STAR WARS

GALACTIC ADVENTURES

THE SCIENCE FANTASY ROLE PLAYING GAME

REVISION VIII

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EPISODE 1 - ABOUT THE GAME

INTRODUCTION

Star Wars – Galactic Adventures is an adventure role playing game where you play a hero, or villain, in a galaxy far, far away. Like other role playing games, you create a character that you then become in a world of pure science fantasy adventure. The rules here will help you get started on your own set of adventures in the Star Wars universe.

Although there are already some Star Wars Role Playing Games in existence, these rules use a much more simple approach than those other versions. These rules focus on story and role playing out problems. In the spirit of earlier role playing games of the 70's, these rules are meant to allow for faster play with little rules, tables and charts to keep track of.

As a character, you will go on many adventures for whatever motives your character is driven. You may want to smuggle cargo through protected borders. You may want to become a bounty hunter in search of fortune. You may want to be a Jedi and serve the greater good or you may want to take the path of the Sith and rule the galaxy. Anything is possible.

The one who controls the game and tells the story is the Galactic Overlord. As the Galactic Overlord, you can create your own setting in this vast galaxy. Although you can create adventures in the time of Luke and Leia, you can also go beyond that and create something your own. Imagine creating a galaxy during a time when Yoda has yet to be born. Different villains run amok in the galaxy that make Darth Vader seem kind in comparison. Long forgotten wars are taking place and your players are right in the middle of it all.

The possibilities are endless with the simple use of your imagination. So let's get ready to dive right in and enter a galaxy of great adventures…

PLAYING A ROLE PLAYING GAME

Role playing games are not played like traditional games, such as board and card games. There is no board to play on. There are no cards to deal. There is simply some dice, paper and pencils. In order to play, you will need at least two people. One must be the Galactic Overlord and their responsibility is to know all of the rules and tell the story that the players are involved in. They are the final judge in the game. The others are the heroes of the story (or villains if they choose). They will play a character in the story that is told by the Galactic Overlord.

There is no winning in a role playing game, as with traditional games. Players will take their characters on many adventures throughout the galaxy. Some adventures may cause their deaths. Others may be a crushing defeat, but the players fight on for another day. The most desired result is that the players are victorious in their current goal and celebrate before their next adventure. In the end, winning is defined by the players.
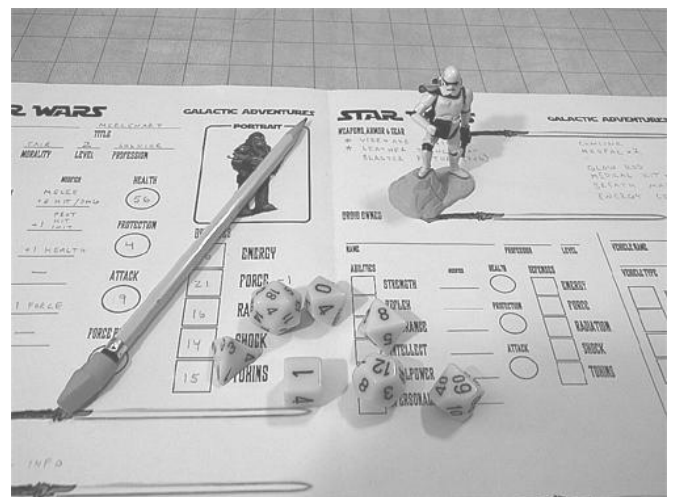
The adventure possibilities are endless. Players may be on the hunt for a criminal. Maybe a Sith Lord is wreaking havoc in a sector of space…and must be dealt with. Perhaps a Hutt has kidnapped a noble that is in dire need of rescue. Whatever the reason, all in the galaxy will one day know your name.

THE ROLL OF THE DICE

There are six different types of dice used when playing. There are dice with four sides (d4), six sides (d6), eight sides (d8), ten sides (d10), twelve sides (d12) and twenty sides (d20). These dice can be found at most game, hobby or book stores.

These rules will reference dice by the abbreviation (d4 for example). If the rules describe rolling a 2d8, that means you will have to roll two eight sided dice and add the result together. If the rules describe rolling a 3d6+2, this means you will roll three six sided dice, add them together, and then add two to that result. The only variation to this rule is when percentile dice must be rolled. Percentile dice are used when you need to acquire a percentage number (between 1 and 100). To achieve this, roll two ten sided dice. One number will be the 10's and the other will be the 1's. If (for example) you were to roll an 8 (for the 10's) and a 7 (for the 1's), you would have rolled an 87. If both dice roll to zero, then you rolled a 100. If you had to roll a ten sided die, and you rolled a zero, that translates to a ten.

EPISODE II - CHARACTER CREATION

THE BASICS

You will need a blank piece of paper to begin creating your character. At the back of this book is a character sheet that you can use as well. You will roll 4d6, discarding the lowest roll. Add the remaining 3d6 together and write that number down. Repeat this five more times until you have six values. Assign these to the attributes you want, depending on the profession you will be playing.

Next, choose a profession that you will like to play, along with a species. Record your character's Stamina score by looking it up in the Professions section (adding Endurance modifiers, if any). Each profession has their own dice to be rolled to determine Stamina. Also make sure to record your profession's starting Defense values, as each profession has different values.

Choose a Morality for your character, meaning if they are Good, Evil or neither. Finally, you can roll 4d6 and then multiply that value by 10. This is your character's starting credits. The Galactic Overlord may simply state you start with no credits or a fixed amount. You can use credits to purchase weapons, armor and other equipment. Give your character a name and maybe some detailed information about their past.

ATTRIBUTES

Each character will have six different Attributes. When doing a check against these Attributes, you must roll 1d20 equal or below your score. No character may have an Attribute below 3. Each one is described below…

STRENGTH

Strength determines how strong a character is and their ability to hit enemies with melee weapons. This Attribute also determines any extra damage done by melee weapons. If you need to physical move something, Strength is important.

REFLEX

Reflex determines how fast a character can move. It shows how well one can aim weapons and whether they can gain the initiative. Reflex also may help a character avoid being hit from weapons. If one practices the Scoundrel or Spy skills (skills located in the Scoundrel and Spy Skills table in the Professions section), then Reflex also helps.

ENDURANCE

Endurance is the physical condition of the character. A character, with a higher Endurance, may also receive bonus to their Stamina. This also improves a character's Toxin and Shock Defenses.

INTELLECT

Intellect determines how intelligent a character is. The more intelligent a character is, the more languages they can know. The number of languages a character may know is equal to this score. Each character will know Basic (a universal language understood by most species) and the language of their species (these counts. Using different technology may require a particular Intellect check (hacking a computer for example).

WILLPOWER

Willpower is the mental strength of the character. This ability is important to Jedi and Sith, as it may increase how many Force Points they can spend per day. Willpower also can give bonuses to Force Defenses.

PERSONALITY

Personality is a character's personal charm. Your ability to persuade non-player characters (NPCs) is directly affected by your Personality. Getting caught doing something, and talking your way out of it, is an example of this. Trying to get some information will rely heavily on this Attribute. Even interrogation will rely on Personality checks to determine if you are told a truth or a lie (the Galactic Overlord usually rolls this check as the player character will not know if it is in fact a truth or a lie).

Attribute Score/Modifiers	3	4-5	6-8	9-12	13-15	16-17	18	19	20	21	22	23	24	25
STR (Melee Hit/Melee Damage)	-3	-2	-1	0	+1	+2	+3	+3	+4	+4	+5	+5	+6	+6
REF (Protection)	-3	-2	-1	0	+1	+2	+3	+4	+4	+5	+5	+6	+6	+7
REF (Range Hit)	-3	-2	-1	0	+1	+2	+3	+4	+4	+5	+5	+6	+6	+7
REF (Initiative Modifier)	-2	-1	-1	0	+1	+2	+3	+3	+4	+4	+4	+5	+5	+5
REF (Scoundrel Skill Modifier)	-60	-30	-15	0	0	+5	+10	+15	+20	+25	+30	+35	+40	+45
REF (Spy Skill Modifier)	-40	-20	-10	0	+5	+10	+15	+20	+25	+30	+35	+40	+45	+50
END (Stamina Per Level)	-3	-2	-1	0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
END (Toxin/Shock Defense)	-2	-1	0	0	0	0	0	+1	+1	+2	+2	+3	+3	+4
INT (Extra Starting Languages)	0	0	0	0	1	2	3	4	5	6	7	8	9	10
WIL (Force Points Per Level)	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
WILL (Force Defense)	-3	-2	-1	0	1	2	3	4	5	6	6	7	7	8

DEFENSES

Each character will have five different Defenses. When doing a check against these Defenses, you must roll 1d20 equal or above your score. Each one is described below…

ENERGY

Energy defense is a character's ability to handle a sudden bolt of energy. Electricity and force shields often produce this and can cause one to suffer incredible damage if touched.

FORCE

Force defense determines how the Force will affect a character. If a Jedi were to try and Force Push you to the ground, you may be able to avoid it. Not all Force powers will be avoided with this skill, however.

Radiation

Radiation defense determines a characters reaction to any form of harmful radiation. Getting caught in a contaminated docking bay may require this check.

Shock

Shock defense is the determination of the body to handle a sudden physical shock. This is not related to the Energy defense. Getting hit with a pistol, set to stun, may require this check. Reaching zero Stamina may require this check to determine if you are put into a coma or simply knocked out. Droids, hit with ion weapons, will also make this check.

Toxins

Toxin defense determines how a character handles the effects of poisons, gases or even illnesses. A creature spraying you with venom would require this check. Droids are immune to Toxins.

STAMINA

Stamina is not just a measure of how much damage a character can take before being knocked out or dying, it also has elements of luck and skill built within in the value. Although you may have taken 2 damage from a blaster pistol, it could simply mean you expended 2 of your Stamina points to duck just in time. So it is not just the physical health, but also getting physically tired. If a character's Stamina is between -5 and 0, they are simply knocked out…or maybe in a coma (if they fail their Shock Defense roll). Knocked out characters may be revived after a battle, but characters in a coma are out for the rest of the game. They may be revived after an adventure, unless they are left behind on a ship that exploded. Characters with Stamina less than -5 are dead and join the hall of fame with heroes such as Porkins.

PROTECTION

Protection is the measure of a character's ability to avoid being hit by weapons. A higher Reflex attribute may improve this score. Wearing storm trooper armor is an example of how to have a better protection score. Unprotected characters (or characters simply wearing common clothing) have a Protection score of 0. The higher your Protection score means you have a better chance of avoiding a hit from an attack.

EXPERIENCE

As you go on various adventures, you will gain Experience points. Obviously, only surviving members will gain Experience Points. Characters that were thrown into a coma will gain Experience points only up to the point where they fell into a coma. The rate in which you gain Experience points will be discussed further in the Adventure section.

SPECIES

There are many different species in the galaxy. Below is just a few that you can choose to play in your adventures. Although this is not a full list of all alien species, it is a good starting point if you want to add your own. Other than Droids, all species can have any of the listed professions. Whether they are good or bad at the profession, is really up to the Attribute scores of the character. Droids are listed last and are an optional species to play if the Galactic Overlord allows it.

Although these listed species are the most common, this should not limit you in playing any of the other species you may have seen in movies or read about in novels. When developing a new playable species, make sure they have some good and bad attributes. Make sure they even the species out and that it is not any better than the other playable species. In the end, it will be up to the Galactic Overlord if this new species will be allowed in the game.

As a Galactic Overlord, you are encouraged to add to this list as well. If you want a different NPC species in your adventure, consider making the species a playable one. Once you do this, then you can make this species any level/profession you may need in future adventures. This will also add to the many different species for players to become.

Human

Humans are the most common species throughout the galaxy. They are about 5 to 6 feet tall and have varying hair and skin colors. They do not have any Attribute adjustments but do get a 10% Experience bonus after every adventure.

Arcona

Arcona are cold blooded humanoids from the planet Cona, an arid world in the Teke Ro system. They have thick skin that ranges in color from mahogany to ebony. They have triangular heads with large multi-faceted eyes that seem to sparkle. They stand around 5 to 6 feet tall and their hands have three prehensile talons. Due to their thick skin, they get +1 to their Protection but suffer a -1 to Reflex due to their hands.

Besalisk

Besalisks are stocky humanoids from the planet Ojom. They have thick arms, a bony headcrest surrounded on either side by short feathers, and a wide mouth with a large elastic sack dangling from it. They stand around 5 feet tall and have many arms. They have a -2 to Reflex but get a +2 to their Endurance. Although females can have up to eight arms, players will only have four arms no matter the sex. These four arms allow a Besalisk to add 10% for climbing difficult surfaces. They are also able to use 2 (1 handed) weapons in a round at a -2 to hit penalty for each attack.

Bothan

Bothans are humanoids covered in fur and are native to the planet Bothawui. They stand around 5 feet tall and have a +2 to their Reflex and a -2 to their Endurance. Bothans may add 1 to their Willpower Attribute, but must sacrifice a point in another (never going below 3).

Cerean

Cereans are humanoids native to the planet Cerea. They have elongated heads and stand about 6½ feet tall. Cereans get a +2 to Intellect and Willpower, but they suffer a -2 to their Reflex.

Chagrian

Chagrians are amphibian humanoids native to the planet Champala. They have blue skin and a pair of horns, known as lethorns, protruding from fleshy growths on the side of their heads. Males have a second pair that protrudes from the tops of their heads. They stand from about 6 to 7 feet tall and can breathe underwater. They get a +2 to Strength and suffer a -2 to Reflex. Due to their evolution, they get a +2 bonus to any Radiation Defense rolls. They have low-light vision and can see up to 60' in darkness.

DUROS

Duros are hairless humanoids that stand about 6 feet tall. They have large eyes and wide mouths. Their skin usually is a bluish gray hue. They get a +2 to Reflex and Intellect but suffer a -2 to Endurance.

EWOK

Ewoks come from the forest moon of Endor. They look like humanoid bears that stand around 3 feet tall. They get a +2 to their Reflex but suffer a -2 to Strength. They get an additional point towards their Protection and a +10% bonus to Stealth checks. With their great sense of smell, Ewoks get to add 1 to their surprise rolls.

GAMORREAN

Gamorreans are humanoids from Gamorr and stand about 6 feet tall with a snout and tusks. They have green skin and two horns protruding from their heads. They are a naturally violent race and get a +3 toward their Strength but suffer a -2 to their Intellect and Willpower. They can learn to understand other languages, but may only speak Gamorrean.

GUNGAN

Gungans are humanoids from the swampy areas of Naboo and stand about 5 to 6½ feet tall. They have floppy ears and a set of eyestalks. Gungans can add 1 to their surprise and initiative rolls. They get a +3 to Reflex but suffer a -2 to Intellect and Personality. They have low-light vision and can see up to 60' in darkness. They can hold their breath underwater for (Endurance x 25) rounds.

ITHORIAN

Ithorians are humanoids from the planet Ithor. They stand from about 6 to 7½ feet tall. They have long necks and curl forward and end in a dome shaped head. They have a mouth on each side of their neck that can be used to produce a sonic attack once per single battle. They attack as if it were a ranged weapon, doing 1d6 + Level of damage to targets 20' in front of them. Ithorians get a +2 to Willpower and Personality, but suffer a -2 to Reflex.

JAWA

Jawas are typically short rodent-like natives of Tatooine that stand about 3 feet tall. They wear hooded robes that cover all but their glowing eyes. Although they can learn to understand other languages, they can only ever speak their own. They suffer a -4 to their Strength and a -2 to their Personality. They are quite quick, giving them a +2 to their Reflex. They have dark vision and can see up to 90' in darkness. They are good mechanics so they get a -2 to their Intellect checks when using difficult technology. Any Jawa Pilots treat their repairs as though they are one level higher.

KEL DOR

Kel Dor come from the plant Dorin, where the atmosphere is a Helium gas. This means that they cannot breathe on other planets without a special apparatus, which they all have with them. They stand about 5 to 6½ feet tall and they are peach to red in color. They have black eyes and a particular affinity to the Force, allowing them to reroll Defense rolls for the Force. They have low-light vision and can see up to 60' in darkness. They get a +2 to Reflex and Willpower, but suffer a -3 to Endurance.

Mon Calamari

Mon Calamari are an amphibious species that live mainly out of water. They come from the planet Dac and are about 6 feet tall with smooth skin, domed heads and large eyes. They get a +2 to Intellect and Willpower but suffer a -3 to Endurance. They can breathe underwater and have low-light vision to see up to 60' in darkness.

Quarren

Quarren are from the planet Dac and share that world with the Mon Calamari. They live in cities under the ocean and stand about 6 feet tall. They have leathery skin and heads that resemble squids. They get a +2 to Endurance and Personality but suffer a -3 to Willpower. They can breathe underwater and have low-light vision to see up to 60' in darkness.

Rodian

Rodians are from the Tyrius star system and are natural hunters. They have tapered snouts and multifaceted eyes. Their skin is green and they stand about 5½ feet tall. They have low-light vision and can see up to 60' in darkness. They get a +2 to Reflex and a +1 to surprise/initiative rolls but suffer a -2 to Willpower and Personality.

Sullustan

Sullustans are from the volcanic world of Sullust. They are roughly 5 feet tall and have large eyes, big ears and jowls. They get a +2 to Reflex but suffer a -2 to Endurance. They have dark vision and can see up to 90' in darkness. Their thick skin gives them a +1 to their Protection and they can regenerate (recovering 1 Stamina per turn). They are good climbers and may add 10% for climbing difficult surfaces. They may add 1 to their surprise/initiative rolls.

Togruta

Togruta are a humanoid species from the planet Shili. They are 5 to 6½ feet tall and have skin colors of red, white, orange, blue and purple. They have head tails and are marked with colorful skin patterns. They get a +2 to Reflex and Willpower but suffer a -3 to Endurance. With their great sense of awareness, Togruta get to add 1 to their surprise rolls. They also only suffer a -2 penalty when fighting blind, instead of the -4 penalty. They get +10% bonus to their Sneak skill.

Trandoshan

Trandoshans are a humanoid lizard race from the planet Dosha. They are about 6 to 7 feet tall and have greenish scaly skin. They have a +2 to their Strength but suffer a -2 to their Reflex. Due to their thick skin, they get a +1 to their Protection and they can regenerate (recovering 1 Stamina per turn). They have dark vision and can see up to 90' in darkness.

Twi'lek

Twi'leks are from the planet of Ryloth. They have long head-tails and stand about 5½ to 6½ feet tall. Their skin can be of many shades such as red, blue, orange, green or white. The get a +2 to Personality but suffer a -2 to Willpower. They natural get a +2 bonus to any Toxin Defense rolls and have low-light vision and can see up to 60' in darkness.

Verpine

The Verpine are a hermaphroditical species of humanoid insects that mainly live in the Roche asteroid belt. They have sticklike bodies covered in plates of flexible, brilliant-green chitin which gives them +2 to their Protection. Due to their three digit hands, they suffer a -2 to their Reflex. It is rare to encounter a Verpine Jedi as they suffer a -2 to their Willpower. Their large black eyes allow

them to see microscopic details and they have two antennae that extend from the backs of their head. These antennae allow Verpine to communicate with each other over great distances by generating radio waves.   They stand between 5 to 6 feet tall. They are tinkerers so they get to a -2 to their Intellect checks when using difficult technology. Any Verpine Pilots treat their repairs as though they are one level higher.

Wookiee

Wookiees are large furry humanoids that stand about 6½ to 7½ feet tall. They are brownish in color and come from the world of Kashyyyk. They can understand other languages but can only speak their own. They get a +4 to Strength and a +2 to Endurance, but they suffer a -2 to Reflex, Willpower and Personality. Once per day, a Wookiee can go into a rage. This will give the Wookiee a +2 to all attack and damage rolls. The rage lasts for a single battle. They are good climbers and may add 10% for climbing difficult surfaces. Due to their intimidation, they can reroll any Personality checks when trying to learn information from a NPC (normal questioning and interrogation). When a Wookiee is healed (either by a healing item or the Force) they may add their Level to the healing amount (meaning if a medpac heals a Level 5 Wookiee at 3d6, and a character rolls a 4, they may add 5 to the overall healing for a total of 9 Stamina).

Zabrak

Zabraks are humanoids that come from many worlds, but most commonly Iridonia. They have horns on their heads and are about 6 feet tall. They are a race with strong survival instincts, which gives them a +1 to all of their Defense rolls. They have no Attribute adjustments.

Droids

Droids are mechanical beings that have been programmed to think and learn on their own. It is assumed that players, who play Droid characters, have been freed of a master for one reason or another. They must be constructed to be humanoid, meaning they must have two legs, two arms, torso, head and hands that are able to manipulate tools. They must be between 5 to 6½ feet tall. Droids speak Basic and Binary when starting out. No matter the profession, Droids have a 1 Toxin Defense as they are immune to such things. Droids also have a +3 to all Radiation Defense rolls but a -3 to all Energy Defense rolls. They get a +3 to Endurance but a -3 to Personality. They can never be Jedi or Sith but are immune to some forms of Force powers (Mind Trick for example).

They never need to eat, breathe or sleep but still have qualities that match the six Attributes (for example, Endurance is a physical quality of a biological being. Endurance for a Droid, however, is the physical construction of the Droid). Intellect, as another example, is the storage capacity of the droid to hold information. Willpower, for a Droid, is the ability to not have its programming altered involuntarily. They cannot be healed but do have a Stamina score that represents the points they have before they break or get rundown. Droids can use a Parts Kit to repair themselves or can be repaired by others. Droids treat Stamina like biological beings. If they have -5 to 0 Stamina, they are deactivated. If they fail a Shock Defense roll here, they are broken until the next adventure. If they go below -5 Stamina, they are destroyed beyond repair.

Droids are resistant to most types of stunning effects (like stun batons, stun grenades, blasters set to stun), except for some Force Powers. If Droids are hit with any type of ion or electromagnetic pulse weapon, they must make a roll against their Shock Defense or be reduced to 0 Stamina. When this happens, they do not need to make a Shock Defense roll as they are simply deactivated.

In the end, it is up to the Galactic Overlord if Droids are allowed in the game as player characters. They have quite a few advantages over biological creatures and the Galactic Overlord may want to simply only allow Droids that are acquired by the players (as NPCs). Be warned if you decide to create a Droid character, the Galactic Overlord may create a setting where Droids are not treated as fairly as other biological creatures. They are objects, or most commonly…property. If one kills a Droid, it is not murder but vandalism. So

one may think twice before killing a Human over a bad game of Sabacc, but they probably will not consider such things if it were a Droid.

PROFESSIONS

Bounty Hunter

Bounty Hunters are mercenaries for hire. They make their living hunting those that need to be found, but do not want to be found. They usually accompany a group for either intermediate work or to reach a means to an end. They are not only excellent soldiers and hunters, but they also have the following skills…

- Bounty Hunters start with 1d10 Stamina and get 1d10 Stamina per Level after Level 1.

- Bounty Hunters use Attack Category III.

- Bounty Hunters may add 1 to their surprise rolls.

- Bounty Hunters may add 3 to any Personality rolls when questioning NPCs.

- Bounty Hunters can detect a lie if they can roll percentile dice equal or lower to their Level x 5.

- Bounty Hunters may track humanoids, creatures and droids if they can roll percentile dice equal or lower to their Level x 5.

- Bounty Hunters are fairly good pilots. Although not as skilled as Pilots, they do get bonuses to their rolls for Piloting depending on the Bounty Hunter's Level. They treat this skill just as a Scoundrel of the same level.

Medic

Medics are the doctors of the galaxy. Although anyone can do basic first aid, Medics really can use these tools to make the most effective recovery for patients. They have the following skills…

- Medics start with 1d8 Stamina and get 1d8 Stamina per Level after Level 1.

- Medics use Attack Category I.

- Medics get a +2 to all Toxin Defense rolls.

- Medics are the only ones capable of using Bacta fluid.

- Medics increase their healing value by multiplying their Level. For example, when using items such as a medpac (that can restore 3d6 of Stamina) and a Level 9 Medic rolls a 10, then the patient heals 90 Stamina.

- Medics may only wear light armor.

- Medics may revive individuals from a coma if they can roll percentile dice equal or lower to their Level x 5. This also brings the character's Stamina to 1. They may only do this once per individual during an adventure.

PILOT

Pilots can be space aces, tank drivers or pod racers. Some pilot for smuggling, others may do it for battle. Pilots are the best with vehicular battles. They naturally tinker with technology, but they also have the following skills…

- Pilots start with 1d8 Stamina and get 1d8 Stamina per Level after Level 1.

- Pilots use Attack Category I, but use Attack Category VI when using a vehicle's weapons in battle.

- Pilots are natural gear heads. They get a -3 to their Intellect rolls when using complicated technology.

- Pilots are able to add their Level to all of their vehicle Protection scores.

- Pilots increase their repairing value by multiplying their Level. For example, when using items such as a parts kit (that can repair 4d6 of damage) and a Level 7 Pilot rolls a total of 17, then 119 points of damage is repaired.

- Pilots may fix broken Droids (Droids that reached 0 to -5 Stamina and failed their Shock Defense roll) if they can roll percentile dice equal or lower to their Level x 5. This also brings the Droid's Stamina to 1. They may only do this once per Droid during an adventure.

- Pilots may not wear heavy armor.

SCOUNDREL

Scoundrels are rouges of the galaxy. Scoundrels are not necessarily bad. Some may attempt to smuggle goods through restricted borders, others may steal things for profit. Scoundrels have some unique skills that require a percentile dice roll (that may be modified by the Galactic Overlord for difficulty). If a roll is equal or below the amount (shown in the Scoundrel Skills table below), then the action succeeds. If a 1 is rolled, then the action is an automatic failure no matter the skill level. Scoundrels have the following skills…

- Scoundrels start with 1d6 Stamina and get 1d6 Stamina per Level after Level 1.

- Scoundrels use Attack Category II.

- Scoundrels may not wear heavy armor. If they insist on wearing medium armor, then they suffer a -10% penalty to all Pilfering, Security and Sneak rolls.

- Scoundrels are fairly good pilots. Although not as skilled as Pilots, they do get bonuses to their rolls for Piloting depending on the Scoundrel's Level. Unlike other Scoundrel skills, that require percentile rolls, this is merely a modifier number. Scoundrels may add this modifier to their attack rolls and Protection score when in vehicular battles.

- Scoundrels are often Gambling. Although anyone can gamble, Scoundrels are naturally better at it. Gambling is explained in the Adventure section. Unlike other Scoundrel skills, that require percentile rolls, this is actually a modifier to the Scoundrel's Gambling roll.

- Scoundrels are good at Pilfering. Pilfering allows one to use sleight of hand to maybe take a small item from one's pocket or even take an item off a table without the owner noticing. If a Scoundrel is caught Pilfering then the Galactic Overlord will determine the reaction of the victim.

● Scoundrels are good at bypassing Security. This allows the Scoundrel to bypass mechanical or computerized locks. Some complicated locks may require an Intellect check prior to a Security check (this will be up to the Galactic Overlord if the technology is unique or complicated). A success means that the lock is bypassed. If a failure occurs, then that Scoundrel may only attempt two more times. If they fail all three times, then they may not try again until they reach their next Level.

● Scoundrels can Sneak around. This allows the Scoundrel to move quietly and hide within the shadows. A successful roll means that the Scoundrel is moving silently or hidden. If a Scoundrel attacks, sneaking from behind, they will get x2 damage for that attack. As soon as they attack someone, they become revealed to anyone else in the area.

Scoundrel Skills Table

Level	Gambling	Pilfering	Security	Sneak	Piloting
1	+1	23	17	19	0
2	+2	26	20	22	0
3	+3	29	23	25	0
4	+4	33	27	29	+1
5	+5	37	31	33	+1
6	+6	41	35	37	+1
7	+7	46	40	42	+2
8	+8	51	45	47	+2
9	+9	56	50	52	+2
10	+10	62	56	58	+3
11	+11	68	62	64	+3
12	+12	74	68	70	+4
13	+13	81	75	77	+4
14	+14	88	82	84	+5
15	+15	95	89	91	+5
16	+16	107	92	93	+6
17	+17	115	95	95	+6
18	+18	123	97	97	+7
19	+19	124	98	98	+7
20	+20	125	99	99	+8

SOLDIER

Soldiers are the toughest of the bunch and the first sent into battle. Soldiers work in many different areas of the galaxy. Players may want to be a Storm Trooper, Clone Trooper, Galactic Republic Trooper or simply a Mercenary. This choice is obviously made after learning which time period the adventure is in and is ultimately up to the Galactic Overlord. Soldiers can wear any type of armor and use any type of weapon. They have more Stamina than the other professions and the better chances to hit their enemies. A Soldier is able to do the following…

● Soldiers start with 1d12 Stamina and get 1d12 Stamina per Level after Level 1.

● Soldiers use Attack Category IV.

● Soldiers are able to perform multiple attacks per round depending on their Level as shown below…

A Soldier must be successful on a hit in order to proceed to the next attack. What this means is if a Level 8 Soldier is attacking, they get 3 attacks. Their first attack hits, then they get to do a second. Their second attack misses, then their attacks end that round and they do not get a third attack. If they did hit on their second attack, then they could have completed their round with a third attack. Remember, they only have to have a successful hit. They do not need to do damage to move onto the next attack.

Soldier's Number of Attacks Table

Level	0-2	3-6	7-10	11-14	15-17	18-19	20
Attacks	1	2	3	4	5	6	7

Spy

Spies are the eyes, ears and enforcers of the galaxy. Spies have some unique skills that require a percentile dice roll (that may be modified by the Galactic Overlord for difficulty). They are able to wear disguises and blend in with a crowd. Spies are sometimes called on to assassinate an individual. Sometimes it may be a prominent figure or just a lowly peasant who failed to pay a debt. If a roll is equal or below the amount (shown in the Spy Skills table below), then the action succeeds. If a 1 is rolled, then the action is an automatic failure no matter the skill level. A Spy is able to do the following…

● Spies start with 1d6 Stamina and get 1d6 Stamina per Level after Level 1.

● Spies use Attack Category II.

● Spies may only wear light armor.

● Spies may only use one handed weapons.

● Spies are good at Pilfering. Pilfering allows one to use sleight of hand to maybe take a small item from one's pocket or even take an item off a table without the owner noticing. If a Spy is caught Pilfering then the Galactic Overlord will determine the reaction of the victim.

● Spies are good at bypassing Security. This allows the Spy to bypass mechanical or computerized locks. Some complicated locks may require an Intellect check prior to a Security check (this will be up to the Galactic Overlord if the technology is unique or complicated). A success means that the lock is bypassed. If a failure occurs, then that Spy may only attempt two more times. If they fail all three times, then they may not try again until they reach their next Level.

● Spies can Sneak around. This allows the Spy to move quietly and hide within the shadows. A successful roll means that the Spy is moving silently or hidden. If a Spy attacks, sneaking from behind, they will get x2 damage for that round. As soon as they attack someone, they become revealed to anyone else in the area.

● Spies can wear a Disguise. This allows them to get closer to targets that they seek information, or may even need to assassinate. A failure simply means the Spy is discovered.

● Spies can Assassinate others. They must be successfully sneaking up to a victim and then roll for normal attack. If the attack succeeds then they may roll for their Assassinate skill (subtracting the victim's Level from the roll). A success means the victim is instantly killed.

Spy Skills Table

Level	Pilfering	Security	Sneak	Disguise	Assassinate
1	25	19	21	30	10
2	28	22	24	32	15
3	31	25	27	34	20
4	35	29	31	38	25
5	39	33	35	42	30
6	43	37	39	46	35
7	48	42	44	51	40
8	53	47	49	56	45
9	58	52	54	61	50
10	64	58	60	67	55
11	70	64	66	74	60
12	76	70	72	81	65
13	83	77	79	89	70
14	90	84	86	97	75
15	97	91	93	100	80
16	109	94	95	103	85
17	117	97	97	106	90
18	125	99	99	111	95
19	126	100	100	116	100
20	125	99	99	120	105

Jedi/Sith

Jedi & Sith characters are masters of the Force. They have different motives and morals, but are still similar to each other. Each has Force Powers that they more easily use. They do not advance as fast as other professions, as they must spend more time honing their mastery of the Force. Jedi and Sith cannot be in the same group. Jedi cannot be in a group with Evil characters as well as Sith cannot be in a group with Good characters. When deciding the type of character to create, it is quite simply a question of how you want to play the character.

Jedi characters use the Force to keep the peace throughout the galaxy. They sometimes mediate disputes between worlds and negotiate non-violent solutions to conflicts. A Jedi's role in the galaxy is unique to the time period they exist. They may be prominent figures in the old republic or they may be rare and hunted by the Galactic Empire. Jedi must be Good in Morality. When Jedi start adventuring they are quite weak as they are new to the Force.

Sith characters seek only power for themselves. They are consumed by hatred and with that comes destructive powers to decimate their enemies. A Sith's role in the galaxy is unique to the time period they exist. They may be involved in an ancient Sith war or may be Darth Vader's apprentice. Sith must be Evil in Morality. When Sith start adventuring they are quite weak as they are new to the Force.

Jedi & Sith are able to do the following…

- They start with 1d8 Stamina and get 1d8 Stamina per Level after Level 1.

- They use Attack Category V, with lightsabers only. With all other forms of attack, they use Attack Category III.

- They may not wear armor.

- They start with a standard lightsaber.

- Unlike other professions, they start with 2d4 x 10 credits.

- They get to add their Level to their Protection score. This means that a Level 9 Jedi/Sith, with 18 Reflex, has a total Protection score of 12 (9 + 3 = 12 … 9 for the Level and 3 for the Reflex modifier).

- They get to add their Willpower Force Defense bonus to their Protection score. This means that a Level 9 Jedi/Sith, with 18 Reflex and 17 Willpower, has a total Protection score of 14 (9 + 3 + 2 = 14 … 9 for the Level 3 for the Reflex modifier and 2 for the Willpower Force Defense bonus).

FORCE-SENSITIVE characters were once Jedi or Sith that lost their total connection with the Force. They do not lose the Force entirely, but have a much weaker grasp of it. No one can start out as a Force-Sensitive character, but may become one if they stray from their Jedi/Sith paths. Kyle Katarn is sometimes an example of this type of character. They do not know if they prefer the Light or Dark side, but still pursue a life with the Force. They gain Levels just as the Jedi or Sith, but they lose access to many of the Force Powers. They can only use the Standard Force Powers, but at double the cost. Unlike Jedi/Sith, Force-Sensitive characters do the following…

- They may wear armor other than heavy armor.

- They use Attack Category III.

- They no longer get their Level/Willpower Protection bonus.

- They can only use Standard Force Powers at double the cost.

- They must be Fair in Morality.

FINAL WORD ON PROFESSIONS

The Professions listed here are really a broad generalization of fields practiced throughout the galaxy and its history. The Character Sheets have a section to put your Profession and then a section to put your Title. Titles can be used to pick a more specific type of Profession for role playing purposes. You do not merely need to be referred to as a Soldier, but your Title can be Mercenary, Commando or Trooper. You don't simply need to be a Scoundrel, but can have your title be Smuggler or Gambler. If you are a Droid Soldier, your title can be Battle Droid. It is up to you to add color to the name of your Profession.

LEVELS

Levels are a measure of how much your character has matured in their profession. All characters begin their adventures at Level 1 and may progress all the way to Level 20. With each Level, a character will improve in their profession and have a higher level of Stamina…allowing you to take on even tougher enemies. The ability to hit with weapons increases and Defenses will be improved.

Other than Jedi and Sith, all professions progress at the same rate. The table below shows the Experience Points needed to attain each level. Experience Points are cumulative and not cashed in when gaining levels. This means that if you have 2,000 Experience Points, you have reached Level 2 (if you are not a Jedi or Sith). The table below shows that you need 4,000 Experience points to achieve Level 3. You do not need 4,000 more Experience Points, but rather another 2,000 Experience Points to achieve Level 3 (2,000 + 2,000 = 4,000).

Level	Jedi or Sith Experience	All Other Profession Experience
1	0	0
2	3,000	2,000
3	6,000	4,000
4	12,000	8,000
5	24,000	16,000
6	48,000	32,000
7	96,000	64,000
8	192,000	128,000
9	384,000	256,000
10	500,000	375,000
11	650,000	495,000
12	750,000	615,000
13	900,000	735,000
14	1,000,000	855,000
15	1,200,000	975,000
16	1,400,000	1,095,000
17	1,600,000	1,215,000
18	1,800,000	1,335,000
19	1,900,000	1,455,000
20	2,000,000	1,575,000

MORALITY

Morality is the behavior of an individual according to their own morale code. A character chooses a Morality at character creation. Some professions demand a particular Morality in order to be in that profession. There are three different Moralities; Good, Fair and Evil.

GOOD characters are believers in truth and justice. They follow, and even enforce, rules of law that serve the greater good. They believe that sacrifices of an individual are most important to allow most to live and prosper in peace.

FAIR characters do not overwhelmingly choose Good or Evil, but believe in a "live and let live" way of life. They are normally ones who are concerned with themselves and will not help others unless it benefits them or does not put them in much danger. They may steal from the wealthy, thinking that they are helping themselves and harming the wealthy very little.

EVIL characters do not believe that rules apply to themselves. They are often not to be trusted and will do almost anything to meet their own goals. Who they harm is of no concern to them, as long as they finally get what they wanted.

The Galactic Overlord may alter a character's Morality if they sway from the proper behavior of their current Morality (reference the "3 strikes rule" on page 19). An example of this is a Good Spy that is working for the Rebels to acquire information for the cause. If that Spy accepts, and completes, a task to assassinate Han Solo then the Galactic Overlord will probably shift that character's Morality away from Good. Morality is important when speaking with NPCs. The list below shows the Personality modifiers when dealing with NPCs.

Characters of similar Morality get along better than with other Moralities. This is simply the way of life. If a Good General is talking with a Good Jedi, they will naturally get along better due to having the same ideals. An Evil Sith would not care to listen much to a Good Counselor, considering them weak and foolish. An Evil Admiral may get along with an Evil Bounty Hunter, because they are of like minds and the Admiral may like the way that Bounty Hunter gets things done.

Good dealing with Good:	+2
Evil dealing with Evil:	+2
Fair dealing with Fair:	+1
Good dealing with Evil:	-2
Fair dealing with Good/Evil:	-1

LANGUAGES

Each character knows how to speak Basic and the language of their species. They may know a total number of languages according to their Intellect score (meaning if they have a 15 Intellect, they may know a total of 15 languages). A character may choose additional languages at character creation (see the Attribute chart on page 4 to see how many extra languages a character may know at creation time). To learn additional languages, an instructor must be sought to learn the language from. Droids have to simply find a language disk and install it into their programming. The list below is a small sample of the languages one may know…

Aqualish	Duros	Kubaz	Squib
Arcona	Elom	Lahsbee	Ssi-Ruu
Arkanian	Elomin	Mantellian Savrip	Sullustan
Barabel	Ewok	Mon Calamari	Talz
Baragwin	Falleen	Morseerian	Togruta
Basic	Farghul	Mrlssi	Toong
Besalisk	Frozian	Omwati	Toydarian
Bimm	Gamorrean	Ortolan	Trandoshan
Binary	Gand	Quarren	Tusken
Bith	Gotal	Quermian	Twi'Lek
Bocce	Gran	Rodian	Ubese
Bothan	Gungan	Rybet	Ugnaught
Cerean	Herglic	Sakiyan	Verpine
Chadra-Fan	Hoojib	Selonian	Vuvrian
Chagrian	Hutt	Shistavanen	Wookiee
Chev	Iktotchi	Sith	Woostoid
Chevin	Ithorian	Skrilling	Xexto
Chiss	Jawa	Sluissi	Yevetha
Dashade	Kel Dor	Sneevel	Yinchorri
Devaronian	Kitonak	Snivvian	Zabrak
Drall	Klatooinian	Spiner	

DEFENSES

Each profession has specific Defenses that get better as they progress throughout the game. All NPCs will also reference these Defense values when trying to avoid similar effects. To make a Defense check, simply roll 1d20 and compare it to one of the Defense values (Energy, Force, Radiation, Shock and Toxins). If the roll is equal to, or greater than, the listed value then the character has succeeded. Some definitions of "success" are different from case to case. A character may avoid being affected by the danger altogether. A character may have simply only suffered a partial effect, such as only taking half damage. Below are the charts that show which profession gets which Defense values, and what Levels they get those values.

Bounty Hunter   Defenses

Level	Energy	Force	Radiation	Shock	Toxins
1-3	17	20	16	15	16
4-6	15	18	14	13	14
7-9	13	16	12	11	12
10-12	11	14	10	9	10
13-16	9	12	9	7	9
17-19	7	11	8	5	8
20	5	10	7	3	7

Pilot/Medic   Defense

Level	Energy	Force	Radiation	Shock	Toxins
1-4	17	20	14	13	14
5-8	14	18	12	10	12
9-12	12	16	10	7	10
13-16	10	14	8	4	7
17-20	8	12	6	2	4

Scoundrel/Spy   Defense

Level	Energy	Force	Radiation	Shock	Toxins
1-4	18	19	15	18	15
5-8	15	17	13	16	13
9-12	12	15	11	14	11
13-16	9	13	9	12	9
17-19	6	11	6	10	7
20	3	9	4	8	5

Soldier   Defense

Level	Energy	Force	Radiation	Shock	Toxins
1-2	16	20	16	14	15
3-4	14	19	14	12	13
5-6	12	18	12	10	11
7-8	10	17	10	8	9
9-10	8	16	8	7	7
11-12	6	15	7	6	6
13-14	5	14	6	5	5
15-16	4	13	5	4	4
17-18	3	12	4	3	3
19-20	2	11	3	2	2

Jedi/Sith   Defense

Level	Energy	Force	Radiation	Shock	Toxins
1-5	17	10	17	16	14
6-10	14	8	14	13	10
11-15	11	6	11	10	6
16-19	7	4	7	7	3
20	4	2	4	3	2

EPISODE III – FORCE POWERS

THE FORCE

The Force allows for mentally produced powers from the will of the Jedi/Sith. It can do incredible things such as control minds, move objects, heal and cause great harm. Jedi/Sith may only use a particular number of Force Points per day based on the Level of the Jedi/Sith. There are three categories of Force Powers; Standard, Light side and Dark side. Standard Force Powers can be used by either Jedi or Sith at no penalty cost. Light side may be used by Jedi at no penalty cost and Dark side may be used by Sith at no penalty cost. If a Jedi were to use a Dark side power, then the cost would be double Force Points needed to accomplish. The same goes for Sith if they try to use a Light side power. The table to the right shows the amount of Force Points a Jedi/Sith may use a day per Level.

Level	Force Points
1	1
2	2
3	3
4	4
5	5
6	6
7	8
9	12
10	14
11	16
12	19
13	18
14	24
15	27
16	31
17	35
18	38
19	42
20	45

Force Points are used to summon the power of the Force. Force Powers have a cost associated with them in order to use them. Once all of the Force Points have been spent, then the Jedi/Sith must rest for 8 hours to regain their Force Points.

Balancing the Light and Dark sides is handled by the Galactic Overlord. They will track whether a Jedi/Sith character is following their Morality and note accordingly. They may warn the player that they are straying from their Morality, but the basic "3 strikes rule" applies. If a Jedi/Sith perform 3 actions, against their Morality, then they will be forced into the neutral area of the Force and have their Morality changed to Fair. They will not be Jedi or Sith, but now referred to as Force-Sensitive and will only be able to use the Standard Force Powers at double the listed cost. They cannot use any Light or Dark side powers. They will remain, as Force-Sensitive, into the next adventure. They may continue to behave as Fair, where they will simply stay as a Force-Sensitive. If they choose to behave Evil, then they will become Sith for the next adventure and have their Morality changed to Evil. If they choose to behave Good, then they will become Jedi for the next adventure and have their Morality changed to Good.

Although one may feel that they may go back and forth between the Light and Dark sides, be warned, you will lose Experience Points (Level x 1,000) if your character does this. If you go from Light to Force-Sensitive and then back to Light, you will suffer no Experience Points loss. If you go from Dark to Force-Sensitive and then back to Dark, you will suffer no Experience Points loss. If you end up going from Light to Dark, or Dark to Light, you will suffer the Experience Points loss. An example; a Level 12 Sith ends up finally moving to the Light side of the Force. They immediately lose 12,000 Experience Points (12 x 1,000) when this happens and might even lose an entire Level.

Force Powers can be used whenever a Jedi/Sith is able to have enough Force Points to spend on it. Only one Force Power can be used in a round of battle but does not count as their attack for that round. If a Jedi/Sith uses Burst of Speed, they may attack twice in that round, but they may not use another Force Power. Force Deflection is the exception to this rule and is explained in the Standard Powers section. The below section will be listed into three parts; Standard Powers, Light Side Powers and Dark Side Powers. Each Force Power will display the Force Points needed, Range it effects, Duration of the Force Power, whether it affects droids and any type of Defense that can be used against the Force Power. A description will be displayed below each one.

STANDARD POWERS

BREATHE CONTROL

Force Points: 1   **Range: Self**   **Duration: 2 Turns**   **Effects Droids: False**   **Defense: None**
This power gives a Jedi/Sith the ability to hold their breathe for 20 minutes. This helps when they need to stay underwater for an extended period of time or simply go through a poison gas filled room.

FORCE DEFLECTION

Force Points: 1   **Range: Self**   **Duration: Instant**   **Effects Droids: True**   **Defense: None**
This power lets the Jedi/Sith deflect blaster bolts back at the one who fired it. They invoke the power whenever an enemy fires a blaster (pistols, rifles or cannons) at them (they do not need to wait until it is their turn) and must then immediately do a ranged attack back at the one who originally fired the shot. If the Jedi/Sith fail the ranged attack, then the bolt simply deflects harmlessly elsewhere. If they succeed, then the victim takes damage equal to what the Jedi/Sith would have suffered. Unlike other Force Powers, this one can be used multiple times during a round. If three storm troopers are firing at the Jedi/Sith, they may use this power three times in that round (if they have enough Force Points). They cannot use a different Force Power during that round, however. The Jedi/Sith must have a lightsaber in their hand to use this Force Power, until they reach Level 10. Once they reach Level 10, they no longer have the lightsaber requirement for this Force Power and can simply use the palm of their hand. No matter the method, the Jedi/Sith must use Attack Category III when deflecting these shots.

FORCE JUMP

Force Points: 1   **Range: Self**   **Duration: Instant**   **Effects Droids: False**   **Defense: None**
This power lets the Jedi/Sith jump in the air 10' times the Level of the Jedi/Sith

MIND TRICK

Force Points: 1   **Range: 60'**   **Duration: Instant**   **Effects Droids: True**   **Defense: Force**
This power lets the Jedi/Sith distract a target for 1d6 x 10 seconds, but not during battles. This is usually in the form of a distracting noise.

PRECOGNITION

Force Points: 1   **Range: Self**   **Duration: 1 Turn**   **Effects Droids: True**   **Defense: None**
This power lets the Jedi/Sith sense if there is any danger in the area. They are able to see a few minutes into the future, usually causing them to always gain Surprise.

THROW LIGHTSABER

Force Points: 1   **Range: 50'**   **Duration: 1 Round**   **Effects Droids: True**   **Defense: None**
This power lets the Jedi/Sith throw their lightsaber at a target. This is treated as a ranged attack so the Jedi/Sith may add any Reflex modifiers. The lightsaber quickly returns to the Jedi/Sith.

BURST OF SPEED

Force Points: 2   **Range: Self**   **Duration: 2 Rounds**   **Effects Droids: True**   **Defense: None**
This power gives a Jedi/Sith an extra attack each round. The Jedi/Sith also gets a +2 to Protection and they can move double their normal movement rate.

Force Camouflage

Force Points: 2   **Range: Self**   **Duration: 1 Turn Per Level**   **Effects Droids: True**   **Defense: None**
This power lets the Jedi/Sith stealth just as a Scoundrel or Spy. The effect lasts for 2 minutes per Level of the Jedi/Sith.

Force Push

Force Points: 2   **Range: 30'**   **Duration: Instant**   **Effects Droids: True**   **Defense: Force**
This power lets the Jedi/Sith push over enemies in range. They are able to push a number of enemies equal to their Level. If the enemy falls, they cannot attack again until after the next round. While they are on the ground, anyone attacking them gets +4 to their attack roll. The Galactic Overlord may determine if the enemy falls differently (off the edge of a cliff, for example).

Force Sight

Force Points: 3   **Range: 30'**   **Duration: Instant**   **Effects Droids: False**   **Defense: Force**
This power lets the Jedi/Sith determine the Morality of the target. Knowing that one is Evil, when they pretend to be Good, is quite valuable.

Sense Force

Force Points: 3   **Range: 60'**   **Duration: Instant**   **Effects Droids: False**   **Defense: None**
This power lets the Jedi/Sith sense if an area is strong with the Force. It can also be used to determine if an individual is void of the Force, Force-Sensitive or very strong with the Force.

Telekinesis

Force Points: 4   **Range: 120'**   **Duration: 1 Round/1 Turn**   **Effects Droids: True**   **Defense: Force**
This power lets the Jedi/Sith move objects with their mind. If the Jedi/Sith is not in battle, then they can concentrate enough to move an object that weighs Level x 1,000 pounds during 1 turn. They can move the object a distance of Level x 10'. This means that a Level 12 Sith can move a 12,000 pound object 120' before they must put it down. If they use Telekinesis during battle, then they may move an object that weighs Level x 10 pounds a distance of Level x 5' during 1 round. This means that a Level 5 Jedi in battle may move a 50 pound object 25' before they must release it. They may choose to simply move the item. They may choose to grab the item (meaning that there is a lightsaber 50' away that they want to fly into their hand). They may want to hit something with the object (they would then do a range attack with the item using any Reflex modifiers). Any damage done by flying objects is 1d4 + Level of the Jedi/Sith. Any size modifiers will be determined by the Galactic Overlord. A Jedi/Sith may only concentrate enough to move a biological creature, or Droid, when they are not in battle.

Battle Meditation

Force Points: 6   **Range: 60'**   **Duration: 2 Rounds**   **Effects Droids: False**   **Defense: None**
This power gives a Jedi/Sith, and their party, +2 to attack and damage. The party members must be within the 60' radius of the Jedi/Sith for this to work for them.

Affect Mind

Force Points: 8   **Range: 10'**   **Duration: 1 Turn**   **Effects Droids: False**   **Defense: Force**
This power lets the Jedi/Sith persuade the target to be more forthcoming with information. It can also be used to convince a target of something other than what they believe ("these aren't the droids you're looking for"). This effect only lasts about 10 minutes.

Force Suppression

Force Points: 9   **Range: 30'**   **Duration: Instant**   **Effects Droids: False**   **Defense: Force**

This power lets the Jedi/Sith cause another Jedi/Sith to lose a number of their Force Points equal to their Level. This means that a Level 12 Jedi can cause a Sith to lose 12 Force Points.

Telepathy

Force Points: 10   **Range: 240'**   **Duration: 3 Rounds**   **Effects Droids: False**   **Defense: Force**

This power lets the Jedi/Sith either read the thoughts of an individual or speak to another telepathically. Even if the Jedi/Sith is communicating with a friend, that friend must still make a Defense roll to determine if they hear the Jedi/Sith.

Force Confusion

Force Points: 12   **Range: 90'**   **Duration: 1 Round Per Level**   **Effects Droids: False**   **Defense: Force**

This power lets the Jedi/Sith confuse an individual into attacking enemies of the Jedi/Sith. They are not under the control of the Jedi Sith, however.

Master Battle Meditation

Force Points: 12   **Range: 60'**   **Duration: 2 Rounds**   **Effects Droids: False**   **Defense: None**

This power gives a Jedi/Sith, and their party, +4 to attack and damage. The party members must be within the 60' radius of the Jedi/Sith for this to work for them.

LIGHT SIDE POWERS

Force Aura

Force Points: 1   **Range: Self**   **Duration: 2 Rounds**   **Effects Droids: True**   **Defense: None**

This power provides a protective shield around the Jedi/Sith that gives them +2 to their Protection and +2 to all Defense die rolls.

Sooth

Force Points: 3   **Range: 50'**   **Duration: Instant**   **Effects Droids: False**   **Defense: None**

This power lets the Jedi/Sith heal one party member an amount of Stamina equal to their Willpower + Level of the Jedi/Sith.

Stun

Force Points: 3   **Range: 60'**   **Duration: 1 Round**   **Effects Droids: False**   **Defense: Force**

This power lets the Jedi/Sith stun an opponent for 1 round. Any stunned enemy will give others a +4 to hit them.

Stun Droid

Force Points: 4   **Range: 60'**   **Duration: 1 Round**   **Effects Droids: True**   **Defense: Force**

This power lets the Jedi/Sith force a surge of energy into a Droid, stunning the Droid for 1 round. The Droid will also suffer damage equal to the Level of the Jedi/Sith. Any stunned Droids will give others a +4 to hit them.

Force Valor

Force Points: 5   **Range: 60'**   **Duration: 2 Rounds**   **Effects Droids: False**   **Defense: None**

This power gives a Jedi/Sith, and their party, +1 to attack, damage and Defense rolls. The party members must be within the 60' radius of the Jedi/Sith for this to work for them.

Disable Droids

Force Points: 6   **Range: 60'**   **Duration: 1 Round**   **Effects Droids: True**   **Defense: Force**

This power lets the Jedi/Sith force a surge of energy into a Droid (plus any Droids within 15' of the target Droid), stunning the Droid(s) for 1 round. The Droid(s) will also suffer damage equal to the Level of the Jedi/Sith. Any stunned Droids will give others a +4 to hit them.

Force Shield

Force Points: 6   **Range: Self**   **Duration: 2 Rounds**   **Effects Droids: True**   **Defense: None**

This power provides a protective shield around the Jedi/Sith that gives them +4 to their Protection and +4 to all Defense die rolls.

Knight Valor

Force Points: 8   **Range: 60'**   **Duration: 2 Rounds**   **Effects Droids: False**   **Defense: None**

This power gives a Jedi/Sith, and their party, +3 to attack, damage and Defense rolls. The party members must be within the 60' radius of the Jedi/Sith for this to work for them.

Heal

Force Points: 9   **Range: 50'**   **Duration: Instant**   **Effects Droids: False**   **Defense: None**

This power lets the Jedi/Sith heal everyone in the party an amount of Stamina equal to their Willpower + Level of the Jedi/Sith.

Revitalize

Force Points: 9   **Range: 10'**   **Duration: Instant**   **Effects Droids: False**   **Defense: None**

This power will bring a target out of a coma and bring them back to 1 Stamina.

Stasis

Force Points: 9   **Range: 60'**   **Duration: 2 Rounds**   **Effects Droids: False**   **Defense: Force**

This power lets the Jedi/Sith stun an opponent for 2 rounds. Any stunned enemy will give others a +4 to hit them.

Destroy Droids

Force Points: 12   **Range: 60'**   **Duration: 1 Round**   **Effects Droids: True**   **Defense: Force**

This power lets the Jedi/Sith force a surge of energy into a Droid (plus any Droids within 20' of the target Droid), stunning the Droid(s) for 1 round. The Droid(s) will also suffer damage equal to the 1d6 + Level of the Jedi/Sith. Any stunned Droids will give others a +4 to hit them.

Force Armor

Force Points: 12   **Range: Self**   **Duration: 2 Rounds**   **Effects Droids: True**   **Defense: None**

This power provides a protective shield around the Jedi/Sith that gives them +6 to their Protection and +6 to all Defense die rolls.

MASTER VALOR

Force Points: 12   **Range: 60'**   **Duration: 2 Rounds**   **Effects Droids: False**   **Defense: None**

This power gives a Jedi/Sith, and their party, +5 to attack, damage and Defense rolls. The party members must be within the 60' radius of the Jedi/Sith for this to work for them.

STASIS FIELD

Force Points: 15   **Range: 60'**   **Duration: 2 Rounds**   **Effects Droids: False**   **Defense: Force**

This power lets the Jedi/Sith stun multiple opponents for 2 rounds. The Jedi/Sith must target an area and then anyone in that 30' area will suffer from the effects. Any stunned enemy will give others a +4 to hit them.

DARK SIDE POWERS

WOUND

Force Points: 1   **Range: 60'**   **Duration: Instant**   **Effects Droids: False**   **Defense: Force**

This power lets the Jedi/Sith cause one great pain. The damage caused by this attack is 1d4 + Level.

FEAR

Force Points: 3   **Range: 60'**   **Duration: 2 Rounds**   **Effects Droids: False**   **Defense: Force**

This power lets the Jedi/Sith cause a target to run away in fear. If the target has nowhere to run, then they will simply cower somewhere nearby. During this time, they do not attack anyone.

CRUSH

Force Points: 3   **Range: 20'**   **Duration: Instant**   **Effects Droids: True**   **Defense: Force**

This power lets the Jedi/Sith crush a single target. The target suffers 1d6 + Level of the Jedi/Sith. If the target succeeds at their Defense roll, they only take half of that damage.

SLOW

Force Points: 3   **Range: 60'**   **Duration: 3 Rounds**   **Effects Droids: False**   **Defense: Force**

This power lets the Jedi/Sith cause a target to suffer a -2 to their attack rolls. This effect last 3 rounds.

CHOKE

Force Points: 4   **Range: 60'**   **Duration: 1 Round**   **Effects Droids: False**   **Defense: Force**

This power lets the Jedi/Sith choke a victim causing great pain. The damage caused by this attack is 1d4 + Level. The victim is also stunned for 1 round. Any stunned enemy will give others a +4 to hit them.

AFFLICTION

Force Points: 6   **Range: 60'**   **Duration: Instant**   **Effects Droids: False**   **Defense: Toxin**

This power lets the Jedi/Sith cause a target to become ill. This causes the target to suffer a -2 to their attack rolls. The target also suffers 1d4 damage every round until they are either cured of the illness or they reach 0 Stamina.

Drain Knowledge

Force Points: 6   **Range: Touch**   **Duration: Permanent**   **Effects Droids: False**   **Defense: Force**

This power lets the Jedi/Sith drain a memory from the victim. The Jedi/Sith must know the memory that they will be removing and it will take a total of 1 turn to complete. If a Sith wants to make a guard forget that they were there, this Force Power will do just that.

Force Lightning

Force Points: 8   **Range: 50'**   **Duration: 1 Round**   **Effects Droids: True**   **Defense: Energy**

This power lets the Jedi/Sith electrocute a single target (and any targets 20' from the main target). The target suffers 1d8 + Level of the Jedi/Sith (Droids will take double damage). If the target succeeds at their Defense roll, they only take half of that damage.

Drain Force

Force Points: 9   **Range: Touch**   **Duration: Instant**   **Effects Droids: False**   **Defense: Force**

This power lets the Jedi/Sith drain another Jedi's/Sith's Force Points equal to half of their Level rounded up. This means that a Level 12 Sith can cause a Jedi to lose 6 Force Points and the Sith then gains those 6 Force Points. Another example is a Level 9 Sith can cause a Jedi to lose 5 Force Points and the Sith then gains those 5 Force Points. A Jedi/Sith cannot have over their maximum allowable Force Points.

Drain Life

Force Points: 9   **Range: Touch**   **Duration: Instant**   **Effects Droids: False**   **Defense: Force**

This power lets the Jedi/Sith absorb Stamina from the target. The damage done is 1d6 + Level of the Jedi/Sith. This is also the amount of Stamina that the Jedi/Sith is healed.

Horror

Force Points: 9   **Range: 60'**   **Duration: 3 Rounds**   **Effects Droids: False**   **Defense: Force**

This power lets the Jedi/Sith cause a target to run away in fear (also any target 15' from the main target). If the target(s) has nowhere to run, then they will simply cower somewhere nearby. During this time, they do not attack anyone.

Insanity

Force Points: 12   **Range: 60'**   **Duration: 4 Rounds**   **Effects Droids: False**   **Defense: Force**

This power lets the Jedi/Sith cause a target to run away in fear (also any target 30' from the main target). If the target(s) has nowhere to run, then they will simply cower somewhere nearby. During this time, they do not attack anyone.

Plague

Force Points: 12   **Range: 60'**   **Duration: Instant**   **Effects Droids: False**   **Defense: Toxin**

This power lets the Jedi/Sith cause a target to become ill. This causes the target to suffer a -4 to their attack rolls. The target also suffers 1d6 damage every round until they are either cured of the illness or they reach 0 Stamina.

Kill

Force Points: 15   **Range: 60'**   **Duration: Instant**   **Effects Droids: False**   **Defense: Force**

This power lets the Jedi/Sith exterminate an enemy with a single thought. The victim will choke for 1d10 + Level damage. Maybe it will not kill the victim, but it will do much damage to them.

FORCE STORM

Force Points: 18　　　**Range: 90'**　　　**Duration: 1 Round**
Effects Droids: True　　　　　　　　**Defense: Energy**

This power lets the Jedi/Sith electrocute a single target (and any targets 40' from the main target). The target suffers 1d12 + Level of the Jedi/Sith (Droids will take double damage). If the target succeeds at their Defense roll, they only take half of that damage.

LIST OF FORCE POWERS

Below is a list of the Force Powers in the game. It is suggested that any Jedi/Sith characters have pages 20 through 26 printed, or copied, for them to use during adventures. It will be a good reference when they need to quickly look up Force Powers and know how much they cost to use.

Standard Force Powers	Points	Light Side Force Powers	Points	Dark Side Force Powers	Points
Breathe Control	1	Force Aura	1	Wound	1
Force Deflection	1	Sooth	3	Fear	3
Force Jump	1	Stun	3	Crush	3
Mind Trick	1	Stun Droid	4	Slow	3
Precognition	1	Force Valor	5	Choke	4
Throw Lightsaber	1	Disable Droids	6	Affliction	6
Burst of Speed	2	Force Shield	6	Drain Knowledge	6
Force Camouflage	2	Knight Valor	8	Force Lightning	8
Force Push	2	Heal	9	Drain Force	9
Force Sight	3	Revitalize	9	Drain Life	9
Sense Force	3	Stasis	9	Horror	9
Telekinesis	4	Destroy Droids	12	Insanity	12
Battle Meditation	6	Force Armor	12	Plague	12
Affect Mind	8	Master Valor	12	Kill	15
Force Suppression	9	Stasis Field	15	Force Storm	18
Telepathy	10				
Force Confusion	12				
Master Battle Meditation	12				

EPISODE IV - EQUIPMENT

GEAR

The listings below are the gear a starting character may purchase before going on their first adventure. What is not listed is simple clothing. Clothing is up to the person creating the character. If you want your Jedi to have a brown robe, simply write it in your equipment lists. If you want pants, boots and shirt like Han Solo, write that down. Your choice of clothing and colors has no lasting impact on the game and are simply used for descriptions and role playing purposes. Once play begins, it will be up the Galactic Overlord to stock various stores that the characters may visit.

The weapons listed show the variable damage caused by the weapon. The type of weapon is either one or two handed. If a weapon has a Defense listed, this means that if the targets successfully rolls a Defense against that category, they will only take half damage from the weapon or maybe suffer another effect.

| Name	Cost	Damage	Type	Defense
Axe	15	1d6	2 Handed	
Baton	2	1d4	1 Handed	
Blaster, Pistol**	38	1d8	1 Handed	Shock or Stun 1d4 Rounds
Blaster, Rifle**	125	1d10	2 Handed	Shock or Stun 1d4 Rounds
Blaster, Rifle, Heavy**	500	1d12	2 Handed	Shock or Stun 1d4 Rounds
Bow	12	1d6	2 Handed	
Bowcaster	180	1d8	2 Handed	
Dagger*	3	1d4	1 Handed	
Detonite	63	1d20	1 Handed	
Electrostaff**	375	1d8	2 Handed	Special
Flamethrower	125	3d4	2 Handed	
Grenade, Frag*	25	1d12	1 Handed	
Grenade, Ion*	30	1d8	1 Handed	Droids: Shock Defense
Grenade, Stun*	30	0	1 Handed	Shock or Stun 1d4 Rounds
Ion Pistol	30	1d6	1 Handed	Droids: Shock Defense
Ion Rifle	100	1d8	2 Handed	Droids: Shock Defense
Lightsaber	375	1d12	2 Handed	
Lightsaber, Double	875	2d8	2 Handed	
Mace	6	1d6	1 Handed	
Missile Launcher	220	2d12	2 Handed	
Quarterstaff	8	1d6	2 Handed	
Sling	4	1d4	1 Handed	
Spear*	8	1d6	2 Handed	
Stun Baton**	2	1d6	1 Handed	Shock or Stun 1d4 Rounds
Sword	10	1d6	1 Handed	
Sword, Great	15	1d8	2 Handed	
Thermal Detonator*	250	1d20	1 Handed	
Vibroaxe	63	1d8	2 Handed	
Vibrodagger*	25	1d6	1 Handed	
Vibrosword	30	1d8	1 Handed	
Vibrosword, Great	45	1d10	2 Handed	

* This weapon can be thrown.

** This weapon can be set to "stun" and then requires a Shock Defense roll.

Name	Droid Upgrade	Cost	Armor	Type
Armored Spacesuit*	-	750	9	Heavy
Battle Armor*	Battle Droid	450	8	Medium
Battle Armor, Heavy*	Heavy Battle Droid	1,000	10	Heavy
Blast Helmet	Head Plate	10	1	Light
Blast Vest	Chest Plate	30	2	Light
Bounty Hunter Armor*	Hunter Droid	200	6	Medium
Combat Fatigues	-	40	2	Light
Combat Jumpsuit	-	85	4	Light
Flight Suit*	-	60	3	Light
Leather Combat Suit	-	60	3	Light
Scout Armor	Scout Droid	85	5	Light
Trooper Armor*	Combat Droid	200	6	Medium

* This armor cannot combine with a helmet.

Each piece of armor has an Armor rating. Simply add the values together to find your Protection score. If a character is wearing Scout Armor (5), and wearing a Blast Helmet (1), then their Protection is 6. Remember to also add any Reflex modifiers you may have. Some armor does not allow one to wear a helmet because the suit of armor already has one built into it.

Note: Although some professions cannot wear some armor, they can wear them in a life or death situation at -4 to all non-vehicular attack rolls. This means if a Jedi needs to escape a space station with a TIE Fighter, then they will have to at least wear a Flight Suit to survive in the craft.

Droids cannot wear armor, they must get Droid Upgrades. These are various metal alloy plates a Droid can attach to itself. You will notice this column in the armor table above. If there is a name in the Droid Upgrade column, then the Droid may purchase that upgrade. If they wanted something similar to Battle Armor, then they will end up buying a Battle Droid upgrade for the same price. This upgrade is an item that is equipped and can be removed by the Droid. It is not a permanent piece of the Droid.

This section only covers the basic items within the galaxy. Even though you may buy Trooper Armor, you can make up your own name for the armor to (if the Galactic Overlord allows it) Storm Trooper Armor (if your character is perhaps working for Darth Vader). If you want your Battle Armor to be painted camouflaged (maybe in Endor style) then write that down when you buy the armor. This provides for role playing opportunities if, for example, you ended up on Hoth with this green suit on…hard to hide from enemies then. Throughout adventuring, you may find different types of armor or weapons that are not listed here. Some may be from unique alien worlds or some may be timeline specific items. It will be up to the Galactic Overlord to create these new items when writing adventures. These listings give a baseline of items to create more elaborate items. Here is an example; the Galactic Overlord is creating a unique item called "Sith Guard Armor". They simply start with the Battle Armor and add attributes to it. They may make it have an armor value of 9 instead of 8. They may state it gives a +2 bonus to one's Energy Defense. They might finally state it is worth 700 credits instead of 450. The possibilities are endless when creating custom items that fit the adventure. There is a sheet at the end of this book that can be used to track all the custom gear in your particular setting.

Name	Cost
Aquata Breather	45
Arrow (100)	5
Bacta Fluid	20
Binoculars	125
Bolt, Bowcaster (100)	20
Breathe Mask	25
Bullet, Metal (100)	5
Comlink	30
Chemical Canister	10
Cutting Torch	80
Data Pad	125
Energy Cell	10
Glow Rod	10
Handcuffs	6
Holoprojector	125
Jet Pack	50
Medical Kit	30
Medpac	10
Missile	50
Parts Kit	20
Portable Computer	625
Rations (10 Days)	60
Recording Unit	10
Security Kit	95
Syntherope (150')	4
Tool Kit	30

WEAPONS

AXE

These are two handed weapons made from metal. Usually primitive species may use them in battle but other times they may be ornate gifts for diplomats and nobles.

BATON

Batons are clubs commonly used by law enforcement officials. They are meant more for subduing an individual instead of killing them.

BLASTER PISTOL

These blaster pistols are a general item not specific to the thousands of different styles of blaster pistols in the galaxy. It is quite popular as it is quite powerful and small to carry. It requires an energy cell to function. This pistol can fire 100 times on one energy cell.

BLASTER RIFLE

These blaster rifles are a general item not specific to the thousands of different styles of blaster rifles in the galaxy. It is quite popular with soldiers as it is more powerful than a blaster pistol. It requires an energy cell to function. This rifle can fire 50 times on one energy cell.

BLASTER RIFLE, HEAVY

These heavy blaster rifles are a general item not specific to the thousands of different styles of heavy blaster rifles in the galaxy. It is quite popular with infantry as it is more powerful than a simple blaster rifle. It requires an energy cell to function. This rifle can fire 50 times on one energy cell.

BOW

These weapons are used by more primitive species as it requires no energy because it fires simple arrows.

BOWCASTER

These weapons are common among Wookiees. It uses an energy powered bolt as a projectile. It requires bowcaster bolts to function.

DAGGER

These are simple knives. They can be thrown at targets as well as a stabbing weapon.

DETONITE

Detonite is an explosive in the form of clay pieces. It can be molded, shaped and stuck to almost any surface. Each detonate comes with a detonator that can either be timed or remotely triggered from 100' away.

ELECTROSTAFF

This staff is a long shaft with two bulbous ends that produce electrical current. It can be used a couple of ways. The default setting is that it does energy damage to an opponent. Because it has an electromagnetic pulse generator, a Droid must make a Defense roll against Shock or be reduced to 0 Stamina. The setting on this staff may be changed to stun, which then forces one to make a Defense roll against Shock or be stunned for 1d4 rounds.

FLAMETHROWER

Flamethrowers shoot a ball of chemical flame in a 60' x 60' area. Anyone caught in this area suffers the damage from the flames. This requires a chemical canister to use. It can be used 5 times before needing a new canister.

GRENADE, FRAG

These grenades are thrown and detonate on impact. They release metal shrapnel with explosive force, consuming a 20' x 20' area. Anyone in this area takes damage from the grenade.

GRENADE, ION

These grenades are perfect against Droids. They are thrown and explode on impact releasing an electrostatic pulse in a 20' x 20' area. Anyone in this area takes damage, but biological beings only take 1d8 damage. If a Droid is in this area they must make a Defense roll against their Shock or be reduced to 0 Stamina. If they succeed at their Defense roll they take 2d8 damage from the ion grenade.

GRENADE, STUN

These grenades do no damage. They are thrown and release concussive energy in a 20' x 20' area. Anyone caught in this blast zone must make a Defense against Shock or be stunned for 1d4 rounds.

ION PISTOL

These ion pistols are a general item not specific to the thousands of different styles of ion pistols in the galaxy. It is quite popular against Droids as it has a chance to disable them. It requires an energy cell to function. This pistol can fire 100 times on one energy cell. If a Droid is hit by this weapon they must make a Defense roll against their Shock or be reduced to 0 Stamina. If they succeed at their Defense roll they take 2d6 damage from the shot.

ION RIFLE

These ion rifles are a general item not specific to the thousands of different styles of ion rifles in the galaxy. It is quite popular against Droids as it has a chance to disable them. It requires an energy cell to function. This pistol can fire 50 times on one energy cell. If a Droid is hit by this weapon they must make a Defense roll against their Shock or be reduced to 0 Stamina. If they succeed at their Defense roll they take 2d8 damage from the shot.

LIGHTSABER

These weapons are used by those who are powerful with the Force. They are not commonly sold in stores, so the Galactic Overlord should merely use the cost as a reference. For story purposes, the Galactic Overlord should merely state that the Jedi/Sith has built a new lightsaber by spending enough credits indicated by the cost. Lightsabers should not be built during an adventure, but assumed they were constructed between adventures.

Lightsaber, Double

These weapons are used by those who are powerful with the Force. Unlike a normal lightsaber, these weapons have the handle in the center with lightsabers protruding out of each end. They are not commonly sold in stores, so the Galactic Overlord should merely use the cost as a reference. For story purposes, the Galactic Overlord should merely state that the Jedi/Sith has built a new lightsaber by spending enough credits indicated by the cost. Lightsabers should not be built during an adventure, but assumed they were constructed between adventures.

Mace

These are simple metal or wooden clubs, often used in a pinch or by primitive species.

Missile Launcher

This weapon fires a high speed missile with an explosive warhead. The explosion consumes a 30' x 30' area and everyone in that area takes damage. This weapon needs 1 round to load and then another round to fire, even if the user has more than one attack in that round. One would have to purchase missiles for ammunition.

Quarterstaff

This staff could be made of wood or metal. They are simply used to club opponents and are sometimes used by the more primitive species.

Sling

These primitive weapons are used to hurl rocks or metal bullets at opponents.

Spear

These weapons have long metal, or wooden, shafts with a sharp point at the end. They are usually used as stabbing weapons but can be thrown at opponents as well.

Stun Baton

These are like normal batons but do more damage. They can be set to stun which would force an opponent to make a Defense roll against Shock or be stunned for 1d4 rounds.

Sword

These are one handed swords made from metal. Usually primitive species may use them in battle but other times they may be ornate gifts for diplomats and nobles.

Sword, Great

These are large two handed swords made from metal. Usually primitive species may use them in battle but other times they may be ornate gifts for diplomats and nobles.

Thermal Detonator

These are spherical devices the size of a fist. They are very powerful explosives that are normally thrown. Unlike other grenade type weapons that explode on impact, these items can be set with a timer up to 1 round. When they explode, they consume a 40' by 40' area of explosive heat energy. Anything caught in this area takes damage from the explosion. They are often illegal to buy or sell.

Vibroaxe

These weapons are powered by an energy cell that causes it to vibrate rapidly when used. They are more powerful than an average axe but without a good energy cell, they are treated just as a normal axe. It is assumed that characters must put in a new energy cell before every adventure.

Vibrodagger

These weapons are powered by an energy cell that causes it to vibrate rapidly when used. They are more powerful than an average dagger but without a good energy cell, they are treated just as a normal dagger. It is assumed that characters must put in a new energy cell before every adventure.

Vibrosword

These weapons are powered by an energy cell that causes it to vibrate rapidly when used. They are more powerful than an average sword but without a good energy cell, they are treated just as a normal sword. It is assumed that characters must put in a new energy cell before every adventure.

Vibrosword, Great

These weapons are powered by an energy cell that causes it to vibrate rapidly when used. They are more powerful than an average great sword but without a good energy cell, they are treated just as a normal great sword. It is assumed that characters must put in a new energy cell before every adventure.

ARMOR

Armored Spacesuit

This armor comes with a life support system allowing the wearer to traverse the vacuum of space or hostile climates. It gives the wearer a +5 to all Radiation and Toxin Defense rolls and provides heavy protection.

Battle Armor

Stronger than trooper armor, this armor consists of metal and composite plates. It provides medium protection for the wearer.

Battle Armor, Heavy

Heavier than regular battle armor, this is one the most protective suits of armor in the galaxy.

Blast Helmet

These provide protection for the individual's head. They commonly provide face protection as well.

BLAST VEST

These vests provide light protection for the general torso area.

BOUNTY HUNTER ARMOR

All of these suits of armor look unique to each other. They are often used by bounty hunters due to the protection to weight ratio.

COMBAT FATIGUES

This is clothing worn by soldiers that has a fabric stronger than normal clothing. Some may be camouflaged or simply the color of the army they serve.

COMBAT JUMPSUIT

This is a heavily padded jumpsuit that provides some light protection. It is designed for flexibility and movement.

FLIGHT SUIT

This suit provides light protection and a life support system that allows one to survive in the vacuum of space. This suit also comes in handy when in hostile climates, giving the wearer a +2 to all Radiation and Toxin Defense rolls.

LEATHER COMBAT SUIT

This is really a generic term for simple leather armor. It can be a trench coat made of tough leather or a whole ninja suit made of leather. It is up to the player what this suit looks like to everyone.

SCOUT ARMOR

This armor has good light protection and allows for better mobility by the wearer.

TROOPER ARMOR

This is standard trooper armor commonly seen on clone troopers and storm troopers. It provides medium protection for the wearer.

GEAR

AQUATA BREATHER

This device lets the wearer breath underwater for 12 turns before needing a new energy cell.

ARROW

This is a common arrow made from wood or metal. They are needed with bows and come in packs of 100.

BACTA FLUID

This is one canister of bacta fluid. It will heal 3d8 Stamina and cure the patient of any illness or poisons. Unlike medical kits and medpacs, this is the only healing item that can be used in battle. Only medics may use this item.

BINOCULARS

This device lets one see distant objects. It comes with night vision and radiation sensors.

BOLT, BOWCASTER

These are bolts for the bowcaster. They come in packs of 100.

BREATH MASK

This device lets the wearer breath in vacuums for 6 turns before needing a new energy cell. It also gives the wearer a +2 to all Toxin Defense rolls.

BULLET, METAL

This is a common bullet made from metal. They are needed with slings and come in packs of 100.

COMLINK

These are personal communication devices that require an energy cell. The energy cell must be replaced before every adventure. It allows for ranged communication between parties no more than 100 miles away.

CHEMICAL CANISTER

This canister is used for flame throwers. It allows the flame thrower to be used 5 times before needing a new one.

CUTTING TORCH

This is used to cut through various metal obstacles such as a bulkhead, door or restraints.

DATA PAD

This is a handy device for storing information. It can be used for notes, maps or simply downloading data to.

ENERGY CELL

These are commonly used to power some devices. If one has a blaster or ion gun, then they will need these.

GLOW ROD

This item can illuminate a 60' by 60' area. It requires a new energy cell before every adventure.

HANDCUFFS

These are restraints for the wrists. They do not need a key as they have a combination locking mechanism.

HOLOPROJECTOR

This device allows one to record and playback three dimensional images. It can also be used to transmit these images through a comlink connection.

Jet Pack

This is a rocket propulsion system one wears on their back. It allows one to fly short distances of 60' in a round. This device needs to be powered by an energy cell. A jet pack can be used 10 times before needing a new energy cell.

Medical Kit

This item can heal 2d8 Stamina and cure the patient of any illness or poisons. It cannot be used during battle as it requires time and concentration to use.

Medpac

This item can heal 1d8 Stamina. It cannot be used during battle as it requires time and concentration to use.

Missile

This this a small missile used in missile launchers.

Parts Kit

This is a small set of miscellaneous parts used to repair 4d6 damage to machines, droids, computers or ships.

Portable Computer

This is a small computer that can be used to run programs. It can also be connected to other computer systems to access them as well.

Rations

These ration packs provide 10 days' worth of food and drink. In order to rest (about 8 hours of rest) you will need to consume 1 of these days' worth.

Recording Unit

This small device can be handy for recording conversations. It can be left behind and retrieved later for spying purposes.

Security Kit

This kit has various small tools used to bypass security systems. Only spies and scoundrels may use this item.

Syntherope

This item is a compact rope about 150' long. It coils up into a small case that can be easily carried. It can hold up to 3 humanoids or 1 droid.

Tool Kit

This kit is used to repair various items, ships and droids. These kits are necessary when one wants to perform such tasks.

DROIDS

This section describes the droids one may purchase. These are not player character droids. Droids come in handy when a group lacks certain skills that a droid can provide. A character may only own 1 droid at a time and they control it as if it were a player character. To the right is a list of the types of droids that one may purchase. The Level, in the Cost column, indicates the Level of droid you are going to purchase. If you want a Level 12 Astromech Droid, then it would cost 4,800 credits.

Type	Cost
Astromech Droid	400 x Level
Battle Droid	400 x Level
Medical Droid	500 x Level
Protocol Droid	300 x Level
Security Droid	250 x Level

After purchasing a droid, all six attributes must be rolled as if you were making a new character. There is a section on the character sheet to record the droid's information. Each droid description will describe which profession the droid mimics. This means, for example, if a droid mimics a Soldier then that droid will have the Skills, Stamina, and Defenses of a Droid Solider of the same Level (as well as that profession's Attack Score). Droids may have armor upgrades and be given weapons to use, as long as it conforms to the mimicked profession (meaning an Astromech Droid cannot be upgraded with Heavy Battle Droid because the Pilot cannot use heavy armor). All purchased droids are Fair in Morality. Their Protection score must also be calculated based off upgrades and Reflex modifiers.

When droids are following their master, they have the risk of being attacked during battle. If the droid does not do any form of fighting, they are generally ignored by attacking individuals. Of course, the exception being, an opposing group is trying to stop a character's droid from unlocking a hangar bay door, for example. If a droid is used extensively during an adventure, then they must be calculated into the total experience point awards. This means that if you have two player characters, and one droid, then they total experience awarded to each player is experience points / 3.

To upgrade a droid to another Level, one must simply have enough credits to pay the difference cost. For example, someone wants to upgrade a Level 10 Astromech Droid to Level 11. 400 credits would have to be spent to upgrade the Droid because a Level 11 Astromech Droid costs 4,400 credits and a Level 10 Astromech Droid costs 4,000 credits (4,400 – 4,000 = 400). If they wanted to upgrade the Droid from Level 10 to Level 13, it would cost 1,200 credits. A Droid cannot be upgraded during an adventure. A character may not own a Droid a higher Level than the character, as the character is unable to properly control the Droid.

ASTROMECH DROIDS are handy for fixing broken computers, ships or even other droids. They do not need a Tool Kit to do any repairs as they have all of the tools built right into them. These droids mimic a Droid Pilot of the same Level.

BATTLE DROIDS are used for fighting only. These droids mimic a Droid Soldier of the same Level.

MEDICAL DROIDS are used for simple medical procedures to complex surgery. These droids mimic a Droid Medic of the same Level.

PROTOCOL DROIDS are programmed to translate, and communicate, with over 7 million languages. These droids mimic a Droid Spy of the same Level, but they cannot use any of the skills in the Spy Skills table.

SECURITY DROIDS are used for bypassing security systems. They do not need Security Tools as they are all built into the droid. These droids mimic a Droid Spy of the same Level, but they cannot use any of the skills in the Spy Skills table (except for Security…as they use this to determine success or failure).

VEHICLES

This section has a small sampling of vehicles in the galaxy. These may be used in a "New Hope" era adventure or modified to create different ships in different eras of the galaxy. For example, the Galactic Overlord may want to create the "Ebon Hawk" for an old Republic era adventure. They can simply start with the Corellian Transport and alter its attributes. The possibilities are endless when creating custom vehicles that fit the adventure. There is a sheet at the end of this book that can be used to track all the custom vehicles in your particular setting.

The chart below is broken into 9 different columns. The first is the name of the vehicle. The second is the cost in credits for the vehicle. The thirds column displays the number of crew members, plus the additional passengers, the vehicle can hold. The fourth column shows how much cargo the vehicle can hold. The number indicated is number of items, as will be described in more detail in the Adventure section. The fifth column is the speed of the vehicle and how far it can move in a round. The sixth column is the Hull of the vehicle before it is disabled or destroyed. The seventh column is the Protection score of the vehicle. This number is a combination of hull plating, shields and maneuverability of the vehicle. The last two columns show what weapons come standard with the vehicle. Only some space vehicles can have a hyperdrive, which allows them to travel between systems or retreat in a pinch.

Space Vehicles

Name	Cost	Crew	Cargo	Speed	Hull	Protection	Attack	Special Attack
Corellian Transport (M)	25,000	2 Crew - 10 Passengers	20	120'	360	15	Laser Cannon	-
Star Destroyer (L)	2,500,000	37,000 Crew - 9,700 Passengers	1,000	30'	6,300	30	Laser, Turbo	Tractor Beam
TIE Fighter (M)*	10,000	1 Crew	5	160'	180	8	Laser Cannon	-
TIE Interceptor (M)**	11,000	1 Crew	8	160'	270	10	Laser Cannon, Heavy	-
X-Wing Fighter (M)	15,000	1 Crew - 1 Astromech Droid	-	160'	360	10	Laser Cannon, Heavy	Proton Torpedo x6
Y-Wing Fighter (M)	12,000	2 Crew - 1 Astromech Droid	10	160'	360	8	Laser Cannon	Proton Torpedo x8

Ground Vehicles

Name	Cost	Crew	Cargo	Speed	Hull	Protection	Attack	Special Attack
Airspeeder (S)	8,000	2 Crew	5	160'	180	10	Laser Cannon	Harpoon Gun
Assault Tank (S)	15,000	4 Crew - 6 Passengers (Outside)	5	60'	540	20	Laser Cannon, Heavy	Missile Launcher
AT-AT (M)	20,000	5 Crew - 40 Passengers	20	40'	900	20	Laser Cannon, Heavy	Blaster Cannon
AT-ST (T)	10,000	2 Crew	-	60'	360	10	Blaster Cannon	-
Landspeeder (T)	5,000	1 Crew - 1 Passenger	5	120'	120	8	-	-
Speeder Bike (T)	4,000	1 Crew - 1 Passenger	-	120'	120	8	Laser Cannon	-

* Cannot have a hyperdrive.
** Does not come with hyperdrive, but can be equipped with one.

You may own as many vehicles as you can get, but remember you have to store these vehicles somewhere. This can mean fees, like storage fees or docking fees. Fees are generally the cost of the vehicle / 100. This mean, if you want your Corellian Transport docked; you will have to pay 250 credits. Docking and storing vehicles is a good thing to do. You can store, or dock, the vehicle as long as you want and when you take it back out, it will be repaired and fueled. If you simply fuel the vehicle, it will cost the vehicle value / 1,000. This means if you want to fuel your Corellian Transport; you will have to pay 25 credits. Any vehicle used during an adventure will have to be refueled before the next adventure. Although lasers and blasters use the vehicle's fuel, you may need to restock items like missiles and photon torpedoes.

Corellian Transport

These freighters are one of the most successful models of transport designed by the Corellian Engineering Corporation. They are about 114' in length. The most popular ship, of this type, is the Millennium Falcon. Also known at the YT-1300 series, this ship holds 2 crew members and an extra 10 passengers along with 20 items.

Star Destroyer

These ships have been created in various different models over the years. They are a relatively common warship that can be around 1 mile long. They require a crew of 37,000 and can carry an extra 9,700 passengers. The enormous size allows it to carry 1,000 items. These vessels general are equipped with tractor beams.

TIE Fighter

These are the standard Imperial star fighters used during the Galactic Civil war. They are about 20' in length and can only hold the 1 crew member and can only carry 5 items. Due to the lack of life support, the pilot must be wearing a suit that provides life support.

TIE Interceptor

These are the standard Imperial star fighters used during the Galactic Civil war. They are about 30' in length and can only hold the 1 crew member and can only carry 8 items. Due to the lack of life support, the pilot must be wearing a suit that provides life support.

X-Wing Fighter

These are the standard Rebel Alliance star fighters used during the Galactic Civil war. They are about 52' in length and can only hold the 1 crew member and 1 astromech droid. They do carry 6 powerful proton torpedoes.

Y-Wing Fighter

These are commonly used by the Rebel Alliance but they are not as good at fighting as the X-Wing Fighter. It has very little hull plating but can carry up to 10 items. They are about 52' in length and can hold 2 crew member to operate and can bring along 1 astromech droid.

Airspeeder

These are repulsorlift vehicles common throughout the galaxy. They are distinguished from landspeeders by a higher operating altitude and normally higher top speed. They can achieve low planetary orbit for a short time. They are not designed for orbital flight, though they can attain such high altitudes that they push the boundaries of atmosphere and space. They are about 15' in length and can hold 5 items and can hold up to 2 crew members.

Assault Tank

These are a formidable vehicle, augmented with heavy inches-thick frontal armor that allows it to plough through walls, and has heavy weaponry. It holds a crew of 4 and can carry 6 passengers on the outer shell. They are up to 32' in length and can hold up to 5 items.
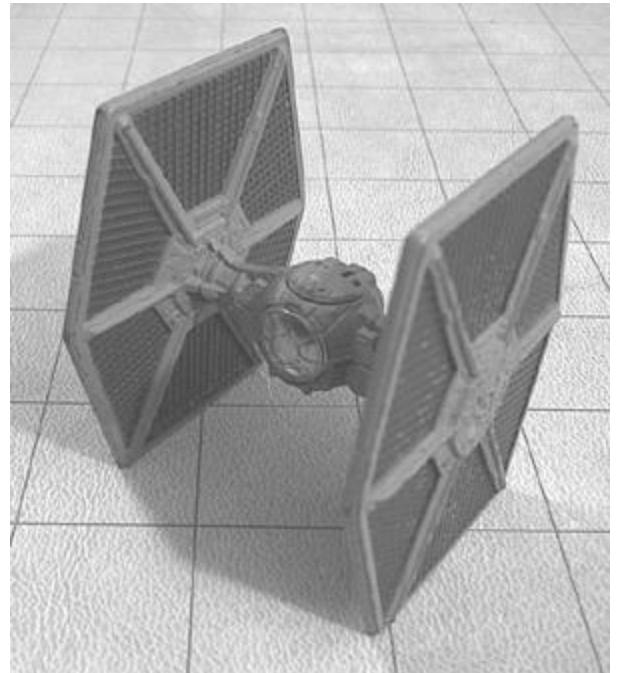
AT-AT

These walkers are a major part of the Galactic Empire's army. They are about 66' high and 74' long. It is one of the most heavily armored land vehicles in the Imperial Army, but is also known for its relatively slow speed. They hold 5 crew members, an additional 40 passengers and 20 items.

AT-ST

These are 28' high bipedal walkers used in a rudimentary form by the Galactic Republic during the late Clone Wars and, later and more extensively, the Galactic Empire during the Galactic Civil War. They can hold up to 2 crew members.

Landspeeder

A landspeeder is a hovering ground-based vehicle capable of traveling across most terrains at relatively high speed. They can hold 1 crew member, 1 passenger and 5 items. They are around 12' in length.

Speeder Bike

Speeder bikes, also known as hover bikes, are open-air repulsorlift vehicles, usually carrying one or two passengers. They are quite fast and can only achieve a maximum altitude of 32'. They can range from 10' to 15' in length.

Ship Outfits

Below is a chart containing items that may be needed for ship outfitting or replenishing. The size column refers to the size of the vehicle (T=Tiny, S=Small, M=Medium, L=Large). Tiny does not refer to being tiny to humanoids, but all the vehicles as a whole. On page 37, this letter designation is located right after the name of the vehicle. As a simple rule of thumb, tiny vehicles can have one item outfitted, small vehicles can have two items outfitted, medium vehicles can three items outfitted and large vehicles can have four items outfitted.

Name	Cost	Size	Damage	Description
Tractor Beam	6,000	M/L	-	A device used to move and guide items in space.
Sensor Jammer	10,000	S/M/L	-	A device capable of blocking or fooling sensors.
Harpoon Gun	50	S/M/L	-	A device that uses a cable to tether to objects.
Laser Cannon	100	T/S/M/L	4d10	These are standard laser cannons.
Laser Cannon, Heavy	150	M/L	6d10	These are larger than standard laser cannons.
Laser, Turbo	500	L	9d10	These are the largest laser cannons outfitted on ships.
Proton Torpedo	100	M/L	9d10	This is a type of ordnance used throughout the galaxy.
Missile	50	S/M/L	6d6	This this a small missile used in missile launchers.
Blaster Cannon	75	T/S/M/L	3d10	These are standard blaster cannons.
Ion Cannon	200	M/L	4d10	These are cannons that are used when one wants to disable a ship.
Hyperdrive	5,000	M/L	-	For spaceships only. Allows them to travel hyperdrive speeds.

EPISODE V - ADVENTURE

ADVENTURING IN A GALAXY FAR, FAR AWAY . . .

Many adventures will take place in various starships and star bases, with the occasional adventure on a planet or city. It is up to the Galactic Overlord to create an adventure that caters to the group that has been created. This does not mean that the adventure must be easy for the group, but simply fit in the motives of the group. A group consisting of a Sith, for example, may have adventures revolving around destroying Jedi or trying to take control of a sector of the galaxy. If a group consists of spies and scoundrels, adventures may consist of smuggling goods or stealing cargo from Star Destroyers.

A group should consist of like-minded individuals. The group should decide how they want to behave in respect to everyone else in the galaxy. You should not have a Jedi grouped with an Evil Scoundrel for example. Fair characters mix well with Good and Evil characters. You could have a group of Good characters, fighting whatever tyranny exists in the galaxy. You could also have a group of Evil characters, reaching for a goal to overthrow someone in power in the hopes of ruling with their own iron hand.

Although many Star Wars adventures focus on Good characters, this does not mean that Evil characters create a chaotic group of disorganized thugs. Evil characters are like any other group of people. They look to one for leadership, even if the leadership structure is directly related to how powerful the character is. Some may think that a Sith, using the Sooth Force Power to heal a comrade, is doing a Good act. This is not really the case. A Sith may merely be trying to save that individual's life because that individual has a major role in the Sith's plans. That Sith may believe that this individual's talents are tools that they are using, and they are not finished with them yet. In the end, it is all about story and role playing.

Unlike medieval fantasy role playing games, Star Wars is not a game of riches. Characters do not stop to totally strip a Storm Trooper of all their gear, in hopes of finding some credits. They may find a foot locker with some much needed energy cells or they may find a storage cabinet filled with blaster rifles, but this will usually not be the goal of the adventure. Adventures will mostly focus on grand finales, just like the movies. Destroying a Death Star or trying to get your Spy characters to find the secret battle station plans. You may be rewarded with credits or gear when the adventure is successful, and that is just fine in the Star Wars universe. If you were to create adventures, that mimic medieval fantasy role playing games, it would probably go something like this…

"You have traveled to the frozen planet of Hoth as you have heard rumors of the many Wampas that dwell in their caves. You start your adventure waist deep in snow, dreaming of all the chests of credits you may find in each Wampa cave."

…not very cinematic, huh?

TIME

There are two types of time measurements, Turns and Rounds. When battle is not taking place, time is measured in Turns. A Turn is equivalent to 10 minutes of game time. When battle is taking place, time is measured in Rounds. A Round is equivalent to 10 seconds of game time.

MOVEMENT

Generally, humanoids and droids can move normally at 120' per Turn. They can run 120' per Round or move normally at 40' per Round. They can move up to half of this distance if they are going to also perform an attack that round. This means, if a character is going to move and then perform an attack, then they can run 60' or move normally up to 20'. Creatures and vehicles will have movement rates associated with them, to use as a reference for chasing or determining when one gets from point A to point B.

LIGHTING

One might find themselves in total darkness. Some species can see, somewhat, in the dark. Others will simply have to have something like a glow rod to help them out. When carrying a light source, you do lose all elements of surprise. If a characters ends up fighting in darkness (or even blinded), they suffer a -4 to all attack rolls. Jedi, Sith and Force Sensitive only suffer a -1 to all attack rolls.

FOOD, WATER & RESTING

Most adventures may take place during the course of a day or two. Some may take place during longer journeys across alien planets, but that would probably be quite rare. If one does manage to find time to rest, then they will need food and water to get a good 8 hours of rest. This amount is good for Jedi/Sith to reacquire their Force Points. It is also good for characters because they can be restored to maximum Stamina from a good 8 hours rest. Droids do not enjoy this luxury as they don't need to sleep and they do not regenerate on their own (like biological creatures) so they need a parts kit to repair any damage they sustained. If characters are interrupted during this 8 hour period, the rest is wasted.

INVENTORY

Inventory, as well as Cargo, is determined by number of items. A character may carry a number of items equal to their Strength, excluding equipped items. Equipped items should be noted with a * next to the item, on a character sheet, to show it is in fact equipped. If a character, for example, has a 16 Strength then they can carry up to 16 items. If they are equipped with a blaster pistol and a blast vest, they can still carry up to 16 additional items because the equipped items do not count toward this total. It is up to the Galactic Overlord to make sure common sense prevails with this. Just because a character has 16 Strength does not mean they can carry 16 suits of Heavy Battle Armor. The Galactic Overlord may also allow characters to carry stacked items (meaning 6 Medpacs is really only carrying one item). This system is designed for ease of use and not a system for constantly adding up weights of every

item. Cargo can be treated different in this regard. If a vehicle can hold 10 items in Cargo, then you could reasonably assume it can hold 10 suits of Heavy Battle Armor.

GAMBLING

Gambling is a part of the Star Wars universe. This is how Lando lost his ship to Han. Gambling is a great way to get some credits or expensive items such as a droid or ship. Gambling is also helpful in developing adventure twists of unpaid Gambling debts. Sabacc is the game of choice in the galaxy. Anyone can Gamble, but Scoundrels have skills that let them Gamble much better.

Gambling is performed rather quickly as to keep the story going, thus keeping the other players involved. To Gamble, one must add their Personality and Intellect together. Then they roll 1d20 and add the totals together. Whoever has the highest score is the winner of the hand. If one or more tie, then another bet may be placed and another roll takes place (among the ones who tied). Continue this process until the hand is over.

CLIMBING

Climbing is determined as a percentile chance by the Galactic Overlord. Any character can climb but some species have bonuses to climbing. If the Galactic Overlord states that the difficulty is 75% (for example), then a roll of 75 or less must be made on percentile dice to succeed. Climbing checks must be made every 100 feet. If they fail, and fall, then they take 1d6 for every 10 feet they fall. Remember, this is for normal gravity. The Galactic Overlord may alter the damage based on areas with higher/lower gravity.

EXPERIENCE POINTS

Experience Points are earned by characters that survive the adventure. Even if they may have failed at their mission, they survived to fight another day. If any character was put into a coma, or a droid is broken, they only get Experience Points up to that point. You may also note when they fell to that fate. For example, if a character fell into a coma half way through the adventure, you can simply award them 50% of the total experience they would have earned and divide the rest to the others. Some may get extra Experience Points for playing well or bonus Points for completing a mission. It is totally up to the Galactic Overlord how this will be handled.

Characters earn Experience Points by killing, neutralizing or outwitting enemies. Neutralizing or outwitting enemies is equally rewarding to killing enemies. There is a table, to the right, that is used when determining Experience Point awards for humanoids, droids and creatures. All enemies will have a Level of some sort. NPCs, with a Profession, will have a Level. Others, like creatures, will have a Level associated with their Defenses (for example, *Soldier 1* means that this is a Level 1 creature). For each extra attack, give extra Experience Points listed in the Bonus column (meaning a Level 3 creature, with 2 extra attacks, will give 200 Experience Points). Vehicles give Experience Points based on their Hull scores (which means destroying a TIE Fighter is worth 180 Experience Points). If vehicles have more than one attack, simply give a bonus for each extra attack (vehicle Hull / 2). If the party is in the Millennium Falcon, and they are facing off with a Star Destroyer. They might outwit them and convince them they are a simple ship just passing through. The Galactic Overlord is going to give Experience Points for the officer on board that they fooled, not the Hull score of the Star Destroyer.

Level	Base	Bonus
1	20	10
2	40	20
3	100	50
4	160	80
5	400	200
6	640	320
7	880	440
8	1,120	560
9	2,000	1,000
10	2,200	1,100
11	2,400	1,200
12	2,500	1,250
13	2,600	1,300
14	2,700	1,350
15	2,800	1,400
16	3,000	1,500
17	3,400	1,700
18	3,800	1,900
19	4,200	2,100
20	5,000	2,500

Experience Points should not just be awarded for just dealing with enemies. Players should also get Experience Points for doing other types of things. Anything I talk about here is optional for the Galactic Overlord, but these ideas should be strongly considered so the game does not consist of a group killing everyone they find to simply get Experience Points. Remember, this is not a video game. The table below shows other methods in which a player may receive Experience Points for "successful" Actions. The Award column is a value of Experience Points that should be given to the group as a whole. This means if a Medic restores 56 Stamina on their Soldier comrade, then the entire group will get awarded 56 Experience Points. This methodology is meant to allow the entire group to stay at the same level the best way possible. If the Galactic Overlord chooses, they may urge players to do their skills well and simply award the Medic (and only the Medic) 56 Experience Points.

Bonus Experience Table

Action	Award
Complete Mission/Adventure	Average Level of Group * 1,000
Healing	Healing Value
Repairing	Repairing Value
Attribute Checks	Player Level * 5
Detect Lie (Bounty Hunter)	Player Level * 5
Tracking (Bounty Hunter)	NPC Level * 5
Revive From Coma (Medic, Jedi & Sith)	Patient Level * 20
Fix Broken Droid (Pilot)	Droid Level * 20
Gambling	Credit Value / 10
Pilfering (Scoundrel & Spy)	Victim Level * 10
Security (Scoundrel & Spy)	Player Level * 5
Sneak (Scoundrel & Spy)	Outwitting
Disguise (Spy)	Outwitting
Assassinate (Spy)	Killing
Credits Found	Credit Value
Property Acquired	Credit Value / 100

As a Galactic Overlord, you may choose not to use this table or simply use only what you want from it. You will notice some of the Awards being listed as Outwitting or Killing. These Actions are included in this table to simply reflect that they are awarded just as one would be for killing/outwitting enemies. The very first entry (Successfully Complete Mission/Adventure) is handy to use when an adventure simply has the group doing many things to complete the mission, but do not fall in the Actions shown above. Maybe an adventure does not have a lot of Storm Troopers or security locks to deal with, but the adventure was still a success.

Attribute Checks refer to anything that requires it. Actions like questioning, or figuring out advanced technology, fall in this category. Property Acquired is anything the characters find, and keep, after an adventure is completed. If they steal a ship worth 20,000 credits, and they still have the ship after the adventure is completed, then the group will receive 200 Experience Points.

Some of the Actions listed will show, in parenthesis, if a specific profession can perform the Action. It will be up to the Galactic Overlord to use their best judgment when using this table. A character should not be rewarded Experience Points for shooting a droid, repairing them, then shooting them again…repeating this process to accumulate Experience Points. They should also not be awarded Experience Points for Actions taken that are wasteful. This means, Experience Points should be awarded for pilfering a much needed key card but it should not be awarded for simply pilfering anything the Scoundrel sees.

TRACKING

Tracking is a useful skill that Bounty Hunters have. Tracking only works if the one being tracked is in the local area and has just been recently seen by someone to inform the tracker. If one is successful at their tracking, it will be woven into the story. If someone spotted a Rodian Spy, and just lost sight of them, they can track them. If they are successful at tracking them, it may be told like this...

As you turn the corner, you do not notice the Rodian anywhere. You do spot a recently accessed keypad by the door to your right.

ATTACK SCORES

Below are six different Attack Categories that are used for battle. Each profession is assigned one of these categories (I – VI). To determine a character's Attack Score, simply compare the Level of the character to the category they fall in. For example, a Level 12 Medic has an attack score of 7 (a Medic has a category of I). This method can be done with humanoids and droids as well. Some NPCs may already have an Attack Score assigned to them (see the Creatures & Citizens section).

Level	I	II	III	IV	V	VI
1	10	10	10	10	8	6
2	10	10	10	9	7	5
3	10	9	9	8	6	4
4	9	9	9	7	5	3
5	9	8	8	6	4	2
6	9	8	8	5	3	1
7	8	7	7	4	2	0
8	8	7	6	3	1	-1
9	8	6	5	2	0	-2
10	7	6	4	1	-1	-3
11	7	5	3	0	-2	-4
12	7	5	2	-1	-3	-5
13	6	4	1	-2	-4	-6
14	6	4	0	-3	-5	-7
15	6	3	-1	-4	-6	-8
16	5	2	-2	-5	-7	-9
17	5	1	-3	-6	-8	-10
18	5	0	-4	-7	-9	-11
19	4	-1	-5	-8	-10	-12
20	3	-2	-6	-9	-11	-13
21	2	-3	-7	-10	-12	-14
22	1	-4	-8	-11	-13	-15
23	0	-5	-9	-12	-14	-16
24	-1	-6	-10	-13	-15	-17
25	-2	-7	-11	-14	-16	-18

How these Attack Scores work is quite simple. When someone has no protection they have a Protection score of 0. The Attack Score represents the number one needs to roll on 1d20 in order to hit that target (with 0 Protection). If the attacker rolls that number, or higher, the hit is a success. If the number is lower, then that character missed their target. Below is of an example of this method being used in gameplay.

A Level 12 Soldier is firing a Blaster Rifle at a Droid with a Protection score of 8. The Soldier's Attack Score is -1, because they have an attack category of IV. To find the minimum number to hit, you would take the Protection score and add the Attack Score (8 + -1 = 7). In this case (not considering Reflex modifiers) the Soldier will need a 7 or better on 1d20 to hit the droid.

COURSE OF PLAY

As characters move around exploring, their time is measure by turns. They may be searching around a room, trying to get a blast door open or travelling across a planet's landscape. They will be looking throughout their surroundings trying to get an idea as if they were really there. The Galactic Overlord will be telling the players these details. The Galactic Overlord may say that the players see a large sealed door blocking their way. The players may ask if they see any control panel next to the door. The Galactic Overlord may then state that they see a panel on the left side of the door, with a red light and a keypad.

Players may continue playing this way, listening to the story and environments unfold. They will make choices to open doors, look in boxes, take something, use something, etc. They will eventually come face to face with an NPC. They may choose any number of actions to deal with the NPC. They may do nothing or attack them. They may talk to them or follow them at a distance. The Galactic Overlord will never know until the players state their actions.

These actions will continue through the course of the game. It is up to the Galactic Overlord to keep the story moving along and the players involved. The adventure should have a satisfying conclusion for the players. The players may feel victorious because they accomplished their goal. They may feel relieved because they barely escaped with their lives.

BATTLES

As characters soar through the galaxy, they are going to encounter enemies along the way. These enemies are controlled by the Galactic Overlord just as the players control their characters. The Galactic Overlord may place enemies in predetermined locations or they may use randomness to set them. Enemies are obstacles that must be overcome by the players. They may need to kill them or can simply talk their way through. They may even have to run away. As the Galactic Overlord, you can use the information in the Creatures & Citizens section to help populate your adventure.

Surprise

If a battle is going to take place, one of two things is going to happen. Surprise must be determined or initiative must be determined. If the players encounter an enemy un-expectantly, then surprise must be determined. One of the players will roll 1d6 for their group. The Galactic Overlord will roll 1d6 for the enemies. Whoever rolls a 1 or 2 are surprised and cannot act until the next round. If each side rolls a 1 or 2, then they are both surprised and then initiative is rolled. If each side rolls a 3 to 6, then no one is surprised and then initiative is rolled. Whoever is not surprised may perform actions during this first round of battle. Once the round is over, then initiative is rolled. Remember, surprise may be spoiled if the characters/enemy is aware of the other ahead of time. This means if the enemy is making a lot of noise, the characters may hear the noise and be ready for trouble. If the characters are carrying a glow rod down a dark hallway, the enemies may see the light coming down the hallway. In these types of scenarios, the unnoticed group automatically catches the other by surprise.

Initiative

Initiative is the term used for which side is leading the round in battle. After the surprise round, initiative will be rolled for each round after that until the battle is over. At the start of each round, the enemies will roll 1d6 and the players will roll 1d6. Usually the player with the highest Reflex will roll for the group, adding their Reflex Initiative modifier. The side with the highest roll gets the initiative for that round and may choose to act first or last in that round (some advantages can be had for attacking last). This method allows for one side to potentially have their round of actions back to back.

Battle

A round of battle is described below in a three simple steps…

1. Initiative rolls are made by each side.
2. The side that gains initiative chooses when their group takes action that round.
3. Each enemy/character may do their actions (move, run, use an item, attack, etc.).

These three steps are continued until the battle is over. This section is assumed that there are only two groups in the battle. The Galactic Overlord will adjust accordingly if there are more than two groups in the battle. If the player chooses, they can attack and then move or move then attack. Remember the surprise stage of battle, as the three steps above does not cover that phase. Generally, characters/enemies only get to attack once per round. Some professions can perform multiple attacks in a round. The Soldier is a good example as is the Jedi/Sith (if they choose to attack with a Force Power and their lightsaber). Some creatures may also have more than one attack per round.

Attacks are described in the Attack Scores section on page 44. The attacker rolls 1d20 to determine if they hit their target. A roll of 20 is always a hit and a roll of 1 is always a miss. As described in the Lighting section on page 41, characters/enemies suffer a -4 penalty if they are blind or simply cannot see in the environment (darkness, fog, etc.). Damage is rolled depending on the weapon being used (see the Damage column in the gear table on page 27). Damage is then subtracted from the victim's Stamina. Unlike player characters (described in detail in the Stamina section on page 5), one is killed when they reach 0 Stamina (unless they are subdued – see the Subduing section below). Droids, owned by player characters, also follow the Stamina rules on page 5.

Melee attacks are done with fists or non-ranged weapons (adding any Strength Melee Hit modifiers). If characters are simply attacking with their fists, they only do 1-2 points of damage (add any Strength Melee Damage modifiers). To do a melee attack, a character must be about 5 to 10 feet from their opponent. Some weapons are melee but can be thrown, treated as ranged weapons.

Range attacks are done with weapons such as bows and pistols (adding any Reflex Range Hit modifiers). Any item needing to be thrown is determined as a ranged attack. Throwing a lightsaber is also done in this manner. Each type of weapon has particular ranges that affect its accuracy. Ranges are in three categories of Close, Medium and Far ranges. The table below shows these different ranges. The feet displayed are the maximum ranges for the given category. The far range is the furthest that weapon can reach. Anything that is close range gives a +1 to the attacker's hit roll. Any far ranges suffer a -1 penalty to the attacker's hit roll. Anything in the medium range causes no penalty to hit. If any target is protected by an obstacle (they are seeking cover) then the attack may suffer a -1 to -4 to hit penalty decided by the Galactic Overlord.

Weapon Range Table

Weapon Type	Close Range (+1)	Medium Range (0)	Far Range (-1)
Pistol	70'	140'	210'
Bow	50'	100'	150'
Bowcaster	70'	140'	210'
Dagger	10'	20'	30'
Grenade	30'	60'	90'
Lightsaber	10'	30'	50'
Missile Launcher	150'	900'	2,500'
Rifle	80'	160'	240'
Sling	40'	80'	160'
Spear	20'	40'	60'

Vehicle Weapon Type	Close Range (+1)	Medium Range (0)	Far Range (-1)
Cannon	200'	600'	1,200'
Harpoon Gun	100'	200'	300'
Missile	150'	900'	4,500'
Torpedo	150'	900'	4,500'
Tractor Beam	300'	750'	1,500'

Vehicle Battle

Battles with vehicles is done like ranged battles. There is a surprise and initiative phase just like other battles. Remember, sensor sweeps may ruin the element of surprise. Each vehicle has a Protection score (which anyone piloting may add their Reflex Protection modifier to). Damage is done based on the weapon being fired. A character may attack once with every weapon per round. This means if a vehicle has a Laser Canon and Missiles, then that Pilot gets two attacks per round. Each vehicle has a number of Hull which <u>does not exactly</u> follow the rules for Stamina described in the Stamina section on page 5. If a vehicle reaches 0 to -5 Hull, it is disabled but can be repaired. If the vehicle goes below -5 Hull, it is destroyed. Unlike player controlled vehicles, all other vehicles are destroyed when they reach 0 Hull. There is an exception to this rule, however. If a ship is brought below 1 Hull with an Ion Cannon then it is disabled (and its Hull will be set at 0).

As a general rule, space vehicles cannot be affected by hand-held weapons but only larger vehicular weapons (cannons, torpedoes, etc.). Space Vehicles can be hit with large mounted weapons, like a cannon turret on a tower for example. This rule exists due to the improbability of one hitting a TIE fighter with their blaster pistol when the TIE fighter is flying by. Don't confuse the Missile Launcher with Missiles from vehicles. Missiles from vehicles have guidance systems that allow them to hit their targets, Missile Launchers do not. Do not take this rule too literally, however. If there is a docked X-Wing Fighter, then it should be able to be attacked with hand-held weapons and grenades.

Each vehicle has its own movement rate indicated in the Speed column. This is the number of feet, in a round, the vehicle can move. Unlike character movement during battle, vehicles can move their full movement rate and still use their weapons to attack (meaning movement distance is not cut in half for a move and an attack). Speed is measured in rounds because vehicles move a great distance in a very short period of time.

When vehicles are driven, one must designate they are the main pilot for the vehicle. If you have a Pilot in your group, you would probably want the Level of the Pilot added to the vehicles Protection score (meaning that the Pilot's special abilities and Reflex modifiers greatly adjusts the vehicle's Protection score). If vehicles have more than one person on board, then it will take a full round to switch places with that pilot if a different individual is going to pilot the vehicle. Vehicles can be repaired during battles, but not by the one piloting the vehicle. The one repairing may not attack that round and multiple people can perform repairs.

One may attack with a hand-held weapon from a ground vehicle if they are riding on the vehicle or have an open style cockpit. This also works when riding mounted creatures. This means you can ride around on a speeder bike, swinging a lightsaber. Another example is riding a tauntaun while shooting your blaster rifle.

Subduing

One may want to subdue their enemy for capture. They may want a simple prisoner or they may want to question their enemy. Players may not be the only ones that are going to do this, as enemies also have a need to take someone alive. Players must announce that they want to capture someone alive. They do these actions by using fists or the blunt side of their melee weapons. Jedi/Sith may use the bottom part of their lightsaber handle to club an enemy. The players do not need to state these actions, only that they simply want to subdue an opponent. Attacks proceed as normal, but instead of dying from battle, the enemy will simply be subdued, knocked out or even captured for 1 turn. This means that they do not need to make a Shock Defense roll as they are simply knocked out. To

keep an opponent subdued after 1 turn, they must be secured with items like rope or handcuffs, or maybe locked in a room. This does not mean the opponent cannot free themselves from such bonds, so one should be careful when doing such things. If an opponent is attacked while subdued, the attacker gets +4 to their attack rolls but it will probably be viewed as an Evil act. For vehicular battles, the only way to subdue a vehicle is tractor beam, harpoon gun or ion weapons but is handled in the same fashion.

STUNNING

One may want to use blasters set to stun, or even a stun grenade, to stun their opponents for a few rounds. When weapons can be set to stun, they do not do any damage that they would normally cause but simply attempt to stun the opponent. Stunning is different from subduing because stunning does not usually last as long as being knocked out (subdued). Droids are immune to most stun effects. When one is attacked by a stunning weapon, they are usually forced to make a Shock Defense roll to determine if they get stunned for a determined number of rounds. Once an opponent is stunned, they can be instantly subdued or simply left there on the battle field. If an opponent is attacked while stunned, the attacker gets +4 to their attack rolls. Stunning can be a quick way to bring enemies down but the Galactic Overlord will track how long they will be stunned (without informing the players). The player characters may want to make critical choices before their opponent comes out of the short lasting stun effect.

ATTRIBUTE CHECKS

These checks are used throughout various elements of the game. One may need to question a citizen, so they must make a Personality check. One may need to lift a heavy crate over the side of a wall, so they must make a Strength check. Maybe there is a large chasm that needs to be leapt across, which may require a Strength check. If a character is trying to use very complicated, or even oddly alien, technology then they may have to make an Intellect check. These checks are made by simply rolling 1d20. If the result is equal or lower than the attribute, then the action is successful. If the roll is higher, then the action failed. Some bonuses or penalties may be applied depending on the difficulty of the situation, which is determined by the Galactic Overlord. The Galactic Overlord may even rule that no matter what you roll, you are going to fail at the selected task.

EPISODE VI - CREATURES & CITIZENS

This section is a brief sampling of living beings in the Star Wars universe. Although this is a good place to start, it will be up the Galactic Overlord to create the beings that exist in their adventure world. Most often, players will be battling other humanoid races or groups. Think about Jabba and his band of thugs against Luke…plenty of enemies to deal with, but really only one creature…the Rancor. Now, some adventures may leave a group stranded on an alien world where they must fight the creatures in the wilderness to get to the nearest shuttle pad. This is where being the Galactic Overlord shines. The Galactic Overlord may create any planet with any types of creatures they want. At the end of this book, you will find a sheet where you can create and record your own unique creatures and citizens. Each creature, and citizen, should have key pieces of information…

MORALITY describes the morals of the being. Just like player characters, this defines how they behave. Most creatures will be Fair only because they are not naturally Good or Evil. They simply do what they do to survive. It's nothing personal to them.

SPEED describes how fast they can move. It will be broken into parts like 120'/40'/20' for example. This would mean that the being can move 120' in a turn, 40' in a round and 20' in a round (with an attack).

PROTECTION is the score in which the being is protected. This is like the player character's Protection score. It is a score of various protective attributes such as metal plating, thick skin and maybe incredible speed.

STAMINA describes how much damage a being can take before dying.

ATTACK is the Attack Score of the being.

DAMAGE describes the weapons the being has, with their associated damages. If a being has a Damage of Bite(1d10)/Claw(1d4), this means the being has two attacks per round (one being a bite and the other a claw). If the attacks are separated by an "or", then that means the being has one of those attacks to perform.

DEFENSES are referenced to a Profession and a Level that the being has for their own Defenses (see the Defenses section on page 18). Most creatures will have Defenses of a particular Level of Soldier. This also determines what Level the being is.

EXPERIENCE is the Experience Points awarded for killing, neutralizing or outwitting the being.

PLANET is the home of the being. Some may be unknown or many locations, which is indicated as N/A.

CREATURES

Acklay

Morality: Fair
Speed: 240'/80'/40'
Protection: 10
Stamina: 150
Attack: 3
Damage: Claw(1d8)/Claw(1d8)/Bite(1d10)
Defense: Soldier 11
Experience: 4800
Planet: Vendaxa

The acklay is a non-sentient carnivore native to Vendaxa. Acklays have sharp claws, thick skin, and averaged 11' tall. Due to these attributes, as well as the species' ferociousness, acklays are often exported from Vendaxa to be used in gladiatorial combat.

Bantha

Morality: Fair
Speed: 120'/40'/20'
Protection: 2
Stamina: 70
Attack: 10
Damage: Gore(2d6)
Defense: Soldier 3
Experience: 100
Planet: Tatooine

The bantha is one of the most adaptable herbivorous creatures in the galaxy and are found on several worlds. They are able to survive in almost any extremes of environment and could go without food or water for several weeks. Although bantha subspecies have diverged from their baseline ancestors, most share similar characteristics. They are quadrupeds that are covered with shaggy fur and have large curved horns. A common bantha adult is about 9' tall and could weigh up to 8,800 pounds.

Dewback

Morality: Fair
Speed: 180'/60'/30'
Protection: 4
Stamina: 45
Attack: 5
Damage: Bite(1d6)
Defense: Soldier 1
Experience: 20
Planet: Tatooine

Dewbacks are large, four-legged, omnivorous, cold-blooded reptiles native to the desert wastes of Tatooine. They are about 7' high and 10' long. As such, they are well-adapted to the harsh desert climate. This and the fact that they can be easily domesticated, make them commonly employed as beasts of burden by both the inhabitants of the desert planet and the off-worlders wandering its dunes. Due to their numerous useful traits and versatility, they are quite possibly the most respected of all the creatures native to Tatooine.

Dianoga

Morality: Fair
Speed: 90'/30'/20'
Protection: 8
Stamina: 120
Attack: 6
Damage: Tentacle(1d4)/Bite(1d6)
Defense: Soldier 9
Experience: 4000
Planet: Vodran

Dianoga are large cephalopods, capable of growing up to 30' in length, though most specimens grow to approximately 15'. They have a single eyestalk protruding from their mollusk-like bodies, and seven suckered tentacles surrounding a fanged maw.

Nexu

Morality: Fair
Speed: 240'/80'/40'
Protection: 6
Stamina: 60
Attack: 7
Damage: Claw(1d4)/Claw(1d4)/Bite(1d6)
Defense: Soldier 3
Experience: 200
Planet: Indona, Cholganna

Nexus are feline creatures native to the chilly forests of the Indona continent on the planet Cholganna. Nexu have an additional set of eyes able to view in infrared wavelength, allowing them to see up to 120' in darkness. They are often exported and trained as security beasts or used in arena combat. Nexus are 13' long and generally 4' tall.

Rancor

Morality: Fair
Speed: 240'/80'/40'
Protection: 9
Stamina: 210
Attack: 1
Damage: Claw(1d8)/Claw(1d8)/Bite(2d6)
Defense: Soldier 13
Experience: 5200
Planet: Dathomir

Rancors are 30' high, large carnivorous reptomammals originating from the planet of Dathomir. They are usually born brown, but in special circumstances, such as the mutant rancor, jungle rancor, and the bull rancor, their color may have differed. Although found on other worlds such as Ottethan, Carida, Corulag, Felucia and Lehon (where they were brought by crashed starships), those from Dathomir are said to be stronger and more intelligent than others. They are used for many things, ranging from mounts for the Witches of Dathomir to pets for crime lords.

Reek

Morality: Fair
Speed: 180'/60'/30'
Protection: 9
Stamina: 130
Attack: 8
Damage: Horns(2d6)
Defense: Soldier 9
Experience: 2000
Planet: Ylesia

The reek is a large thick-skinned, horned, bovine-esque quadruped, native to Ylesia. They are about 7' high and 13' long. Subspecies can be found on Iridonia and Ithor. They are also found in ranches on the Codian Moon, Tatooine, and Saleucami. Reeks are herbivores by nature, but they are often fed meat for exhibition sport and executions. This turns their leathery skin a dark red and makes the reeks much more aggressive. Reeks cannot thrive on meat, so they are given just enough plant matter to keep them Healthy.

Tauntaun

Morality: Fair
Speed: 300'/100'/50'
Protection: 3
Stamina: 20
Attack: 10
Damage: Bite(1d6)
Defense: Soldier 1
Experience: 20
Planet: Hoth

These reptilian creatures have thick fur and layers of fat to keep them warm. They are about 6½' tall and can stay warm enough to travel during the day but must seek shelter before nightfall.

Wampa

Morality: Fair
Speed: 150'/50'/20'
Protection: 5
Stamina: 90
Attack: 8
Damage: Claw(1d6)/Claw(1d6)/Bite(1d8)
Defense: Soldier 5
Experience: 800
Planet: Hoth

Wampa ice creatures are carnivorous predatory reptomammals indigenous to the Outer Rim Territories ice planet Hoth. The bipedal beasts stand over 7' in height with shaggy white fur constantly stained by the blood and guts of slaughtered prey. Wampas are armed with jagged yellow teeth and deadly claws. Primarily solitary hunters, wampas occasionally hunt in packs, preferring to ambush their prey from the camouflage of Hoth's snow banks and blizzards. Stunned victims are carried back to the creatures' lairs, typically large ice caves, where the wampas eat at their leisure. The planet's omnivorous tauntauns form the bulk of wampas' prey, although they would attack anything they encounter. While rarely seen away from their remote homeworld, wampas are known to participate in illegal gladiatorial combat venues. They are highly valued among big game hunters for the challenge that comes with hunting the creatures, as well as for their pelts, stuffed heads, and other miscellaneous souvenirs that commanded high prices on the black market.

CITIZENS

Unlike creatures, citizens have their own behaviors and skills that make them very different from one another. Although you can probably count on every wampa to be the same, citizens differ due to elements such as training and life experiences. You can reference the Character Creation section to help make these types of citizens based on whatever Level and Species you need…

BOUNTY HUNTER	FORCE SENSITIVE	JEDI
MEDIC	PILOT	SCOUNDREL
SITH	SOLDIER	SPY

Just like creating player characters, you can use these professions to make the citizens you need to populate your galaxy. You can make some Level 12 Soldiers and give them titles of Taris Patrol Officers. You can create a Level 3 Rodian Pilot and give them a title of Mechanic. Use this same method when creating droids. The choices are many when creating your own citizens.

Here are a couple classic Star Wars citizens that you can use when populating your galaxy…

JAWA

Morality: Fair
Speed: 60'/20'/10'
Protection: 2
Stamina: 8
Attack: 10
Damage: Ion Pistol(1d6)
Defense: Soldier 1
Experience: 20
Planet: Tatooine

Jawas are typically short rodent-like natives of Tatooine that stand about 3' tall. They are passionate scavengers, seeking out technology for sale or trade in the deep deserts in their huge sandcrawler transports. They have a reputation for swindling, as they have a penchant for selling old equipment such as outdated faulty droids to moisture farmers. However, they are extremely passive beings, and hardly put up any resistance to colonists of their planet unlike the other natives the Sand people, instead seeing foreigners as an excellent business opportunity. They are able to repair droids at the same expertise as a Level 10 Pilot. The sandcrawlers they use are large, slow, treaded vehicles. They are used as self-propelled bases for mining squads. They are 120' long and 65' high.

Name	Cost	Crew	Cargo	Speed	Hull	Protection	Attack
Sandcrawler	15,000	2 Crew - 26 Passengers	40	40'	450	10	Harpoon Gun

Tusken

Morality: Evil
Speed: 120'/40'/20'
Protection: 3
Stamina: 10
Attack: 9
Damage: Gaderffii(1d6) or Slugthrower(1d6)
Defense: Soldier 3
Experience: 100
Planet: Tatooine

Less formally referred to as Sand People, these beings are a culture of nomadic, primitive sentient indigenous to Tatooine, where they are often hostile to local settlers. They stand about 6' tall and may carry a gaderffii or a slugthrower. The gaderffii, or gaffi stick, is a traditional melee weapon of the Tuskens. Slugthrowers are weapons that use an explosive chemical to launch a solid projectile (metal bullets) at a high velocity.

Name	Cost	Damage	Type	Range
Gaderffi	2	1d6	2 Handed	-
Slugthrower	24	1d6	1 Handed	Close 50'/Medium 100'/Far 150'
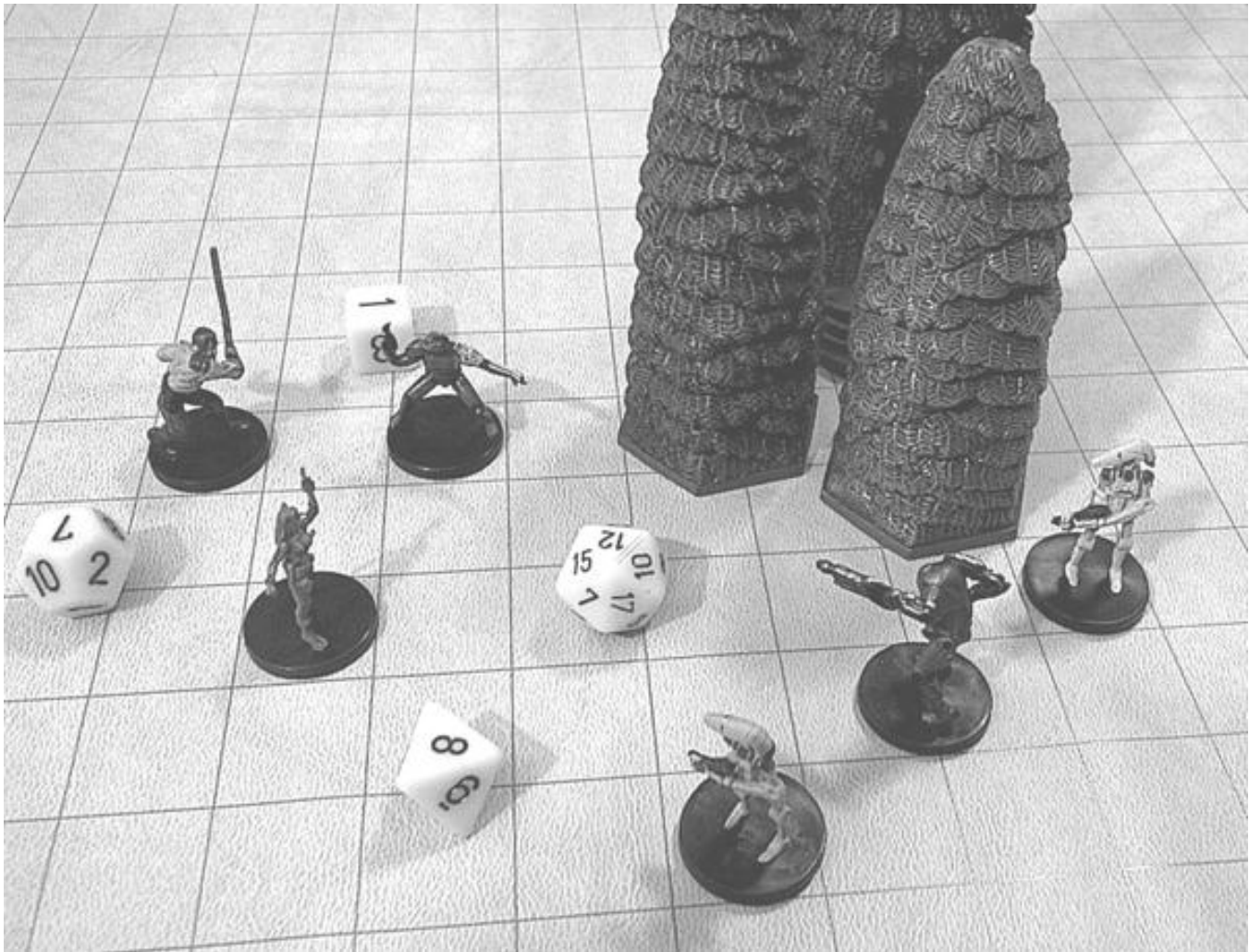
EPISODE VII - GALACTIC OVERLORD

RULING THE GALAXY

As the Galactic Overlord, it is up to you to create exciting adventures and intriguing locations. You should look at the design of the player characters and make adventures they are suited for. If the group lacks a Spy or Scoundrel, make sure that the group can bypass security doors by finding keycards. Make sure the player characters have a roll in the group. If the group has a Pilot, make some great space battles in the adventure. Create scenarios where players may look at each other and say, "Glad you were here". Maybe pepper in some areas that have nothing to do with the adventure but they wish they could get to…

You are in front of a large steel door. Through the small glass window you can see a suit of heavy battle armor resting on a stand. The door appears to be locked.

…if the group does not have a Spy or Scoundrel, then they can't get into the room. This might make the group think about pooling their credits to buy a security droid for the next adventure (droids are a handy way for a group to fill gaps in professions they do not have). Make sure the players always have a "chance" to be victorious. In the "large steel door" example above, the players do not need a chance to get into that room because it does not rely on the success of the mission. This does not mean that you always have to make chances for them, but simply have one available of the success of the mission relies on it…

You need to shut down the reactor, but the Sith Disciple has carried off the keycard needed to do it.

…now they have a chance. But if they manage to trap the Sith Disciple in a docking bay, and decide to open the airlock doors…

The Sith Disciple is sucked out the door into the coldness of space, taking the keycard with him.

…they now have no chance in shutting down the reactor. This is no fault of the Galactic Overlord, but the players for making a poor decision. The Galactic Overlord should not feel obligated to give another "chance".

Think of this process as writing a Star Wars story. There are movies to watch and books to read to get great ideas for adventures. Keep track of what the player characters do for future adventure ideas…

You have stolen the Hutt's ship and fly off back to Taris. You are all ready to return home and rest until the your contact sends you on another mission.

…now the player characters have a nice new ship. You may now add a twist to future adventures. Maybe the Hutt has put a price on their head or maybe the ship is well known by authorities for smuggling. Either way, you can make it that the player characters will not soon forget about their ship stealing deed.

LOCATION, LOCATION, LOCATION

It is all about location when designing adventures. If you are going to use an existing planet from Star Wars, maybe you already know about the planet. If you don't, do a little research to find out more. It may be more fun to simply make up a planet of your own. Fill it with your own creatures and plant life. You may even create an intelligent alien race that inhabits the planet. Make sure you document the world for future reference in maybe other adventures. Are there poisonous plants? Is there water? If so, is it drinkable? Ask yourself these things when designing one.

When creating cities, think about the common design of the buildings and how they may look when adventuring. Does it have a common alien species? Do they have their own army or police force? Is it ruled democratically or by an evil dictator? Are there unique shops with rare items? What are the bars like?

Space stations, and military installations, should be compared to what you may have seen in the movies. They are not small areas. They are huge structures with high ceilings and large metal doors. They have large power generators and deep chasms like the Death Star or Cloud City. This is not to say you cannot make a complex with narrow hallways and small rooms, but is more of a reminder that you can commonly have the larger structures as your adventure area.

Don't forget hostile environments. Droids are the only ones that can survive in the cold darkness of space. All other characters need a suit with a life support system to do such a feat. Maybe a planet has no oxygen, requiring such life support suits. The air may be very thin on a particular world, causing every biological player character to suffer -2 to damage and attack rolls. It is up to the Galactic Overlord to determine the penalties suffered from such environments.

GUARDS!

Try to scale battles with the player characters. If you find that the Jedi character is hacking storm troopers to bits, maybe scale your next battle with a few more storm troopers. Don't let the player characters feel like they are cutting through the areas, where a few storm troopers are a minor inconvenience. On the other side of that, don't throw 50 storm troopers at them knowing they will be slaughtered. Remember to give them a "chance"…

You can see, on the security monitor, there are about 50 storm troopers in the cargo bay. Their guns are drawn and pointed at the door.

…the player characters will probably assume that the storm troopers have been alerted to their presence. If the adventure insists on having them get past this room full of storm troopers, the Galactic Overlord may have thrown in a switch to open the cargo bay doors…

After pressing the cargo bay door switch, you notice alarm among the storm troopers. The cargo bay door begins to open, causing the air to quickly rush out of the room. The storm troopers get quickly pulled into the darkness of space.

…you can also have 50 storm troopers eating in a cafeteria. The layout of the installation allows for a group to simply go around the cafeteria. The player characters may simply not search for this route and decide to run into the room and attack. At this point, it is really not the fault of the Galactic Overlord that the whole group was slaughtered. Remember, even though you should give a "chance" does not mean you have to give a "chance" for playing carelessly.

LIGHTSABERS

As you may have seen demonstrated in the movies, lightsabers cut through almost anything. Remember to allow player characters to do this when the situation allows. Some doors or walls may be too thick. Some materials may be resistant to lightsabers. It is up to the Galactic Overlord if they can cut through the obstacle. As a reminder, players may think they do not need a Spy or Scoundrel if they have a Jedi/Sith with a lightsaber, but they should remember, a lightsaber cannot hack into a computer.

WE NEED TO TALK

Throughout adventures, player characters will need to question NPCs to gain information. It is up to the Galactic Overlord to weave these conversations into the game. Perform Personality checks to see if the NPC even wants to talk to the player or if they are going to lie. Out of all the rolls that happen in the game, Personality checks should be the one made by the Galactic Overlord. Use these rolls to help determine if a NPC is lying or not. Be ready to create some well worded lies if you need them.

DO YOU HAVE MORALS?

Morality is a touchy subject in Star Wars - Galactic Adventures. If you have characters that are all Fair, this is quite easy to handle. If characters are acting within their Morality, then again you don't have a problem. What if they misbehave? What if you have a group of two Jedi and one of them ends up on the Dark Side? This will probably lead to the group disbanding. A Jedi will probably face off with their old friend…now Sith. Soldiers in the group may be slaughtering kids and a Jedi cannot simply stand by and do nothing. If the group cannot come to some type of common behavior, the group is doomed. You might have to simply start over if the group wants to create new characters. As the Galactic Overlord, you may want to find out why some characters are straying from their path…hence endangering the dynamic of the group. Maybe they are bored with the game. Maybe they like the game but the current adventure is boring. You won't know unless you ask.

On the other side of this issue, maybe the entire group starts out Good or Fair, but end up being Evil. Maybe they feel they can rule the galaxy better than the current government. The other side can occur. An entirely Evil group may slowly see that they are on the wrong team. Adventures might cause them to realize that their behavior is hurting others and decide to server the greater Good. These are the Morality issues that are actually good to occur as it is following the "common behavior" rule.

I LOOT THE CORPSE

This is not a game of treasures and artifacts like medieval fantasy role playing games. Storm troopers will probably not be carrying credits to loot. Battles are dangerous and destructive, so maybe the storm trooper's armor has been damaged beyond repair. Maybe the storm trooper's blaster rifle broke when it hit the deck. Maybe the storm trooper armor does not even fit the player characters. There are quite a few ways to limit the gear found during adventures. If you don't do these things, then you will probably have the player characters running around wearing storm trooper armor when they are Level 1 (they may want to wear the armor as a disguise. Good idea! Just remind them they should throw it out when the adventure is over as it draws attention to them if they keep wearing it). Keep in mind that the player characters are on a mission. Treasure to them should be items like keycards or energy cells. If you wish, let them find one thing during the adventure. Maybe they find a storage locker with a heavy blaster rifle. In the end, try to keep the player characters focused on completing their mission, not stopping to smell the roses.

COME FLY WITH ME

The Galactic Overlord may have the idea to introduce vehicular battle during the early levels of play. Keep a couple of things in mind before doing such a thing. First, if the group has a Pilot then this should work out just fine. Even a Pilot, with no Reflex bonuses, can hit a TIE Fighter on a roll of 14 or higher which is pretty good for a Level 1 character. If the group has no Pilot, then you should wait until about Level 5 and only if they have a Jedi/Sith and/or Soldier in the group. These professions have better attack scores and at about Level 5, they can probably hit a TIE Fighter on a roll of 14 or higher. You may also want to wait to see if the group can buy an Astromech Droid. These droids can pilot their vehicles for them, giving them the benefits of having a Pilot in the group.

The rules for vehicular battles are structured this way for a couple of reasons. Vehicular battles are meant to be simple to run by using simple ranged battle rules. There is no need to track shields, dodges and hull plating. There is no need to track an X, Y and Z axis of movement. It is simply up to the Pilot of the vehicle and their Reflexes. Another reason for these rules is the fact that piloting vehicles is no easy task. Sure, you can control any vehicle you jump in, but it takes a particular finesse to maneuver it around. In a New Hope, Han Solo was already quite a few levels in Scoundrel. This would mean that guesstimating him at Level 7, he could potentially hit a TIE Fighter on a roll of 10 or higher. Luke was already a pretty good Pilot, so even at Level 1 he could probably hit a TIE Fighter on a roll of 11 or higher. Now put a medic in the cockpit, quite a different story here. They will probably be stuck trying to roll natural 20's to get a hit.

Now you can allow for escaping just like regular battles. The players may choose to go into hyperdrive or their top speed may simply be higher than the attacking vehicle. Escaping should be considered by players if they come to the conclusion that the particular vehicular battle is going to be suicide. If an entire group is aboard one ship, and it is destroyed…time to reroll a new group of characters then.

MINATURES

You may want to use miniatures in your game sessions. This is not a requirement, but a method carried over from tabletop war gaming. You can simply state that a player character is 50' away from their target or you can use miniatures to show where everyone is standing in relationship to the room and each other. The standard measurement for miniatures is 1" is equal to 10'. In the end you may find miniatures to be a very fun element or possibly a hindrance to the gameplay.

WHEN IN DOUBT…

You may suddenly come upon a scenario that isn't clear in the rules. Don't panic. Simply decide on a percent chance to decide the outcome. Then roll percentile dice to see what happens. You will probably be able to use the Attribute Checks section on page 47. Remember, we are all here to play and not constantly reference, or argue about, the rules.
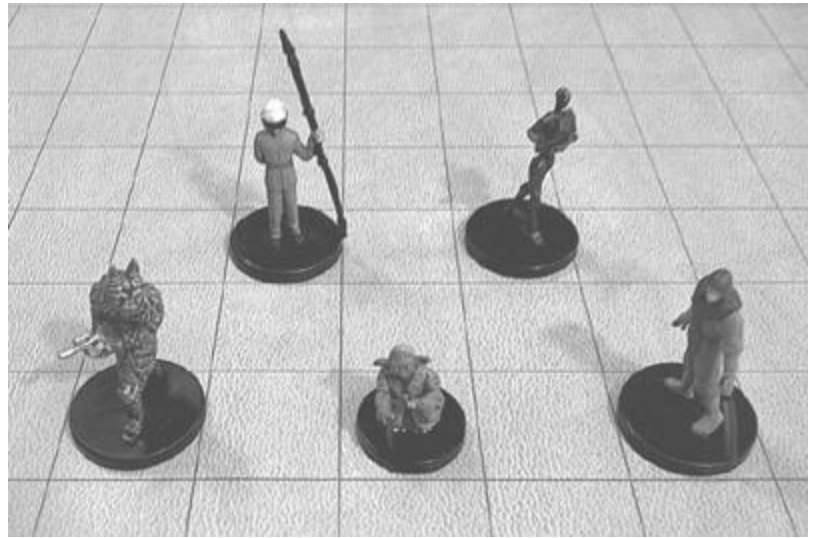
FINAL WORDS

These rules should give you tools you need to run a simple Star Wars role playing game. Don't get caught up on whether you are following true Star Wars canon or not. The galaxy you create is yours to control. If you want to follow the true Star Wars events, that is your choice. You can have your adventures focus around the events of "a New Hope", where the events of the movies are never contaminated by the player characters. You can also take a different approach. Maybe you want the player characters to be able to save Han Solo from being frozen in carbonite. This can be a fun challenge for the Galactic Overlord. Imagine some "what if" scenarios to the Star Wars stories. Have the events, after "the Empire Strikes Back" be a very different story than what was in the movies. Maybe the Emperor succeeds in crushing the Rebellion.

As stated previously, maybe you want your adventures to take place during a different time period. Create a new evil villain that must be ultimately defeated. Come up with new types of troopers that serve this vile enemy. Let your players choose to play evil characters. See how they may triumph over good.

Don't limit what these rules have. It has already been stated to create your own ships, creatures and gear…but what about species and professions. Create a totally new species or bring another into the fold from the stories and movies. Create a profession that you think may be a viable player character choice. When you create new species, for player characters, make sure that they have a balance between the benefits and weaknesses. Make sure that they are not more powerful than other species. Also make sure they are not weaker than other species, or else no one will play them as characters. Do not create professions that are too powerful. Even the Jedi/Sith have their weaknesses. They are powerful with the Force, but they are no match with a Medic's healing or a Pilot's vehicular battle prowess. Don't rack your brain whether you have proper balance or not, use your good judgment. Remember, people who create role playing games for a living often struggle with balancing issues.

Make sure the player characters play within the bounds of what their characters know. This is extremely important when adventures take place during the events of the Star Wars stories or movies. The player characters may be storm troopers assigned to the first

Death Star. They simply cannot tell the Galactic Overlord, "We are going to go guard the tractor beam controls". It is up to the Galactic Overlord to ask why they chose to do such a thing. Just because they think Obi-Wan Kenobi is going to shut them off soon, is not a reason to allow this…neither is, "Just for something to do". Just because they saw the movies does not mean their characters saw the movies.

Player characters might be killed during an adventure. This is simply the way it goes. Bad decisions and dice rolls can simply be summed up to fate. You can handle this numerous ways. You can have the player simply make a new character and have them start at the level of the other player characters. You can even simply have the character stunned and captured by the enemy. Have the other player characters mount a rescue for their comrade. If they end up creating a new character, you can introduce them into the current adventure or have them join in on the next adventure. Make sure to have a good story as to why this new character has joined the group. Maybe they run into each other at the enemy's base, only to find out they are there for the same goal so they decide to join forces. Maybe the new character is a relative of the recently deceased, who has joined to group to take up the fight.

Lastly, have fun. Enjoy the simplicity of the rules in the spirit of 70's role playing games. Use all of these rules, add extra rules or simply use only some of the rules. Be fair and listen to the players. Though you are the final authority, does not mean you have to also be a rules dictator. The players may have clever ideas, or even points of view, that are reasonable and thought out.

STAR WARS

PORTRAIT

_____   _____
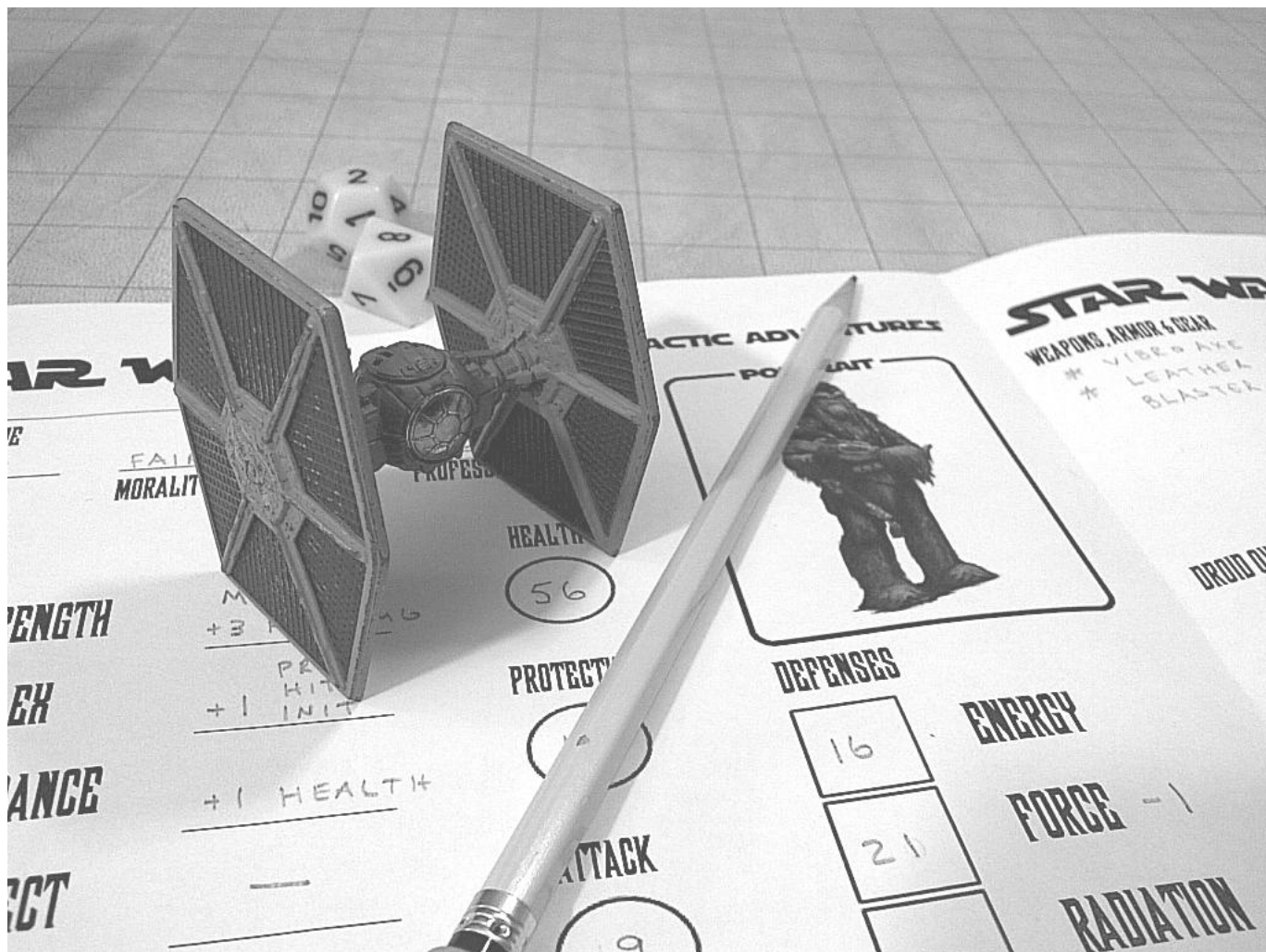
CHARACTER NAME   TITLE

_____   ____   _____

SPECIES   MORALITY   LEVEL   PROFESSION

ABILITIES

MODIFIER

STAMINA

☐ STRENGTH

☐ REFLEX   _____

☐ ENDURANCE   _____   PROTECTION

☐ INTELLECT   _____

☐ WILLPOWER   _____   ATTACK

☐ PERSONALITY   _____

FORCE POINTS

DEFENSES

☐ ENERGY

☐ FORCE

☐ RADIATION

☐ SHOCK

☐ TOXINS

PROFESSION/SPECIES ABILITIES   _____

NOTES AND OTHER INFORMATION   _____

STAR WARS

WEAPONS, ARMOR & GEAR

DROID OWNED _____ **VEHICLE**

NAME _____

PROFESSION _____   **LEVEL** ____

VEHICLE NAME _____

ABILITIES

		MODIFIER
☐	STRENGTH	_____
☐	REFLEX	_____
☐	ENDURANCE	_____
☐	INTELLECT	_____
☐	WILLPOWER	_____
☐	PERSONALITY	_____

HULL ◯

PROTECTION ◯

ATTACK ◯

DEFENSES

☐	ENERGY
☐	FORCE
☐	RADIATION
☐	SHOCK
☐	TOXINS

VEHICLE TYPE

☐	HULL
☐	PROTECTION
☐	SPEED
☐	CARGO

WEAPONS & OUTFITS _____

VEHICLE COST

EXPERIENCE POINTS _____ **CREDITS**

STAR WARS

VEHICLE NAME

COST

CREW

☐ HULL

☐ SPEED

☐ PROTECTION

☐ CARGO

VEHICLE

ATTACKS

VEHICLE NAME

COST

CREW

☐ HULL

☐ SPEED

☐ PROTECTION

☐ CARGO

VEHICLE

ATTACKS

STAR WARS

_____

CREATURE/CITIZEN NAME

PORTRAIT

_____   _____   _____
MORALITY   SPEED   ATTACK

_____
DAMAGE

_____   _____   _____
STAMINA   DEFENSE   PROTECTION

_____   _____
EXPERIENCE   PLANET

_____
_____
_____
_____

_____

CREATURE/CITIZEN NAME

PORTRAIT

_____   _____   _____
MORALITY   SPEED   ATTACK

_____
DAMAGE

_____   _____   _____
STAMINA   DEFENSE   PROTECTION

_____   _____
EXPERIENCE   PLANET

_____
_____
_____
_____

STAR WARS

GEAR

_____   _____   _____
ITEM NAME   [DROID UPGRADE]   COST   DAMAGE

_____   _____   _____
TYPE   DEFENSE   ARMOR

_____
_____
_____
_____
_____
_____

GEAR

_____   _____   _____
ITEM NAME   [DROID UPGRADE]   COST   DAMAGE

_____   _____   _____
TYPE   DEFENSE   ARMOR

_____
_____
_____
_____
_____
_____

ATTRIBUTE MODIFIERS

Attribute Score/Modifiers	3	4-5	6-8	9-12	13-15	16-17	18	19	20	21	22	23	24	25
STR (Melee Hit/Melee Damage)	-3	-2	-1	0	+1	+2	+3	+3	+4	+4	+5	+5	+6	+6
REF (Protection)	-3	-2	-1	0	+1	+2	+3	+4	+4	+5	+5	+6	+6	+7
REF (Range Hit)	-3	-2	-1	0	+1	+2	+3	+4	+4	+5	+5	+6	+6	+7
REF (Initiative Modifier)	-2	-1	-1	0	+1	+2	+3	+3	+4	+4	+4	+5	+5	+5
REF (Scoundrel Skill Modifier)	-60	-30	-15	0	0	+5	+10	+15	+20	+25	+30	+35	+40	+45
REF (Spy Skill Modifier)	-40	-20	-10	0	+5	+10	+15	+20	+25	+30	+35	+40	+45	+50
END (Stamina Per Level)	-3	-2	-1	0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
END (Toxin/Shock Defense)	-2	-1	0	0	0	0	0	+1	+1	+2	+2	+3	+3	+4
INT (Extra Starting Languages)	0	0	0	0	1	2	3	4	5	6	7	8	9	10
WIL (Force Points Per Level)	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
WILL (Force Defense)	-3	-2	-1	0	1	2	3	4	5	6	6	7	7	8

SOLDIER ATTACKS PER LEVEL

Level	0-2	3-6	7-10	11-14	15-17	18-19	20
Attacks	1	2	3	4	5	6	7

FORCE POWERS

Standard Force Powers	Points	Light Side Force Powers	Points	Dark Side Force Powers	Points
Breathe Control	1	Force Aura	1	Wound	1
Force Deflection	1	Sooth	3	Fear	3
Force Jump	1	Stun	3	Crush	3
Mind Trick	1	Stun Droid	4	Slow	3
Precognition	1	Force Valor	5	Choke	4
Throw Lightsaber	1	Disable Droids	6	Affliction	6
Burst of Speed	2	Force Shield	6	Drain Knowledge	6
Force Camouflage	2	Knight Valor	8	Force Lightning	8
Force Push	2	Heal	9	Drain Force	9
Force Sight	3	Revitalize	9	Drain Life	9
Sense Force	3	Stasis	9	Horror	9
Telekinesis	4	Destroy Droids	12	Insanity	12
Battle Meditation	6	Force Armor	12	Plague	12
Affect Mind	8	Master Valor	12	Kill	15
Force Suppression	9	Stasis Field	15	Force Storm	18
Telepathy	10				
Force Confusion	12				
Master Battle Meditation	12				

SCOUNDREL SKILL TABLE

Level	Gambling	Pilfering	Security	Sneak	Piloting
1	+1	23	17	19	0
2	+2	26	20	22	0
3	+3	29	23	25	0
4	+4	33	27	29	+1
5	+5	37	31	33	+1
6	+6	41	35	37	+1
7	+7	46	40	42	+2
8	+8	51	45	47	+2
9	+9	56	50	52	+2
10	+10	62	56	58	+3
11	+11	68	62	64	+3
12	+12	74	68	70	+4
13	+13	81	75	77	+4
14	+14	88	82	84	+5
15	+15	95	89	91	+5
16	+16	107	92	93	+6
17	+17	115	95	95	+6
18	+18	123	97	97	+7
19	+19	124	98	98	+7
20	+20	125	99	99	+8

SPY SKILL TABLE

Level	Pilfering	Security	Sneak	Disguise	Assassinate
1	25	19	21	30	10
2	28	22	24	32	15
3	31	25	27	34	20
4	35	29	31	38	25
5	39	33	35	42	30
6	43	37	39	46	35
7	48	42	44	51	40
8	53	47	49	56	45
9	58	52	54	61	50
10	64	58	60	67	55
11	70	64	66	74	60
12	76	70	72	81	65
13	83	77	79	89	70
14	90	84	86	97	75
15	97	91	93	100	80
16	109	94	95	103	85
17	117	97	97	106	90
18	125	99	99	111	95
19	126	100	100	116	100
20	125	99	99	120	105

DEFENSES

Bounty Hunter Defenses

Level	Energy	Force	Radiation	Shock	Toxins
1-3	17	20	16	15	16
4-6	15	18	14	13	14
7-9	13	16	12	11	12
10-12	11	14	10	9	10
13-16	9	12	9	7	9
17-19	7	11	8	5	8
20	5	10	7	3	7

Pilot/Medic Defense

Level	Energy	Force	Radiation	Shock	Toxins
1-4	17	20	14	13	14
5-8	14	18	12	10	12
9-12	12	16	10	7	10
13-16	10	14	8	4	7
17-20	8	12	6	2	4

Scoundrel/Spy Defense

Level	Energy	Force	Radiation	Shock	Toxins
1-4	18	19	15	18	15
5-8	15	17	13	16	13
9-12	12	15	11	14	11
13-16	9	13	9	12	9
17-19	6	11	6	10	7
20	3	9	4	8	5

Soldier Defense

Level	Energy	Force	Radiation	Shock	Toxins
1-2	16	20	16	14	15
3-4	14	19	14	12	13
5-6	12	18	12	10	11
7-8	10	17	10	8	9
9-10	8	16	8	7	7
11-12	6	15	7	6	6
13-14	5	14	6	5	5
15-16	4	13	5	4	4
17-18	3	12	4	3	3
19-20	2	11	3	2	2

Jedi/Sith Defense

Level	Energy	Force	Radiation	Shock	Toxins
1-5	17	10	17	16	14
6-10	14	8	14	13	10
11-15	11	6	11	10	6
16-19	7	4	7	7	3
20	4	2	4	3	2

FORCE POINTS / LEVEL

Level	Force Points
1	1
2	2
3	3
4	4
5	5
6	6
7	8
9	12
10	14
11	16
12	19
13	18
14	24
15	27
16	31
17	35
18	38
19	42
20	45
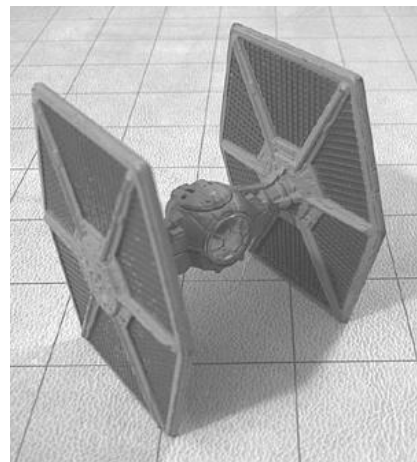
MORALITY PERSONALITY MODIFIERS

Good dealing with Good:	+2
Evil dealing with Evil:	+2
Fair dealing with Fair:	+1
Good dealing with Evil:	-2
Fair dealing with Good/Evil:	-1

WEAPONS

Name	Cost	Damage	Type	Defense
Axe	15	1d6	2 Handed	
Baton	2	1d4	1 Handed	
Blaster, Pistol**	38	1d8	1 Handed	Shock or Stun 1d4 Rounds
Blaster, Rifle**	125	1d10	2 Handed	Shock or Stun 1d4 Rounds
Blaster, Rifle, Heavy**	500	1d12	2 Handed	Shock or Stun 1d4 Rounds
Bow	12	1d6	2 Handed	
Bowcaster	180	1d8	2 Handed	
Dagger*	3	1d4	1 Handed	
Detonite	63	1d20	1 Handed	
Electrostaff**	375	1d8	2 Handed	Special
Flamethrower	125	3d4	2 Handed	
Grenade, Frag*	25	1d12	1 Handed	
Grenade, Ion*	30	1d8	1 Handed	Droids: Shock Defense
Grenade, Stun*	30	0	1 Handed	Shock or Stun 1d4 Rounds
Ion Pistol	30	1d6	1 Handed	Droids: Shock Defense
Ion Rifle	100	1d8	2 Handed	Droids: Shock Defense
Lightsaber	375	1d12	2 Handed	
Lightsaber, Double	875	2d8	2 Handed	
Mace	6	1d6	1 Handed	
Missile Launcher	220	2d12	2 Handed	
Quarterstaff	8	1d6	2 Handed	
Sling	4	1d4	1 Handed	
Spear*	8	1d6	2 Handed	
Stun Baton**	2	1d6	1 Handed	Shock or Stun 1d4 Rounds
Sword	10	1d6	1 Handed	
Sword, Great	15	1d8	2 Handed	
Thermal Detonator*	250	1d20	1 Handed	
Vibroaxe	63	1d8	2 Handed	
Vibrodagger*	25	1d6	1 Handed	
Vibrosword	30	1d8	1 Handed	
Vibrosword, Great	45	1d10	2 Handed	

* This weapon can be thrown.

** This weapon can be set to "stun" and then requires a Shock Defense roll.

ARMOR

Name	Droid Upgrade	Cost	Armor	Type
Armored Spacesuit*	-	750	9	Heavy
Battle Armor*	Battle Droid	450	8	Medium
Battle Armor, Heavy*	Heavy Battle Droid	1,000	10	Heavy
Blast Helmet	Head Plate	10	1	Light
Blast Vest	Chest Plate	30	2	Light
Bounty Hunter Armor*	Hunter Droid	200	6	Medium
Combat Fatigues	-	40	2	Light
Combat Jumpsuit	-	85	4	Light
Flight Suit*	-	60	3	Light
Leather Combat Suit	-	60	3	Light
Scout Armor	Scout Droid	85	5	Light
Trooper Armor*	Combat Droid	200	6	Medium

* This armor cannot combine with a helmet.

GEAR

Name	Cost
Aquata Breather	45
Arrow (100)	5
Bacta Fluid	20
Binoculars	125
Bolt, Bowcaster (100)	20
Breathe Mask	25
Bullet, Metal (100)	5
Comlink	30
Chemical Canister	10
Cutting Torch	80
Data Pad	125
Energy Cell	10
Glow Rod	10
Handcuffs	6
Holoprojector	125
Jet Pack	50
Medical Kit	30
Medpac	10
Missile	50
Parts Kit	20
Portable Computer	625
Rations (10 Days)	60
Recording Unit	10
Security Kit	95
Syntherope (150')	4
Tool Kit	30

DROIDS

Type	Cost
Astromech Droid	400 x Level
Battle Droid	400 x Level
Medical Droid	500 x Level
Protocol Droid	300 x Level
Security Droid	250 x Level
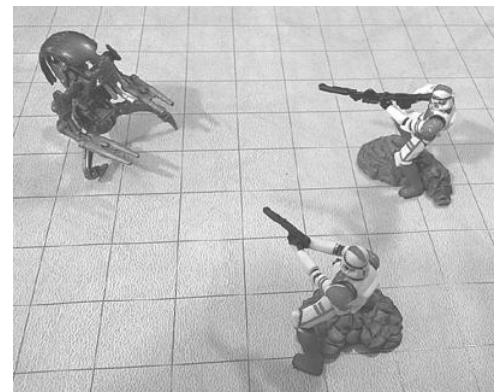
VEHICLES

Space Vehicles

Name	Cost	Crew	Cargo	Speed	Hull	Protection	Attack	Special Attack
Corellian Transport (M)	25,000	2 Crew - 10 Passengers	20	120'	360	15	Laser Cannon	-
Star Destroyer (L)	2,500,000	37,000 Crew - 9,700 Passengers	1,000	30'	6,300	30	Laser, Turbo	Tractor Beam
TIE Fighter (M)*	10,000	1 Crew	5	160'	180	8	Laser Cannon	-
TIE Interceptor (M)**	11,000	1 Crew	8	160'	270	10	Laser Cannon, Heavy	-
X-Wing Fighter (M)	15,000	1 Crew - 1 Astromech Droid	-	160'	360	10	Laser Cannon, Heavy	Proton Torpedo x6
Y-Wing Fighter (M)	12,000	2 Crew - 1 Astromech Droid	10	160'	360	8	Laser Cannon	Proton Torpedo x8

Ground Vehicles

Name	Cost	Crew	Cargo	Speed	Hull	Protection	Attack	Special Attack
Airspeeder (S)	8,000	2 Crew	5	160'	180	10	Laser Cannon	Harpoon Gun
Assault Tank (S)	15,000	4 Crew - 6 Passengers (Outside)	5	60'	540	20	Laser Cannon, Heavy	Missile Launcher
AT-AT (M)	20,000	5 Crew - 40 Passengers	20	40'	900	20	Laser Cannon, Heavy	Blaster Cannon
AT-ST (T)	10,000	2 Crew	-	60'	360	10	Blaster Cannon	-
Landspeeder (T)	5,000	1 Crew - 1 Passenger	5	120'	120	8	-	-
Speeder Bike (T)	4,000	1 Crew - 1 Passenger	-	120'	120	8	Laser Cannon	-

* Cannot have a hyperdrive.

** Does not come with hyperdrive, but can be equipped with one.

VEHICLE OUTFITS

Name	Cost	Size	Damage	Description
Tractor Beam	6,000	M/L	-	A device used to move and guide items in space.
Sensor Jammer	10,000	S/M/L	-	A device capable of blocking or fooling sensors.
Harpoon Gun	50	S/M/L	-	A device that uses a cable to tether to objects.
Laser Cannon	100	T/S/M/L	4d10	These are standard laser cannons.
Laser Cannon, Heavy	150	M/L	6d10	These are larger than standard laser cannons.
Laser, Turbo	500	L	9d10	These are the largest laser cannons outfitted on ships.
Proton Torpedo	100	M/L	9d10	This is a type of ordnance used throughout the galaxy.
Missile	50	S/M/L	6d6	This this a small missile used in missile launchers.
Blaster Cannon	75	T/S/M/L	3d10	These are standard blaster cannons.
Ion Cannon	200	M/L	4d10	These are cannons that are used when one wants to disable a ship.
Hyperdrive	5,000	M/L	-	For spaceships only. Allows them to travel hyperdrive speeds.

EXPERIENCE FOR ACTIONS

Action	Award
Complete Mission/Adventure	Avg Lvl of Group * 1,000
Healing	Healing Value
Repairing	Repairing Value
Attribute Checks	Player Level * 5
Detect Lie	Player Level * 5
Tracking	NPC Level * 5
Revive From Coma	Patient Level * 20
Fix Broken Droid	Droid Level * 20
Gambling	Credit Value / 10
Pilfering	Victim Level * 10
Security	Player Level * 5
Sneak	Outwitting
Disguise	Outwitting
Assassinate	Killing
Credits Found	Credit Value
Property Acquired	Credit Value / 100

EXPERIENCE AWARDS

Level	Base	Bonus
1	20	10
2	40	20
3	100	50
4	160	80
5	400	200
6	640	320
7	880	440
8	1,120	560
9	2,000	1,000
10	2,200	1,100
11	2,400	1,200
12	2,500	1,250
13	2,600	1,300
14	2,700	1,350
15	2,800	1,400
16	3,000	1,500
17	3,400	1,700
18	3,800	1,900
19	4,200	2,100
20	5,000	2,500

ATTACK CATEGORIES

Level	I	II	III	IV	V	VI
1	10	10	10	10	8	6
2	10	10	10	9	7	5
3	10	9	9	8	6	4
4	9	9	9	7	5	3
5	9	8	8	6	4	2
6	9	8	8	5	3	1
7	8	7	7	4	2	0
8	8	7	6	3	1	-1
9	8	6	5	2	0	-2
10	7	6	4	1	-1	-3
11	7	5	3	0	-2	-4
12	7	5	2	-1	-3	-5
13	6	4	1	-2	-4	-6
14	6	4	0	-3	-5	-7
15	6	3	-1	-4	-6	-8
16	5	2	-2	-5	-7	-9
17	5	1	-3	-6	-8	-10
18	5	0	-4	-7	-9	-11
19	4	-1	-5	-8	-10	-12
20	3	-2	-6	-9	-11	-13
21	2	-3	-7	-10	-12	-14
22	1	-4	-8	-11	-13	-15
23	0	-5	-9	-12	-14	-16
24	-1	-6	-10	-13	-15	-17
25	-2	-7	-11	-14	-16	-18

RANGES

Weapon Type	Close Range (+1)	Medium Range (0)	Far Range (-1)
Pistol	70'	140'	210'
Bow	50'	100'	150'
Bowcaster	70'	140'	210'
Dagger	10'	20'	30'
Grenade	30'	60'	90'
Lightsaber	10'	30'	50'
Missile Launcher	150'	900'	2,500'
Rifle	80'	160'	240'
Sling	40'	80'	160'
Spear	20'	40'	60'

Vehicle Weapon Type	Close Range (+1)	Medium Range (0)	Far Range (-1)
Cannon	200'	600'	1,200'
Harpoon Gun	100'	200'	300'
Missile	150'	900'	4,500'
Torpedo	150'	900'	4,500'
Tractor Beam	300'	750'	1,500'

STAR WARS - GALACTIC ADVENTURES

Revisions

Revision	Date	Notes
I	2010-09-30	Core rules released.
II	2010-10-03	Added more detailed explanation of Stun and Subduing.
III	2010-10-14	Changed the behavior of Energy Defense. Removed Energy Defense rolls for Blasters and Lightsabers to keep play easier and to keep the damage of the weapons consistent with other weapons. Also Changed Droids to make Shock Defense rolls when hit with ion weapons. Also noted that Tool Kits are required to use Parts Kits.
IV	2010-11-08	Greatly decreased blindness/low vision attack penalties for Jedi, Sith & Force Sensitive. Increased weapon damage done by lightsabers to be more in line with some of the other powerful melee weapons. Medpacs, Medical Kits and Bacta Fluid have been increased in Stamina restoration. Included an expanded rule on inventory amount, allowing for stacked items to count as one item. Owned droids now take a part of total awarded experience points to level out the characters/awards ratio. Without this rule change, players were getting full experience points when really having more characters in the group (meaning they could attack and so could their droids). Added more information in the Experience Points section. This information covers how to award Experience Points for things other than killing/outwitting enemies.
V	2010-11-25	Redone the page numbers and table of contents. Fixed some minor spelling errors.
VI	2010-12-19	Added the Arcona, Besalisk, Chagrian, Jawa and Verpine as playable species. Fixed some text to make it clear that technology checks will require an attribute roll against Intellect and not demanding a particular Intellect score. Expanded on the Morality section in Episode VII. Added Besalisk to the list of Languages. Fixed some page number references.
VII	2011-03-18	Included a map of the galaxy at the end of the rules.
VIII	2013-07-25	Rebuilt the Stamina and weapon damage values to be more in line with older style games.

STAR WARS
THE GALAXY

UNKNOWN REGIONS

TINGEL ARM (NORTHEAST QUADRANT)

A

ILUM
CSILLA
ADUMAR
KALEE
BASTION
BELKADAN
KLASSE EPHEMORA
NIRAUAN
YAGA MINOR
MUUNILINST
HELSKA
IRIDONIA
PHAEDA
MYGEETO
DANTOOINE
FORNAX
BOROSK
AGAMAR
SERNPIDAL
LORRD
ANSION
ORD MANTELL
VINSOTH
THILA
TISS' SHARL
BONADAN
ITHOR
DATHOMIR
TOPRAWA
ZIOST
TARIS (AND ROGUE MOON)
YAVIN
VAAL
KORRIBAN

B

RAKATA PRIME
BANDOMEER
MARIDUN
ELOM
NULL
WAYLAND
VANQUO
BILBRINGI
YINCHORR
MANDALORE
BOGDEN
PHINDAR
FELUCIA
MAKEM TE
BORLEIAS
AARGONAR
VJUN
TROIKEN
ESSELES
THUSTRA
RHEN VAR
LIANNA
TOOLA
CHANDRILA
RALLTIIR
MYRKR
AQUARIS
GALIDRAAN
RAXUS
ZONAMA SEKOT (130 ABY)
PANTOLOMIN
CORULAG
BRENTAAL
ARKANIA
OBROA-SKAI
MURKHANA
ANAXES
TEPASI
BELNAR
CHAZWA
CONCORD DAWN
CORUSCANT
CAAMAS
CARIDA
KORDA
ROCHE
THE WHEEL
DRONGAR
N'ZOTH
KORDS
VULPTER
ALDERAAN (UNTIL 0 ABY)
TAANAB
BELDERONE
TYTHON
KUAT
HAPES
CRON DRIFT

DEEP CORE

BALMORRA
NEW HOLSTICE
OSSUS
BYSS
ONDERON
ANZAT
CILPAR
KALIST
HUMBARINE
AMBRIA
TOGORIA
IEGO
FONDOR
MERSON
GIJU
MRLSST
COLOMUS
RENDILI
NEIMOIDIA
CHARROS IV
JABIIM
GHORMAN
SELONIA
CORELLIA
MANAAN
KASHYYYK

CORE WORLDS

DURO
NEW PLYMPTO
COMMENOR
BOZ PITY
MON CALAMARI
KIFFEX (AND KIFFU)
CATO NEIMOIDIA
SRILUUR
SALEUCAMI
ZAADJA
TALASEA
LWHEKK

COLONIES

DEVARON
ANTAR
DENON
RUUSAN
ALEEN
RHOMMAMOOL
KLATOOINE

C

EXPANSION REGION

RATTATAK
THYFERRA
BESTINE
KWENN
KINTAN
KESSEL
CEREA
TOYDARIA
DA SOOCHA
HONOGHR

INNER RIM

IKTOTCH
BAKURA
KOORIVA
ARIDUS
NAL HUTTA (NAR SHADDAA)
DARGULLI
RIFLOR
ENDOR
YAG 'DHUL
DERRA IV
VENDAXA
VOID STATION
YLESIA
KINYEN
VANDELHELM
KALARBA
BOTHAWUI

MID RIM

LORTA
NKLLON
DRUCKENWELL
FALLEEN
KAMINO
VARONAT
SULLUST
HARUUN KAL
RODIA
GAMORR
ANOAT (INCLUDES BENTEL)
BESPIN
TIBRIN
MALASTARE
ANDO
RISHI
ERIADU
MOLAVAR
UKIO

D

HOTH
MUSTAFAR
CLAK'DOR
NABOO
ROON
SLUIS VAN
POLIS MASSA
BPFASSH
NELVAAN
TATOOINE
HYPORI
QUEYTA
PRAESITLYN
SUBTERREL
DAGOBAH
SVIVREN
LOK
GEONOSIS
UTAPAU
ALZOC
SOCORRO
ORVAX
RYLOTH

E

OUTER RIM

WILD SPACE