1	1	25 – 35	
Holdout Blaster	3	4/8/12	6	1	1	275	
Sporting Blaster	3	10/30/60	50	2	1	350	
Blaster Pistol	4	10/30/120	100	2	2	500	
Heavy Blaster Pistol	5	7/25/50	25	3	2	750	
Blaster Carbine	5	25/50/250	100	3	2	900	
Blaster Rifle	5	30/100/300	100	3	3	1000	
Sporting Blaster Rifle	4	40/120/350	100	3	3	900	
Light Repeating Rifle	6	50/120/300	25	3	3	2000	
E-Web Repeating Blaster (two man)	8	75/200/500	Power Generator	3	2	5000	
Bowcaster	4	10/30/50	1	3	3	Not sold to non- wookies	
Anti-Vehicle Laser Canon (Crew 4, skeleton 2/ -1D)	3	500/2000/10000	1/2	3	3	10000 new/2000 used	
Heavy Ion Canon (Crew 27, skeleton 12/-1)	12	Atmosphere/Low Orbit/High Orbit	1/ Power Generator	2	3	500000	
Fragmentation Grenade	5/4/3/2	3/7/20/40	1	1	1	200	
Thermal Detonator	10/8/5/2	3/4/7/12	1	1	1	2000	
Mines	2/4/6/10 (blast radius)	10/8/5/2	1				

Damage: Indicates the number of dice added to your dice pool for using this weapon.

Ranges: Indicates the number of short/medium/long ranges in meters. Attacks at medium and long ranges suffer a -2 and -4 penalty respectively

Clip: Indicates the number of rounds a weapon holds or number of charges energy weapon consumes on a standard energy pack.

Strength: Indicates the minimum Strength needed to wield this weapon effectively.

Size: Indicates the size of the weapon. 1 = can be hidden in hand, 2 = can be hidden in coat, 3 = cannot be hidden on ones person.

Cost: Indicates galactic credits dots needed to purchase the weapon.

*Note: Weapons with a Damage of 4 or more follow a 9 and 10 again rule- that is 9s and 10s on the die can be re-rolled for additional damage

Melee Weapons				
Type	Damage	Size	Cost	Special
Sap	1(B)	1	25	Knockout
Brass Knuckles	1(B)	n/a	30	Brawl
Club, Wood	2(B)	2	30	
Club, Metal	1(B)	2	35	
Rapier	2 (L)	2	300	Armor Piercing 1
Sword	3 (L)	2	1000	
Katana	3 (L)	2	1000	Durability +1
Great Sword	4 (L)	3	1500	
Small Ax	2 (L)	1	300	
Large Ax	3 (L)	3	450	
Great Ax	4 (L)	4	1000	
Stake	1 (L)	1	25	
Sprear	1 (L)	4	250	Defense +1
Knives	1 (L)	1	25 -200	
Vibro Ax	3 (L)	3	500	
Vibro Blade	3 (L)	2	250	
Lightsaber	5 (L)	2	Not for sale	See Lightsaber Combat

Damage: Indicates the number of dice added to your dice pool for using this weapon.
Size: Indicates the size of the weapon. 1 = can be hidden in hand, 2 = can be hidden in coat, 3 = cannot be hidden on ones person, 4 = requires two hands or a strength of 4 to weld one-handed.
Cost: Indicates galactic credits dots needed to purchase the weapon.
*Note: Weapons with a Damage of 4 or more follow a 9 and 10 again rule- that is 9s and 10s on the die can be re-rolled for additional damage

Armor Chart					
Class	Rating	Strength	Defense	Speed	Cost
Reinforced/Thick Clothing	1/0	1	0	0	300
Kevlar Vest	1/2	1	0	0	500
Flak Jacket	2/3	1	-1	0	1000
Full Riot Gear	3/4	2	-2	-1	2000
Blast Helmet	1/1	1	-1	0	300
Blast Vest	1/2	1	-1	-1	300
Bounty Hunter Armor	2/3	2	-1	-1	2500
Stormtrooper Armor	3/4	2	-2	-1	Not for Sale
Leather (hard)	1/0	2	-1	0	300
Chain Mail	2/1	3	-2	-2	1000
Plate Mail	3/2	4	-2	-3	1500

Rating: Indicates the protection from different attacks. The first rating is against close combat and the second is for ranged weapon attacks.
Strength: Indicates the Strength necessary to use this Armor.
Defense: Indicates the penalty imposed on your characters Defense trait for the armor worn.
Speed: Indicates the penalty imposed on your characters Speed trait for the armor worn.
Cost: Indicates the cost in Galactic credits.