Star Wars: The New Jedi Order Board Game
Status Sheets and Keywords

Introduction

This topic is a fairly large one, so it will take time to break down fully. Essentially, a Status Sheet is something that the player(s) have drawn up for themselves, and approved by the Hierarchy. It will contain a set of basic Statistics and Skills/Technologies, which every Unit or Fortification will have. Some things will be shared commonly, others will be specific to the instrument of the game being measured by a Status Sheet.

Keywords are words issued at the beginning of an action or in response to another Keyword during battle. These Keywords can affect the Grand Board or affect the Local Map Boards, and the Keywords will follow a certain structure. It will be on the players to come up with this as well, but it will follow a pre-set organization for clarity's sake. That will be described below.

Status Sheets

These player created sheets represent the overall ability, expertise, force awareness and Midi-Chlorian count of an individual for use with Keywords. For example, if the Midi-Chlorian count is at a certain level, or the Force Awareness of an individual is high enough, certain components of the Living Force cards come into effect and can be drawn from the deck in situations that call for it. It will be pulled from the Grand Deck, in this case, and we will help you explain the delay in your scenario if need be.

The required Status Sheet elements are the following:

1. Player Name

This is basic information about the player, and will be the name used publicly in the game until a name change has occurred.

2. Player Age

This also must be recorded, in a unit of your choice. Cannot be changed in the game period.

3. Player Weight

Another item recorded in the unit of your choice. Will change from time to time

4. Race

Not the same as homeland, by any means. This will never change without a physical alteration.

5. Homeland

This is the place where your character was born. It could be a space station, or a planet. If you abandon your homeworld, it will be noted here when you decide to make another place your home. This is not the same as owning property on other worlds.

6. Current Place of Residence

This is the place where you mostly spend your time for rest and relaxation purposes. This does not mean you cannot work from the home you live in, but certainly this is your house, to put it shortly. Not the same as Homeland.

7. Pilot/Driver, Certification

Determines whether this person can drive a vehicle or a space vessel, but not both, and only when they are certified to use the controls inside the ship.

8. Vessels Owned, Type

Lists the vessels currently in possession by the player, and their type. One can own ships they are not certified to drive, and they can attempt to drive illegally if they wish but may not succeed if their Status Sheet requirements do not par up.

9. Pets Owned, Type and Name

Any pets that the player owns will be listed here, if any at all. Listed by name, in alphabetical order.

10. Player Statistic: Intelligence

Whenever a Player Skill needs to be updated, you will use this statistic to measure your success, in a way approved by the Hierarchy.

11. Player Statistic: Brawn

This measures how you handle a situation, and whether you use force over peace in a situation, coupled with your physical ability to do so but not contingent on that fact.

12. Player Statistic: Empathy

This governs how you will respond to a touching moment, or a moment that is difficult to handle.

13. Player Statistic: Rebellious Spirit

This can both be useful and harmful. In one way, a higher number makes you automatically join a Mutiny that has been initiated by a player with a high Intelligence level, but it also could make you part of an organization with many benefits attached to membership.

14. Player Statistic: Technology

This ability lets you interact with the various machines of this world. Higher levels enable you to repair machines and droids, as well as construct components and/or other machines with parts.

15. Player Statistic: Mechanics

This is different from Technology by definition. This ability gives you a better understanding of how

energy converts into it's many forms, and studies the effect of things when work energy is produced upon it from another source. This can also apply to the study of many sciences like Optics, Neurology, and Metallurgy.

16. Player Statistic: Hunger

If you are hungry, you are less able to do things. You would be well advised to eat and be well on your way, unless you are fasting for a purpose.

17. Player Statistic: Happiness

This can affect a players ability to do battle properly, and if the level is high enough there might be a reason to seek help from others to restore it or suffer a health penalty.

19. Player Statistic: Health

This is generated when the player comes into being, and is affected by many things, such as Hunger and/or combat related damage. If it depletes fully you are dead, and there are health risks associated with being unhealthy.

20. Other Certifications

Any other faction created Certifications, approved by the Hierarchy, will be listed here.

21. Player Designation

A codeword used for players designation in the form of Keywords.

<u>Keywords</u>

Keywords can be used in or out of battle, and must be witnessed. Every so often, a player will report to his Local Commander and utter Keywords that modified his gameplay and/or Status Sheet. The Local Commander will approve it and send it off to the Command Structure for review. If an issue is found at this level, it will be brought to the Hierarchy for review and a determination of what could be done feasibly in the scenario, and an alternate remedy for the time elapsed if that is a consideration.

Basically, when out of combat, the Keywords shall be directed as follows:

[Initiating Player Designation] [Alpha Action] [Variables] [Beta Action] [Target Player Designation]

Let's break down the components of this Keyword string.

- Initiating Player Designation: The Player Designation of the player initiating the Keyword
- Alpha Action: 1 of a few things, which are as follows:
    1. Move Player and Vessel – Say "Moving Player" or "Moving Vessel"
    2. Trade Merchandise – Say "Trade X for Y in Z Trading System", replace Trading System and letters X, Y and Z with appropriate Hierarchy approved words.
    3. Feed Self – Say "Eat X Food" or "Drink Y Liquid", replacing the letters with the appropriate words, Hierarchy approved

4. Board Vessel – Say "Enter X Vessel", replacing X with the appropriate vessel name, either from a list of ones you own or one that is docked on a planet you are on (If you are sneaking onto it, a Beta Action will be called, same with calling a Takeoff if you are in control of the vessel, within your Local Commanders approval).
5. Boost Player Statistic – Measure the required amount of Intelligence for the action and say "Modify X Skill", replacing the X with the Player Statistic desired to be changed. The Local Commander will approve this if the conditions are met. All discrepancies will be handled by the Hierarchy, not the Command Structure, though they will be notified of the event.
6. Join Faction – Must leave a Faction to join one, saying "Abandon X to Join Y", replacing X with the faction you are in and Y with the faction you wish to join.
7. Learn Player Statistic: Different from raising Statistics, say "Learn X Skill" in order to add a Player Statistic predetermined by your Command Structure and approved by the Hierarchy, replacing X with the name of the Player Statistic being learned.
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