Hyperspace D6 Character Sheet

| NAME | SPECIES | CHAR. Points (+1D) | |
|---|---|---|---|
| PROFESSION | Pronouns | Wound Points | FORCE Points (Dice x2) |

| DEX | KNO | MEC | PER | STR | TEC |
|---|---|---|---|---|---|
| Agility | Planets | Astrogation | Bargain | Athletics | Armament |
| Blasters | Streetwise | Drive | Command | Brawl | Computers |
| Melee | Survival | Gunnery | Deceive | Intimidate | Droids |
| Steal | Willpower | Pilot | Stealth | Stamina | Medicine |
| Throw | Xenology | Sensors | Search | Swim | Vehicles |
| **The Force** | Alter | | Control | | Sense |

| WEAPON | ATT | DAM | SPECIAL |
|---|---|---|---|
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| OTHER EQUIPMENT | Credits: |
|---|---|
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# HYPERSPACE D6

A Heavily Modified and Streamlined Hack of West End Games' *Star Wars: The Roleplaying Game*

Writing and Design by Matt Click | Additional Design by Michael Barke

**v1.5 (Updated January 2020)**

## INTRODUCTION

### WHAT IS STAR WARS: THE ROLEPLAYING GAME?

*Star Wars: The Roleplaying Game* was written and published by the now-defunct West End Games (WEG) between 1987 and 1999. It utilized the D6 System, also by WEG.

*Star Wars: The Roleplaying Game* established much of the groundwork of what later became the *Star Wars* Expanded Universe. Lucasfilm considered West End Games' *Star Wars* sourcebooks so authoritative they sent Timothy Zahn a box of the books as reference material for the Thrawn trilogy. Many well-known alien names (such as Twi'lek, Rodian, and Quarren) appeared for the first time in WEG's books. This legacy remains, even with the 2014 reboot of the canon lore.

### WHAT'S DIFFERENT?

HyperspaceD6, in addition to presenting the rules in a much slimmer package, has a few major departures from the game as you know it.

- Pip modifiers removed.
- Wild Die renamed Destiny Die.
- The Force attribute added.
- Skill list pared down and simplified.
- Static defenses added.
- Special abilities replaced with skill focuses.
- Range bands replace distances.
- Simplified combat and vehicle rules.
- Minion group rules added.
- Rules for lightsaber duels added.

## THE BASICS

### D6 SYSTEM

HyperspaceD6 utilizes the same D6 System that made *Star Wars: The Roleplaying Game* so simple to play, run, and modify. It uses six-sided dice (D6s) exclusively. When you attempt something challenging, you roll a number of D6s equal to the appropriate attribute and skill. After rolling, you add up your total and compare

### CUSTOM PROFESSIONS

If your character concept doesn't seem to fit any of the listed professions, create your own! Distribute 5D across the six attributes (or 6D across seven attributes for Force-using professions), not exceeding 2D in any one attribute.

### UNTRAINED FORCE-USERS

Not all Force-users are Jedi – many utilize the Force in myriad ways without adhering to the strict code and training of that order. For non-Jedi characters who use the Force, choose the Force Sensitivity edge.

### ACTIVE DEFENSE

Rather than using the static defenses (Evade, Parry, and Block), you can choose to have players roll their defense actively against incoming threats. Doing so slows down combat and requires additional rolling, but can add some agency and variety for the players. See the following table for the relevant skills to roll.

| ATTACK | SKILL | SPECIAL |
|---|---|---|
| **Blasters** | Agility | Lightsaber-wielding defenders can roll Melee |
| **Melee** | Melee | Unarmed defenders can roll Brawl |
| **Throw** | Agility | – |
| **Gunnery** | Agility | Lightsaber-wielding defenders can roll Melee |
| **Brawl** | Brawl | Armed defenders can roll Melee |

### QUICKPLAY RULES

To quickly and easily play a game of HyperspaceD6, such as an impromptu one-shot or with players new to the system, use the following rules modifications to speed up and simplify character creation and gameplay.

- Each character starts with 2D in each attribute, and can choose to increase one attribute by +2D and two others by +1D. Species, profession, skills, edge, burden, and gear are all handled narratively.
- Players roll against a simple TN of 10 to accomplish most tasks.
- The GM does not roll – players roll to avoid threats.
- Remove damage rolls. Successful attacks deal a single wound. A character can sustain a number of wounds equal to their STR before going down, while most enemies drop after taking a single wound.

### USING COINS INSTEAD OF DICE

If you don't have any dice, in a pinch, you can use coins. Each heads is worth 6, each tails is worth 1 (or simmilarly, each heads is worth 5, each tails is worth 0, and then add +1 for each coin flipped). You may have a destiny coin, or not, as you see fit.

## ELITE ENEMIES

When the characters encounter a truly formidable foe, consider using elite enemies. Elites use the same stats as common enemies, with a few notable differences:

• Increase two attributes by 1D
• Increase listed skills by 1D
• Recalculate defenses
• Add additional armor, weapons, and gear

## MINION GROUPS

When the characters face a horde of enemies, such as a squad of Imperial Stormtroopers, rather than tracking individual stats and wounds for each unit, manage them as a single combatant: they move, take actions, and suffer damage as a single character.

• For each member of a group beyond the first, a group can take an action without penalty (e.g. a group of five Stormtroopers can take five actions on their turn without penalty to their rolls).
• When a group makes a skill check, they roll one time (e.g. a group of Stormtroopers rolls one Blasters check, and the result is compared to the Dodge of each target).
• When a group is stunned, they each suffer the -1D to their skill rolls on their next turn.
• Each time the group suffers a wound, they lose one of their numbers and can take one fewer action per turn without penalty.
• In large combats, consider running multiple minion groups: one squad of Stormtroopers takes cover and provides suppressing fire, while a second group of Stormtroopers charges into the fray, blasters blazing. You can also use minion groups with vehicles (e.g. a squadron of TIE fighters).

## BASIC NPC STATS

When you need basic stats for unlisted enemies and NPCs, use the following table based on their level of expertise.

| LEVEL | AVG. ATTRIBUTES | SKILLS |
|---|---|---|
| Common | 2D | +1D to two skills |
| Proficient | 3D | +2D to two skills |
| Formidable | 5D | +3D to two skills |
| Legendary | 7D | +3D to three skills |

### OPTIONAL RULES

## CUSTOM SPECIES

Don't see your favorite *Star Wars* alien species on the list? Looking to play a Geonosian, Dug, or Zabrak? Each attribute starts at 1D. Then distribute 4D across the six attributes, not exceeding 3D in any one attribute. Then choose a skill in which the species excels due to their culture or physiology.

## FORCE-SENSITIVE SPECIES

Some creatures in the *Star Wars* universe have an innate connection to the Force. For Force-sensitive species, add 1D in the Force (FOR) attribute, start each other attribute at 1D, then distribute 4D across the six attributes, not exceeding 3D in any one attribute.

that to a target number (TN) – if you meet or exceed that number, you succeed!

## ATTRIBUTES AND SKILLS

Characters in HyperspaceD6 have six attributes: Dexterity (DEX), Knowledge (KNO), Mechanical (MEC), Perception (PER), Strength (STR), and Technical (TEC). Some characters also have access to a seventh attribute: The Force (FOR). Each attribute is assigned a number, called a dice code, which denotes the number of dice you roll with that attribute (e.g., a character with a DEX of 3D rolls three D6s on Dexterity checks).

Each attribute also has associated skills, which add their own dice codes. Skills further focus your character's abilities and add additional dice to checks (e.g., a character with a DEX of 3D and a Blasters skill of 2D would roll a Blasters check with 5D).

## CALCULATING DICE CODES

Skill dice codes usually include the linked attribute. When determining your dice pool for a skill check or calculating defenses, always use the combined dice code of the skill and attribute together. When calculating the cost of improving a skill, do *not* include the linked attribute.

## DEFENSES

Characters also have a set of static defenses, which function like TNs when attacked but also reduce incoming damage. The defenses are Dodge (based on Agility), Parry (based on Melee), Block (based on Brawl), and Soak (based on Stamina, with bonuses from armor).

## DESTINY DIE

For every skill check, one of the D6s rolled must be a different color than the others. This is the Destiny Die. It represents the Force and the pull of luck and fate in the *Star Wars* universe. It behaves like any other die, adding its total to the final result. A roll of 1 on the Destiny Die, however, denotes consequences, while a 6 denotes rewards. It is possible to succeed on a roll and still suffer setbacks; likewise, it is possible to fail and gain an advantage.

## SCENES AND ROUNDS

Scenes represent non-combat narratives. Scenes might encompass minutes, hours, or even days, and characters act in whatever order they wish. Rounds are six seconds of combat or other action-oriented encounters (such as a chase), and characters take turns declaring and resolving actions in initiative order.

## ACTIONS

Most things are considered actions. You can always take a single action without consequence – but you can also push your luck and attempt multiple actions. Each round, you declare your actions on your turn. For each action taken beyond the first, reduce all rolls for the round by -1D. The number of additional actions possible per round is limited to your Dexterity (e.g. a character with 3D DEX can take a maximum of four actions each round – an initial action, plus three additional actions).

## RANGE BANDS

HyperspaceD6 uses range bands to abstractly represent movement and distance. The five range bands are: engaged, short range, medium range, long range, and extreme range. A character can move between two bands on their turn for free – further movem/ent costs actions.

## CHARACTER POINTS AND FORCE POINTS

Character Points are awarded to players for stellar roleplay and furthering the story. When you spend a Character Point to alter a roll, you roll one extra die. You can only spend one Character Point per round. Character Points are also used to improve attributes and skills between sessions, and can be saved up and spent later.

Characters start each session with a number of Force Points equal to their Force attribute (or 1, if they don't have the Force attribute). When you spend a Force Point, your character uses all of their concentration to succeed, and whether they know it or not, draw upon the Force. When you spend a Force Point, you roll double the number of dice you would normally roll. Force Points reset at the beginning of each session. You can only spend one Force Point per round.

Alternatively, a Force-sensitive character can spend a Force Point to do something extraordinary using the Force – lifting an X-Wing telepathically, leaping a great distance, throwing their lightsaber, etc.

## CINEMATIC STYLE

Above all else, HyperspaceD6 seeks to evoke the feel of the *Star Wars* films – larger-than-life heroes pulling off daring maneuvers and surviving incredible odds. Narrative, cinematic gameplay is the focus. Rather than agonizing over how many meters away the stormtrooper is, describe the heat of the blaster bolts sizzling by, the harsh static of the Imperial comms. Instead of tracking the positions of fighters in a dogfight, visualize the hectic back-and-forth, a TIE fighter's twin ion engines howling past, laser fire from the X-wing's quad cannons barely missing its solar panels. Always put fun and excitement first – this is *Star Wars*, after all.

## ERAS OF PLAY

The *Star Wars* universe is rich in history and lore and encompasses many thousands of years. HyperspaceD6 assumes an era of play roughly congruent with the timeline of the original film trilogy – the reign of the Galactic Empire and the rise of the Rebel Alliance. These rules can easily support play in other eras – the Old Republic, the Clone Wars, the rise of the Rebellion, the Resistance against the First Order – with minor modifications or with support from other rules and sourcebooks.

## CREATING YOUR CHARACTER

### 1. CONCEPT AND NAME

Conceptualize your character. Come up with a high concept, no more than a few words – merc with a heart of gold, Imperial soldier turned freedom fighter, gunslinger with a cybernetic eye.

In addition to the high concept, choose a suitable name for your character. When in doubt, there are plenty of *Star Wars* name generators available online.

### 2. SPECIES

Next, choose your species. Most characters in the *Star Wars* universe are Human (or Near-Human), but many other cultures play prominent roles – Bothans, Rodians, Wookiees, and countless others. You can also choose to play a droid, selecting from a handful of iconic choices such as assassin, astromech, or protocol droid. Choose a species or droid type from the list and note your base attributes and skill focus.

### 3. PROFESSION

Now choose a profession. This is your character's career or

| DROIDS | DEX | KNO | MEC | PER | STR | TEC | FOR | SKILLS & GEAR* | DEFENSE |
|---|---|---|---|---|---|---|---|---|---|
| **Probe** | 4D | 2D | 3D | 4D | 1D | 3D | – | Search 5D, Laser Cannon (3D), Lgt Armor (+2 Soak) | Dodge 14, Parry 14, Block 11, Soak 3 |
| **Security** | 2D | 2D | 2D | 3D | 3D | 4D | – | Blasters 3D, Search 4D, Brawl 4D, Stamina 4D, Blaster Rifle (5D), Med Armor (+3 Soak, -1 Dodge) | Dodge 11, Parry 12, Block 14, Soak 7 |
| **Battle** | 3D | 2D | 2D | 3D | 3D | 2D | – | Blasters 4D, Stamina 4D, Blaster Carbine (4D), Hvy Armor (+4 Soak, -2 Dodge) | Dodge 11, Parry 13, Block 13, Soak 8 |
| **Assass-in** | 4D | 2D | 4D | 4D | 4D | 3D | – | Blasters 5D, Search 5D, Brawl 5D, Stamina 5D, Hvy Blaster Rifle (5D), Battle Armor (+6 Soak, -3 Dodge) | Dodge 12, Parry 14, Block 15, Soak 11 |

| FORCE-USERS | DEX | KNO | MEC | PER | STR | TEC | FOR | SKILLS & GEAR* | DEFENSE |
|---|---|---|---|---|---|---|---|---|---|
| **Acolyte** | 3D | 2D | 1D | 3D | 3D | 1D | 1D | Agility 4D, Melee 4D, Stamina 4D, Forcepike (4D) | Dodge 14, Parry 14, Block 13, Soak 4 |
| **Appren-tice** | 3D | 3D | 1D | 3D | 3D | 1D | 2D | Agility 4D, Melee 4D, Stamina 4D, Control 3D, Sense 3D, Lightsaber (4D) | Dodge 14, Parry 14, Block 13, Soak 4 |
| **Knight** | 4D | 3D | 2D | 4D | 3D | 2D | 3D | Agility 5D, Melee 5D, Stamina 4D, Control 4D, Alter 4D, Sense 4D, Lightsaber (4D) | Dodge 15, Parry 15, Block 13, Soak 4 |
| **Master** | 5D | 4D | 2D | 5D | 4D | 2D | 4D | Agility 6D, Melee 6D, Stamina 5D, Control 5D, Alter 5D, Sense 4D, Lightsaber (4D) | Dodge 16, Parry 16, Block 14, Soak 5 |

* Skill dice codes include attributes.

| Death Trooper | 4D | 2D | 2D | 3D | 3D | 2D | – | Blasters 5D, Brawl 4D, Stamina 4D, Hvy Blaster Rifle (5D), Hvy Armor (+4 Soak, -2 Dodge) | Dodge 12, Parry 14, Block 14, Soak 8 |
|---|---|---|---|---|---|---|---|---|---|
| Imperial Officer | 2D | 3D | 2D | 3D | 2D | 1D | – | Blasters 3D, Command 4D, Blaster Pistol (3D) | Dodge 12, Parry 12, Block 12, Soak 2 |

| REBELS | DEX | KNO | MEC | PER | STR | TEC | FOR | SKILLS & GEAR* | DEFENSE |
|---|---|---|---|---|---|---|---|---|---|
| Trooper | 3D | 2D | 3D | 2D | 2D | 2D | – | Blasters 4D, Blaster Carbine (4D), Lgt Armor (+2 Soak) | Dodge 13, Parry 13, Block 12, Soak 4 |
| Com-mando | 4D | 2D | 3D | 3D | 2D | 2D | – | Blasters 5D, Stealth 4D, Stamina 3D, Blaster Rifle (5D), Lgt Armor (+2 Soak) | Dodge 14, Parry 14, Block 12, Soak 5 |

| SCUM | DEX | KNO | MEC | PER | STR | TEC | FOR | SKILLS & GEAR* | DEFENSE |
|---|---|---|---|---|---|---|---|---|---|
| Thug | 2D | 1D | 1D | 2D | 3D | 1D | – | Brawl 4D, Stamina 4D, Blaster Pistol (3D) | Dodge 12, Parry 12, Block 13, Soak 4 |
| Enforcer | 3D | 1D | 1D | 3D | 2D | 1D | – | Blasters 4D, Stamina 3D, Blaster Carbine (4D), Lgt Armor (+2 Soak) | Dodge 13, Parry 13, Block 12, Soak 5 |
| Crime Lord | 2D | 3D | 2D | 4D | 3D | 2D | – | Blasters 3D, Command 5D, Stamina 4D, Hvy Blaster Pistol (4D) | Dodge 12, Parry 12, Block 13, Soak 4 |
| Bounty Hunter | 4D | 3D | 2D | 3D | 3D | 3D | – | Agility 6D, Blasters 5D, Melee 5D, Stamina 4D, Hvy Blaster Rifle (5D), Battle Armor (+6 Soak, -3 Dodge) | Dodge 13, Parry 15, Block 13, Soak 10 |

specialization. They might be a soldier, a noble, a smuggler, or even a Jedi. Choose your profession from the list and adjust your attributes accordingly.

### 4. SKILLS
Skills further develop your character and give them a unique focus. Choose three skills to each increase by +1D. There is a complete list of skills and their descriptions.

### 5. DEFENSES
Your defenses protect you from harm in combat, resisting attacks and reducing damage. Calculate your Dodge, Parry, Block, and Soak.

### 6. BURDEN AND EDGE
Burdens include obligations, duties, debts, or complications; edges include unique gear, special skills, connections, wealth, or even Force sensitivity. Choose one burden and one edge.

### 7. GEAR
Each character starts with 750 credits with which to purchase weapons, armor, and other equipment. The GM can adjust these starting funds as they see fit.

### 8. APPEARANCE AND PERSONALITY
Now write a short description of what your character looks like, how they interact with others, and any distinguishing features or quirks.

### 9. CHARACTER POINTS AND FORCE POINTS
Each character starts with 5 Character Points (CPs), and a number of Force Points equal to their Force attribute (or 1, if they do not have the Force attribute).

## SPECIES

| SENTIENTS | DEX | KNO | MEC | PER | STR | TEC | SKILL FOCUS |
|---|---|---|---|---|---|---|---|
| Human/ Near-Human | 2D | 2D | 2D | 2D | 2D | 2D | – |
| Bith (Tall Greys) | 2D | 2D | 2D | 1D | 1D | 2D | **Nimble Fingers:** +1D to Steal |
| Bothan (Wolf-like) | 1D | 2D | 1D | 3D | 1D | 2D | **Elusive:** +1D to Stealth |
| Duros (Blues) | 2D | 1D | 3D | 1D | 1D | 2D | **Navigator:** +1D to Astrogation |
| Gamorrean (Boar-like) | 2D | 1D | 1D | 2D | 3D | 1D | **Brute:** +1D to Athletics |
| Gand (Insect-like) | 2D | 1D | 1D | 3D | 2D | 1D | **Findsman:** +1D to Survival |
| Gran (Tri-clopses) | 2D | 1D | 2D | 2D | 2D | 1D | **Infrared Vision:** +1D to Search |
| Ithorian (Hammer-headed) | 2D | 2D | 1D | 2D | 2D | 1D | **Bellow:** +1D to Intimidate |
| Mon Calamari (Fish-like) | 1D | 2D | 2D | 2D | 1D | 2D | **Aquatic:** +1D to Swim |

| | DEX | KNO | MEC | PER | STR | TEC | SKILL FOCUS |
|---|---|---|---|---|---|---|---|
| Quarren (Squid-like) | 3D | 1D | 2D | 1D | 1D | 2D | **Aquatic:** +1D to Swim |
| Rodian (Greens) | 3D | 1D | 1D | 2D | 2D | 1D | **Reputation:** +1D to Bargain |
| Sullustan (Lappeted) | 2D | 1D | 3D | 2D | 1D | 1D | **Ace:** +1D to Pilot |
| Trandoshan (Lizzard-like) | 2D | 1D | 1D | 2D | 3D | 1D | **Regeneration:** +1D to Stamina |
| Twi'lek (Tendrled) | 2D | 1D | 1D | 3D | 1D | 2D | **Empathic:** +1D to Deceive |
| Weequay (Stoneskin) | 2D | 1D | 2D | 2D | 2D | 1D | **Armored Hide:** +1D to Stamina |
| Wookiee (Bear-like) | 2D | 1D | 1D | 1D | 3D | 2D | **Mighty:** +1D to Brawl |
| **DROIDS** | **DEX** | **KNO** | **MEC** | **PER** | **STR** | **TEC** | **SKILL FOCUS** |
| **Assassin** | 3D | 1D | 1D | 2D | 2D | 1D | **Deadly:** +1D to Blasters |
| **Astromech** | 1D | 1D | 2D | 2D | 1D | 3D | **Utility:** +1D to Vehicles |
| **Battle** | 3D | 1D | 1D | 1D | 3D | 1D | **Warmachine:** +1D to Stamina |
| **Labor** | 1D | 1D | 1D | 1D | 3D | 3D | **Hard Labor:** +1D to Athletics |
| **Medical** | 1D | 2D | 1D | 2D | 1D | 3D | **Field Medic:** +1D to Medicine |
| **Protocol** | 1D | 3D | 1D | 2D | 1D | 2D | **Fluent:** +1D to Xenology |

## PROFESSIONS

| PROFESSIONS | DEX | KNO | MEC | PER | STR | TEC | FOR |
|---|---|---|---|---|---|---|---|
| **Diplomat** | +1D | +2D | – | +2D | – | – | – |
| **Doctor** | +1D | +1D | – | +1D | – | +2D | – |
| **Engineer** | +1D | +1D | +1D | – | – | +2D | – |
| **Entertainer** | +1D | +1D | – | +2D | +1D | – | – |
| **Noble** | – | +1D | +1D | +2D | – | +1D | – |
| **Pilot** | +1D | – | +2D | +1D | – | +1D | – |
| **Scavenger** | – | +1D | +1D | +1D | – | +2D | – |
| **Scholar** | – | +2D | +1D | +1D | – | +1D | – |
| **Scout** | +2D | +1D | – | +1D | +1D | – | – |
| **Scoundrel** | +2D | – | +1D | +1D | – | +1D | – |
| **Soldier** | +1D | – | – | +1D | +2D | +1D | – |
| **Spy** | +1D | +1D | – | +2D | +1D | – | – |
| **Thug** | +1D | – | – | +1D | +2D | +1D | – |
| **Trader** | – | +1D | +1D | +2D | – | +1D | – |

Athletics check).

Each side starts with one duel die. When a combatant succeeds on an opposed check, they add one additional duel die to their side's pool.

### DUEL DICE
Duel dice represent your momentum in the duel – the advantages you've gained through mastery of your lightsaber, strategy, and the Force.

Much like the lightsaber duels in the *Star Wars* films, duels using these rules tend to end suddenly and explosively. On their turn, if they feel they can conceivably beat their opponent, a combatant can choose to end the duel and roll their side's duel dice, making a final, decisive action. Their opponent then does the same. The higher roll wins the duel. You cannot use Character Points or Force Points to alter this final roll.

### ENDING A DUEL
When either opponent chooses to roll their duel dice, the duel ends, and a victor emerges. The winner of this roll decides the outcome – they can wound their opponent, disarm them, or even knock them unconscious and leave them for dead.

### THE DESTINY DIE IN DUELS
When a combatant rolls a 6 on their Destiny Die, they can choose to alter the landscape of the duel, introducing environmental hazards or shifting the location. In doing so, they put their opponent at a disadvantage, and can take a die from their pool of duel dice and add it to their own.

Likewise, when a combatant rolls a 1 on their Destiny Die, their opponent can introduce a new complication, stealing a duel die from their pool.

### DUEL PHASES
Duels in *Star Wars* are grand, epic affairs, often taking place across multiple locations and interspersed with scenes from elsewhere in the story. Instead of ending a duel outright when the duel dice are rolled, you can choose to run the duel across multiple phases, introducing a new location along with different complications after each roll of the duel dice (consider the duels in *The Empire Strikes Back* or *The Phantom Menace* for inspiration – comprising multiple scenes, spanning different locations, and ending in explosive climaxes).

## ENCOUNTERS

| IMPER-IALS | DEX | KNO | MEC | PER | STR | TEC | FOR | SKILLS & GEAR* | DEFENSE |
|---|---|---|---|---|---|---|---|---|---|
| **Storm-trooper** | 2D | 1D | 1D | 2D | 2D | 1D | – | Blasters 3D, Brawl 3D, Stamina 3D, Blaster Rifle (5D), Hvy Armor (+4 Soak, -2 Dodge) | Dodge 10, Parry 12, Block 12, Soak 7 |
| **Scout Trooper** | 3D | 1D | 2D | 3D | 2D | 1D | – | Blasters 4D, Brawl 3D, Stamina 3D, Blaster Pistol (3D), Med Armor (+3 Soak, -1 Dodge) | Dodge 12, Parry 13, Block 12, Soak 6 |

## LIGHTSABERS

| SABER DESIGN* | SPECIAL |
|---|---|
| Standard Lightsaber | – |
| Double-Bladed Lightsaber | Make two attacks with one action |
| Dual-Phase Lightsaber | Adjust blade to switch between +1 Parry or +1D damage once per turn |
| Crossguard Lightsaber | +1 Parry, +1D Intimidation |
| Dueling Lightsaber | +2 Parry |
| Lightsaber Pistol | Use as standard lightsaber or blaster pistol |
| Shoto Saber | -1D damage, +2 Parry |
| Great Saber | +2D Damage, -1 Parry |
| Lightstaff | +1D Damage |

| FEATURES | SPECIAL |
|---|---|
| Force Ignition | Ignition requires use of the Force |
| Disguised | Appears as a mundane weapon or tool (such as a staff or cane) |
| Socket Hilt | Can be combined with another socket hilt saber to form a double-bladed lightsaber |

| KYBER CRYSTALS | SPECIAL |
|---|---|
| Red | +1D damage |
| All other colors | – |

\* All lightsabers deal 4D base damage and have the piercing (ignores armor) and reflective (can be used in place of Dodge) special properties.

## LIGHTSABER DUELS

### WHEN TO USE THESE RULES

A duel between two lightsaber-wielding Force-users is not a traditional combat – it's more akin to a test of wills. These standoffs pit two or more Force-users against one another, utilizing martial prowess as well as tactics, techniques, and Force powers to gain the upper hand. When staging a climactic duel, as seen time and again in the *Star Wars* films, consider using these rules for lightsaber duels rather than the standard combat rules.

### RUNNING A DUEL

When a duel breaks out between two or more lightsaber-wielding combatants, each character rolls Perception to determine the initiative order, as with standard combat rules. The duel then proceeds in rounds, similar to combat, but more nebulous in how much time passes.

On their turn, a combatant declares their action and makes an opposed check to determine success. It could be as simple as pressing the offensive with their lightsaber (an opposed Melee check) or telepathically hurling crates (an opposed Alter check); or it could be something more nuanced, like goading their opponent into a rage (an opposed Deceive check) or leaping across platforms to gain a more advantageous position (an opposed

| FORCE USERS | DEX | KNO | MEC | PER | STR | TEC | FOR |
|---|---|---|---|---|---|---|---|
| Jedi Padawan | +2D | +1D | – | +1D | +1D | – | +1D |
| Jedi Consular | +1D | +1D | – | +2D | +1D | – | +1D |
| Jedi Guardian | +1D | +1D | – | +1D | +2D | – | +1D |
| Jedi Sentinel | +2D | – | – | +1D | +1D | +1D | +1D |

## ATTRIBUTES & SKILLS

### DEXTERITY

Dexterity represents a character's speed, skill, and precision, particularly in combat.
- **AGILITY:** Perform dexterous maneuvers
- **BLASTERS:** Fire blaster weapons
- **MELEE:** Attack with melee weapons
- **STEAL:** Lift, stow, and hide items without raising suspicion
- **THROW:** Throw items such as knives and grenades

### KNOWLEDGE

Knowledge represents a character's intelligence and breadth of lore and data.
- **PLANETS:** Identify planets and other celestial bodies
- **STREETWISE:** Recall data on crime and underworld dealings
- **SURVIVAL:** Utilize survival skills and knowledge
- **WILLPOWER:** Resist and overcome mental attacks
- **XENOLOGY:** Identify and recall data on cultures and languages

### MECHANICAL

Mechanical represents a character's proficiency with vehicles and starships and their various weapons and computer systems.
- **ASTROGATION:** Calculate ship routes and lightspeed jumps
- **DRIVE:** Operate repulsor craft and other land vehicles
- **GUNNERY:** Use vehicle-mounted weaponry
- **PILOT:** Operate and maneuver starships
- **SENSORS:** Operate systems to scan and search

### PERCEPTION

Perception represents a character's awareness, empathy, and social skills.
- **BARGAIN:** Negotiate and haggle
- **COMMAND:** Coordinate and coax followers
- **DECEIVE:** Con, bluff, or convince
- **STEALTH:** Avoid notice and sneak past threats
- **SEARCH:** Look for hidden objects or important details

### STRENGTH

Strength represents a character's physical might and fortitude, and their ability to shrug off wounds.
- **ATHLETICS:** Push, pull, lift, and climb
- **BRAWL:** Attack with unarmed and improvised strikes
- **INTIMIDATE:** Impose and coerce others
- **STAMINA:** Push through exhaustion and stave off damage
- **SWIM:** Move through water and other liquids

### TECHNICAL

Technical represents a character's skill with repairing, modifying, and operating technology.
- **ARMAMENT:** Repairing and modifying weapons and armor
- **COMPUTERS:** Operate and hack computer systems
- **DROIDS:** Build, repair, and interact with droids
- **MEDICINE:** Heal creatures and diagnose injuries and illnesses
- **VEHICLES:** Repair and modify speeders and starships

## THE FORCE

The Force is a unique attribute only available to Force-sensitive characters. It represents their connection to the mystical energy field known as the Force, as well as their skill in manipulating it. Only Force-using professions or characters with the Force Sensitivity edge get access to this attribute and its skills

- **ALTER:** Move objects telepathically
- **CONTROL:** Master one's own mind and body
- **SENSE:** Sense others, read minds, manipulate thoughts

## OTHER SKILLS

Depending on the style and tone of the game, other skills might be added or substituted to the preceding lists. For instance, a game featuring beast mounts might include a Beast-riding skill, or a Jedi-centric campaign might feature a Knowledge skill tied to the Force and Jedi/Sith history.

# DEFENSES

## CALCULATING DEFENSES

Defenses are static numbers, not unlike TNs, calculated using your skills. When a combatant attacks someone, they roll against their target's defenses, depending on the weapon they attack with. When calculating defenses, always include the dice code for both the skill and linked attribute (e.g. a character with a DEX of 3D and an Agility of 1D would include both to calculate a Dodge of 14). You can see how each defense is calculated in the following table.

| DEFENSE | CALCULATION | USE |
|---|---|---|
| Dodge | 10 + Agility | Avoid ranged attacks |
| Parry | 10 + Melee | Resist attacks with melee weapons |
| Block | 10 + Brawl | Resist unarmed attacks |
| Soak | Stamina + Armor | Reduce damage |

## DODGE

Dodge, derived from Agility, is used when avoiding any sort of ranged threat, be it from a blaster, grenade, or charging swoop bike. Dodge represents a character's ability to think and act quickly, ducking behind cover or somersaulting away from danger.

## PARRY

Parry, derived from Melee, is used when defending against attacks with melee weapons, like vibroblades and lightsabers. Parry represents a character's prowess in melee combat, sidestepping opponents, out-maneuvering, and turning weapons aside to gain the upper hand and avoid damage.

## BLOCK

Block, derived from Brawl, is used when defending against unarmed attacks. Block represents a character's knack for bare-knuckle fighting, catching punches and kicks, ducking beneath blows, and using the environment to put distance between them and their opponent.

## SOAK

Soak, derived from Stamina, is used to reduce damage. Soak represents a character's survivability, their ability to shrug off minor damage or exhaustion, and utilize defenses like armor effectively. When a character takes damage, they reduce that damage by a number equal to their Soak.

| YT-1300 | 3D | 1D | 2D | Quad Laser Turrets (4D), Concussion Missiles (6D) | Evade 10, Hull 8, Shields 6 | 4 |
|---|---|---|---|---|---|---|
| YT-2000 | 3D | 1D | 2D | Quad Laser Turrets (4D), Ion Cannon (4D)* | Evade 10, Hull 8, Shields 6 | 4 |
| YT-2400 | 4D | 1D | 2D | Quad Laser Turrets (4D), Concussion Missiles (6D) | Evade 12, Hull 6, Shields 6 | 4 |

\* Ion weapons reduce shields

# UPGRADING GEAR AND VEHICLES

## SPENDING CHARACTER POINTS

Character Points, in addition to improving checks and advancing characters, can also be spent to upgrade equipment such as weapons, armor, even vehicles. Doing so typically requires 6 CPs times the new dice code or attribute of the gear or vehicle. Typically, upgrading gear and vehicles can only be done with sufficient downtime and with access to necessary tools and materials. More involved or intricate upgrades and modifications, such as installing a cloaking field or similar tech that adds new abilities, may require additional CPs at the GM's discretion.

## POOLING CHARACTER POINTS

Upgrading equipment, particularly vehicles, can be a costly endeavor. A crew aboard a starship might opt to save and pool their character points to install a concussion missile launcher aboard their U-Wing, or increase its shields.

## UPGRADING WEAPONS AND ARMOR

When upgrading a weapon (adding a scope or rangefinder, boosting its power output, adding a cooling system, etc.), increase its damage by +1D. For additional CPs or by spending extra time and credits, you can instead try to add a new special feature to the weapon (i.e. making a heavy blaster pistol capable of auto-firing). When upgrading armor (adding additional plating, installing a personal shield generator, etc.), increase its soak by +1. When upgrading weapons and armor, an Armament check might be called for, depending on the nature of the modification or improvement.

## UPGRADING VEHICLES

Making modifications and improvements to starships and speeders is a more involved and time-consuming process than upgrading weapons or armor. When upgrading a vehicle, you have several options:

- **UPGRADE ATTRIBUTE:** You can choose to spend CPs to increase a vehicle's Mobility, Sensors, or Firepower. Doing so typically also increases the vehicle's defenses.
- **UPGRADE WEAPON:** You can choose to spend CPs to upgrade a single weapon on a vehicle, increasing its damage by +1D.
- **INSTALL NEW COMPONENT:** You can also spend CPs to install a new weapon, spending CPs equal to 6 times the new weapon's damage dice code. Or, you can work with your GM to design and install an entirely new component, like a cloaking field, radar jammer, or hyperspace dampener.
- **UPGRADE SHIELDS:** You can choose to spend CPs to upgrade a vehicle's shields, if it already has shields installed. Doing so increases a vehicle's shields by +1.

| FIGHTERS | MOB | SEN | FIR | WEAPONS | DEFENSES | Crew |
|---|---|---|---|---|---|---|
| **Y-Wing** | 1D | 2D | 3D | Linked Laser Cannons (4D), Ion Turret (4D)*, Proton Torpedoes (6D), Proton Bombs (7D) | Evade 9, Hull 5, Shields 4 | 2 |
| **A-Wing** | 4D | 2D | 2D | Linked Laser Cannons (4D), Concussion Missiles (6D) | Evade 12, Hull 3, Shields 4 | 1 |
| **B-Wing** | 2D | 2D | 4D | Linked Laser Cannons (4D), Ion Cannons (4D)*, Proton Torpedoes (6D), Proton Bombs (7D) | Evade 9, Hull 4, Shields 4 | 2 |
| **TIE Fighter** | 3D | 1D | 1D | Laser Cannons (4D) | Evade 12, Hull 3, Shields 0 | 1 |
| **TIE Interceptor** | 4D | 1D | 2D | Laser Cannons (4D) | Evade 14, Hull 3, Shields 0 | 1 |
| **TIE Bomber** | 2D | 2D | 3D | Laser Cannons (4D), Concussion Missiles (6D), Proton Bombs (7D) | Evade 9, Hull 4, Shields 0 | 1 |
| **TIE Advanced X1** | 3D | 2D | 3D | Laser Cannons (4D), Concussion Missiles (6D) | Evade 10, Hull 4, Shields 4 | 1 |
| **TIE Defender** | 3D | 2D | 4D | Laser Cannons (4D), Ion Cannons (4D)*, Concussion Missiles (6D) | Evade 10, Hull 5, Shields 4 | 1 |
| **TRANS-PORTS** | **MOB** | **SEN** | **FIR** | **WEAPONS** | **DEFENSES** | **Crew** |
| **CR90 Corvette** | 2D | 2D | 3D | Turbolaser Turrets (6D) | Evade 9, Hull 10, Shields 8 | 50 |
| **Gozanti Cruiser** | 1D | 2D | 2D | Laser Cannon Turrets (4D), Turbolaser Turret (6D) | Evade 8, Hull 10, Shields 8 | 25 |
| **Lambda Shuttle** | 2D | 3D | 1D | Laser Cannons (4D) | Evade 10, Hull 6, Shields 6 | 6 |
| **U-Wing** | 2D | 2D | 1D | Laser Cannons (4D) | Evade 10, Hull 6, Shields 4 | 4 |

## BURDENS & EDGES

| BURDEN | EFFECT |
|---|---|
| **Addiction** | Dependency on alcohol, spice, stims, etc. Without easy access to the substance, -1D to all rolls. |
| **Code** | A strict code puts you at odds with others. Failure to uphold the code has severe repercussions. |
| **Debt** | You owe someone in power a large sum of credits. They might send bounty hunters after you. |
| **Enslaved** | You were enslaved once and can't stand to see others in chains. This often stirs up trouble for you. |
| **Dependent** | You are responsible for someone else – a friend, family member, or ward. They require regular aid. |
| **Haunted** | Memories plague you. Roll 1D every 24 hours – on the result of 1, you are overwhelmed by the memory and suffer -1D to all rolls. |
| **Impoverished** | You have few credits to your name. You start with only 300 credits. |
| **Secret** | You carry a terrible secret that could destroy you or someone else. You live in fear of discovery. |
| **Wanted** | You flee from authorities due to a crime you committed and may have bounty hunters after you. |
| **Wounded** | An old wound. Choose an attribute. Roll 1D every 24 hours – on the result of 1 or 2, you suffer -1D to all rolls with that attribute. |

| EDGE | EFFECT |
|---|---|
| **Connection** | You are tied to a notable figure or faction and can contact them to request aid at the GM's discretion. |
| **Cybernetics** | You have a cyber enhancement. Choose an appropriate skill to increase by +1D (e.g. Athletics for an arm, Search for an eye, etc.). |
| **Fame** | You are known for your deeds or expertise. You can leverage this fame to secure aid and resources at the GM's discretion. |
| **Favors** | You are owed favors by someone in power and can cash them in times of need at the GM's discretion. |
| **Force Sensitivity** | You have a connection to the Force. +1D to the Force attribute. |
| **Fortune** | Through inheritance, hard work, or luck, you've come into vast funds. You start with 1,200 credits. |
| **Heirloom** | You carry a valuable artifact, trinket, or piece of gear that gives you +1D to a single skill when used or activated. |
| **Luck** | Call it destiny or the Force – you know it's just dumb luck. When you spend a Character Point on a roll, add +2D instead of +1D. |

| | |
|---|---|
| **Sanctuary** | You have a home friendly to you and can always find shelter and resources there when you need them. |
| **Trained** | You are trained in a specific area. Add +1D to a single skill of your choice. |

## WEAPONS & ARMOR

| **MELEE WEAPONS** | Dam. | Cost | SPECIAL |
|---|---|---|---|
| **Combat Knife** | STR +1D | 25 | **Concealed** (+1D to Stealth checks to conceal weapon), **Bayonet** (can be attached to a blaster) |
| **Vibroknife** | STR +2D | 250 | **Concealed** (+1D to Stealth checks to conceal weapon), **Bayonet** (can be attached to a blaster) |
| **Vibroblade** | STR +3D | 500 | – |
| **Forcepike** | STR +1D | 600 | **Double** (make two attacks with one action) |
| **Lightsaber\*** | 4D | – | **Piercing** (ignores armor), **Reflective** (use Parry in place of Dodge) |

| **BLASTER WEAPONS** | Dam. | Cost | SPECIAL |
|---|---|---|---|
| **Holdout Blaster** | 2D | 250 | **Concealed** (+1D to Stealth checks to conceal weapon) |
| **Blaster Pistol** | 3D | 500 | – |
| **Heavy Blaster Pistol** | 4D | 600 | – |
| **Blaster Carbine** | 4D | 600 | – |
| **Blaster Rifle** | 5D | 1,000 | – |
| **Heavy Blaster Rifle** | 5D | 1,500 | **Auto-Fire** (-1D to Blaster check for +1D damage and 1 additional target) |
| **Bowcaster** | 6D | – | **Piercing** (ignores armor) |
| **Light Repeating Blaster** | 6D | 2,000 | **Auto-Fire** (-1D to Blaster check for +1D damage and 1 additional target) |
| **Heavy Repeating Blaster** | 7D | 3,000 | **Auto-Fire** (-1D to Blaster check for +1D damage and 1 additional target) |

| **ARMOR** | Soak | Cost | SPECIAL |
|---|---|---|---|
| **Light Armor** | +2 | 500 | – |
| **Medium Armor** | +3 | 1,000 | -1 Dodge |
| **Heavy Armor** | +4 | 3,500 | -2 Dodge |

## SPEEDERS AND WALKERS

| **SPEEDERS** | MOB | SEN | FIR | WEAPONS | DEFENSES | Crew |
|---|---|---|---|---|---|---|
| **Airspeeder** | 3D | 1D | 1D | Pneumatic Cannon (2D) | Evade 10, Hull 4, Shields 0 | 2 |
| **Landspeeder** | 2D | 2D | 1D | – | Evade 9, Hull 4, Shields 0 | 4 |
| **Speeder Bike** | 3D | 1D | 1D | Blaster Cannon (3D) | Evade 12, Hull 3, Shields 0 | 2 |
| **Swoop Bike** | 4D | 1D | 1D | – | Evade 15, Hull 3, Shields 0 | 1 |
| **Snowspeeder** | 3D | 2D | 2D | Laser Cannons (4D) | Evade 12, Hull 5, Shields 2 | 2 |
| **Repulsortank** | 1D | 2D | 2D | Repeater Turret (3D), Artillery Cannon (5D) | Evade 9, Hull 8, Shields 0 | 6 |

| **WALKERS** | MOB | SEN | FIR | WEAPONS | DEFENSES | Crew |
|---|---|---|---|---|---|---|
| **AT-RT** | 2D | 2D | 1D | Laser Cannon (4D) | Evade 10, Hull 6, Shields 0 | 1 |
| **AT-DT** | 1D | 2D | 1D | Laser Cannon (4D) | Evade 8, Hull 10, Shields 0 | 2 |
| **AT-ST** | 2D | 3D | 2D | Laser Cannon (4D) | Evade 10, Hull 8, Shields 0 | 3 |
| **AT-AT** | 1D | 3D | 3D | Heavy Laser Cannons (5D) | Evade 6, Hull 12, Shields 0 | 6 |

## STARFIGHTERS AND TRANSPORTS

| **STAR-FIGHTERS** | MOB | SEN | FIR | WEAPONS | DEFENSES | Crew |
|---|---|---|---|---|---|---|
| **Z-95 Headhunter** | 2D | 1D | 1D | Linked Laser Cannons (4D), Concussion Missiles (6D) | Evade 10, Hull 3, Shields 4 | 1 |
| **X-Wing** | 3D | 2D | 2D | Quad-Linked Laser Cannons (5D), Proton Torpedoes (6D) | Evade 10, Hull 4, Shields 4 | 1 |

Vehicles are always fore, aft, port, or starboard of each other, and a pilot or driver can use an action to make an opposed Pilot check (adding the vehicle's Mobility dice code to the roll) to change facing and position.

### VEHICLE ACTIONS
Each combatant aboard a vehicle can take actions as normal (firing blasters from the back of a sail barge, leaping from one speeder to another, etc.). But they can also utilize the vehicle's various stations to attempt other tasks: firing on enemies with on-board weapons, making piloting maneuvers, scanning for threats, plotting a hyperspace jump, angling the deflector shields, etc. Many of these checks add the Mobility, Sensors, or Firepower dice code of the vehicle to the character's check.

There are no set list of actions aboard vehicles – as always, the players simply tell the GM what they'd like to accomplish, and the GM chooses an appropriate skill check and TN for the challenge.

### VEHICLE DAMAGE
When one vehicle attacks another, the character manning the weapon makes a Gunnery check (adding the vehicle's Firepower dice code to the roll) and compares the result to the target's Evade. On a success, they roll damage, as indicated by the vehicle's weapon.

The damage is compared against the target vehicle's Hull and Shields and reduced by a number equal to both. The target vehicle takes any remaining damage, suffering effects based on the amount of damage as compared to their Hull (see the following table).

A vehicle can sustain a number of damaged systems equal to its Hull before becoming disabled.

Damaged systems can be removed through the use of Vehicles checks to make repairs, or can be repaired at friendly stations and planets at a rate of one per day.

| DAMAGE | RESULT | EFFECT |
|---|---|---|
| ≤ Hull | Rattled | -1D to rolls next turn |
| > Hull | Damaged | -1D to rolls (per damaged system) |
| 3X Hull | Disabled | Can't move or act until repaired |
| 6X Hull | Destroyed | – |

### SHIELDS
Some vehicles, like many starships, have a number of Shields they can distribute among all four directions (fore, aft, port, and starboard). By default, the shields are distributed evenly among the four sections (e.g. a starfighter with Shields 4 would have 1 Shield in each section). Shields, like armor on a character, reduce the amount of damage taken, but only for the section to which they're assigned.

As an action, a character aboard a vehicle can angle the deflector shields, redistributing the points among the four sections (e.g. if a TIE fighter pursues a YT-1300 light freighter, firing upon the aft section of the ship, a character could angle the deflector shields and distribute all Shields to the aft section, further reducing damage of attacks made from that direction).

| Battle Armor | +6 | 6,000 | -3 Dodge |
|---|---|---|---|

* These stats represent an unmodified lightsaber weapon.

## GENERAL GEAR

| TOOLS AND KITS | Cost | SPECIAL |
|---|---|---|
| Survival Pack | 200 | Includes backpack, 2-person tent, rations (1 week), syntherope (45m), glowrod, medpac (2), breath mask |
| Data Spike | 150 | +1D to Computers checks to hack, slice, or disable locks |
| Droid Toolkit | 500 | +1D to Droids checks to repair or modify |
| Engineer Toolkit | 750 | +1D to Armament and Vehicles checks to repair or modify |
| Medical Kit | 750 | +1D to Medicine checks to heal |
| Medpac | 100 | TN 10 Medicine check to remove 1 wound |
| Syntherope (45m) | 10 | – |
| Glowrod | 25 | Sheds light up to medium range |
| Breath Mask | 50 | Provides oxygen and filters smoke/toxins |

| TECH | Cost | SPECIAL |
|---|---|---|
| Comlink | 75 | Communicate with allies over short distances |
| Datapad | 100 | Display, store, and access data; interface with droids and computers |
| Jetpack | 1,000 | Move one additional range band without using an action |
| Macrobinoculars | 100 | +1D to Search checks at extreme range |
| Scope | 200 | Use an action to aim and gain +2D to next Blasters check at long or extreme range |
| Tracking Device | 500 | Track a person, object, or starship across star systems. |

| EXPLO-SIVES | Cost | SPECIAL |
|---|---|---|
| Frag Grenade | 50 | Deals 3D damage to each target in short range |
| Smoke Grenade | 100 | Creates area of smoke in short range (combatants inside smoke benefit from cover but cannot see beyond it) |
| Stun Grenade | 100 | Causes each target in short range to become *stunned* |
| Thermal Detonator | 1,000 | Deals 6D damage to each target in medium range |

## CHARACTER ADVANCEMENT

### GAINING CHARACTER POINTS

The GM can award Character Points (CPs) to players for immersive roleplaying, clever problem-solving, and collaborating with other players. Players should also receive CPs for completing tasks, defeating enemies, and furthering the story of the campaign. In general, each player should receive between 2 and 4 Character Points per session.

### SPENDING CHARACTER POINTS

At the end of each session, players can spend Character Points to improve attributes, skills, gear, and vehicles. Character Points carry over between sessions and can be saved to use later.

| UPGRADE | CP COST |
|---|---|
| +1D Skill | 3X New Dice Code |
| +1D Attribute | 9X New Dice Code |
| +1D/+1 to Gear/Vehicle | 6X New Dice Code/Attribute |
| Unlock The Force | 20 |

### IMPROVING SKILLS

Improving a skill by +1D costs 3 CPs times the skill's new dice code (e.g., improving a Blaster skill of 1D to 2D costs 6 CPs). Each skill can only be improved by +1D at a time. When improving a skill, do *not* include the linked attribute while calculating the cost.

### IMPROVING ATTRIBUTES

Improving an attribute by +1D costs 9 CPs times the attribute's new dice code (e.g., improving a Dexterity attribute of 1D to 2D costs 18 CPs). Each attribute can only be improved by +1D at a time.

### IMPROVING GEAR AND VEHICLES

With enough time and resources, you can choose to spend CPs to make upgrades and modifications to gear and vehicles, improving their stats. When doing so, spend 6 CPs times the new dice code or attribute to improve a piece of gear or a vehicle by +1D or +1, depending on the nature of the improvement. At the GM's discretion, you may also have to acquire additional parts or resources, and an Armament or Vehicles check may also be required.

### UNLOCKING THE FORCE

Sometimes, characters don't realize their potential in the Force until it awakens within them. A character can spend 20 Character Points to add +1D to the Force attribute and unlock its use.

## SKILL CHECKS

### MAKING A SKILL CHECK

When a character attempts something challenging, the GM calls for a skill check. The player gathers a number of dice equal to the dice code of the applicable attribute and skill, rolls them, and adds up the results. If the total is equal to or greater than the target number, the skill check succeeds.

One die in each skill check must be a different color than the other dice – this is the Destiny Die, which represents luck, fate, and the influence of the Force. The result of the Destiny Die adds to your total like any other die, but if the Destiny Die result is 1, something bad happens; if the result is 6, something good happens. The GM and player decide together what the Destiny Die result means and

### DAMAGE SCALE

When a character attempts to damage a vehicle or starship, or vice-versa, the damage is adjusted (either multiplied or divided) to reflect the difference in scale. For each step up in scale, damage is halved; for each step down, damage is doubled (e.g. a character attacking a speeder halves their damage, while a speeder attacking a character doubles its damage).

| CHARACTER (X1) | SPEEDER (X2) | STARSHIP (X4) | STRUCTURE (X8) |
|---|---|---|---|

## VEHICLE COMBAT

### VEHICLE COMBAT BASICS

In HyperspaceD6, combat between speeders, starships, and other vehicles functions similarly to combat between characters, with a few differences. A vehicle is essentially its own character, with its own unique attributes and defenses. At the beginning of combat, the pilot or driver of each vehicle makes a Pilot or Drive check, adding the vehicle's Mobility dice code to their roll – this determines initiative. Then, each vehicle involved in the combat acts in initiative order, with each combatant aboard declaring and resolving actions in any order they choose.

Just as with on-foot combat, penalties apply for multiple actions taken beyond the first for each combatant (e.g. a pilot choosing to both angle the deflector shields and make an attack would roll all checks for the round with -1D).

### VEHICLE ATTRIBUTES

Vehicles have a number of unique attributes, similar to character attributes. In appropriate checks, these dice codes are added to the roll (e.g. the pilot of an X-Wing adds the starfighter's Firepower dice code to their Gunnery check when attacking).

- **MOBILITY (MOB):** Acceleration, speed, and maneuverability
- **SENSORS (SEN):** Computer systems, radar, scanners
- **FIREPOWER (FIR):** On-board weapon systems, target acquisition

### VEHICLE DEFENSES

Vehicles have static defenses used to avoid attacks and reduce damage.

- **EVADE:** Used to dodge and avoid enemy attacks
- **HULL:** Armor and plating, used to reduce damage
- **SHIELDS:** Additional armor, can be moved to fore (front), starboard (right), port (left), and aft (back)

If a character has invested in the Pilot or Drive skill, they add a number to their vehicle's Evade defense equal to their dice code in that appropriate skill (e.g. a character at the helm of an X-wing adds their Pilot dice code of 4 to the ship's Evade of 12, giving them a new total Evade of 16). This goes for player characters as well as skilled NPCs.

### VEHICLE RANGE, MOVEMENT, AND FACING

Vehicle combat uses the same range bands as on-foot combat, albeit on a much larger scale. Unlike characters, vehicles are always moving. A vehicle  moves from one range band to the next as a free action during its turn, directed by a pilot or driver. In areas of difficult terrain or hazards (asteroid belts, mine fields, derelict ships), movement might require a Pilot or Drive check to avoid damage and other setbacks.

## DAMAGE

When a combatant succeeds on their attack roll and hits their target, they roll damage as noted by their weapon. A damage roll is not a skill check and does not include the Destiny Die.

The damage is compared against the target's Soak and reduced by a number equal to the Soak. The target takes any remaining damage, suffering effects based on the amount of damage as compared to their Stamina dice code (see the following table). A combatant only suffers one effect per attack (e.g. a combatant who takes enough damage to suffer a wound wouldn't also become stunned).

| DAMAGE | RESULT | EFFECT |
|---|---|---|
| ≤ Stamina | Stunned | -1D to rolls next turn |
| > Stamina | Wounded | -1D to rolls (per wound) |
| 3X Stamina | Unconscious | Can't move, act, or speak until healed |
| 6X Stamina | Dead | – |

### STUNNED

When a combatant suffers an amount of damage lower than or equal to their Stamina dice code, they become stunned (e.g. a combatant with 3D Stamina becomes stunned after taking 3 or fewer damage).
When a combatant becomes stunned, they roll -1D on all skill checks during their next turn.

### WOUNDED

When a combatant suffers an amount of damage greater than their Stamina dice code, they gain a wound (e.g., a combatant with 3D Stamina who takes 5 damage gains a wound).

Wounds stack, and for each wound a combatant has, they roll -1D on all skill checks. A character can sustain a number of wounds equal to their STR dice code before becoming unconscious (e.g., a combatant with 2D STR becomes unconscious after gaining their third wound).

Wounds can be removed through the use of medpacs, but otherwise naturally heal at a rate of one per day. A character immersed in bacta removes all wounds after one hour.

### UNCONSCIOUS

When a combatant gains a wound beyond their threshold (i.e. equal to their STR dice code) or suffers an amount of damage equal to three times their Stamina, they become unconscious (e.g. a combatant with 3D Stamina who takes 9 damage becomes unconscious). An unconscious character cannot act, move, or speak. They regain consciousness after one wound is removed.

### DEAD

When a combatant suffers an amount of damage equal to six times their Stamina dice code, they die (e.g. a combatant with 3D Stamina who takes 18 damage from a single attack dies).

how it manifests.

## TARGET NUMBERS

Target numbers are static numbers characters try to meet or exceed with their rolls. Most basic skill checks have TNs between 10 and 20.

| LEVEL | TN | EXAMPLES |
|---|---|---|
| Very Easy | 5 | Piloting in open space, recalling well-known lore |
| Easy | 10 | Unlocking a simple door, fixing minor damage |
| Moderate | 15 | Identifying obscure tech, spotting hidden clues |
| Difficult | 20 | Slicing secure systems, fixing heavy damage |
| Very Difficult | 25 | Knowing classified intel, translating ancient text |
| Heroic | 30+ | Leaping great distances, fixing severe damage |

## OPPOSED SKILL CHECKS

When a character opposes another character's check, they both roll and compare results. The highest roll wins, and players win ties against NPCs.

## COMBINED ACTIONS

When multiple characters make a skill check together, the character with the highest dice code rolls, adding +1D for each character or NPC assisting them, within reason.

## MULTIPLE ACTIONS

When a character attempts multiple actions in a short time (such as during a round of combat), each skill check is rolled with -1D for each action beyond the first. A character can only take a number of additional actions equal to their Dexterity.

## MODIFYING CHECKS

The GM can add or subtract a single die from a skill check to represent advantageous or disadvantageous conditions. A character taking time to aim, for example, adds +1D to a skill check with their blaster rifle; conversely, a character firing off a shot from the back of a speeding repulsor train might make the Blasters check with -1D.

## THE FORCE

### DESTINY DIE

The Force is an energy field present in all living creatures – it surrounds, penetrates, and binds the universe together. The Destiny Die, included in every skill check, represents luck, destiny, and the esoteric influence of the Force. The Destiny Die behaves like any other die, adding to the total of the skill check. But on the results of 1 or 6, the Destiny Die affects the outcome of the skill check – for good or ill.

On the result of 1, something bad happens – the blaster overheats, the security system triggers an alarm, the lightsaber slips from the Jedi's grasp. On the result of a 6, something good happens – the shot knocks an enemy's weapon out of their hands, the computer gives up additional data, the Jedi reflects blaster bolts back at their attacker.

Ultimately, it's up to the GM and the players to collaboratively narrate the outcome of a skill check and the result of the Destiny Die. It's possible to succeed on a skill check and still suffer ill effects from the Destiny Die; likewise, you can fail and still see additional benefits.

## USING THE FORCE
The Force allows beings sensitive to its power to unlock incredible abilities and perform impossible feats. Force-users can read thoughts, sense creatures, move objects telepathically, manipulate minds, push themselves to their physical and mental limits, even stop blaster bolts.

When a character attempts to accomplish something using the Force, the GM determines which Force skill applies: Alter, Control, or Sense. Force checks can be rolled against a TN/defense, or against an opposed roll for particularly adept enemies (e.g. a Jedi attempting to hurl a stormtrooper against a bulkhead can test Alter against the enemy's Dodge).

## FORCE POINTS
Any character can spend a Force Point to double the dice they roll on a skill check. But only a Force-user can use Force Points to perform otherwise impossible feats.

HyperspaceD6 depicts the Force as the mystical, myriad energy it is – unwieldy and unpredictable, wondrous and terrifying in equal measure. There are no limits and no set powers. It's up to the players to be imaginative, drawing inspiration from the *Star Wars* films and expanded universe; the GM adjudicates, calling for appropriate Force skill checks and using their best judgment to limit the Force and keep it fun and flexible.

## THE DARK SIDE
When a Force-user draws upon the Force in anger, frustration, or ambition, they tap into the Dark Side. Rather than track the corruption of the Dark Side, it falls to the player to roleplay their use of the Force, and take into account the seeping shadow of the Dark Side. The further one falls into that shadow, the more potential power a Force-user unlocks – but at great cost.

Once they've fallen far enough, a Force-user can use Force skills and Force Points to activate abilities like Force choke, Force lightning, and darker powers still.

# COMBAT
## COMBAT ROUNDS
A round in combat (or another action-oriented scene like a chase) encompasses roughly 6 seconds, meaning 10 rounds of combat represents a minute, more or less.

## INITIATIVE
When combat breaks out, each combatant makes a Perception check to determine the initiative order for the combat. If a character initiates the combat (such as by shooting first), they automatically go first and don't roll to determine their place in the initiative order. Players win ties on initiative checks. Starting with the highest initiative, each combatant declares and resolves all of their actions.

## DECLARING ACTIONS
At the beginning of their turn, each combatant declares the actions they want to take that round – at least one, and a maximum of additional actions equal to their Dexterity (e.g., a

character with a Dexterity of 3D can take up to four actions in a round). Each action a character takes beyond the first reduces all skill checks for the round by -1D (e.g., a character taking three actions would reduce all skill checks by -2D).

Combatants can choose to hold any number of their actions, declaring a triggering effect and resolving the action once triggered (e.g., "I'm going to shoot my blaster at the first Stormtrooper through that airlock"). Held actions can interrupt initiative order.

## RESOLVING ACTIONS
Each combatant's actions are resolved after they've declared them. The combatant makes all necessary checks, calculates damage, and resolves other effects before initiative proceeds to the next combatant.

## MOVEMENT
Combatants can move from one range band to the next as a free action on their turn. Moving to further range bands requires an action for each range band (e.g. moving from short range to engaged is free, but retreating from engaged to medium range requires an action).

## ATTACKING
Attacking involves making a skill check against the target's appropriate defense and rolling damage on a success.

| ATTACK | DEFENSE | SPECIAL |
|---|---|---|
| **Blasters** | Dodge | Lightsaber-wielding defenders can use Parry |
| **Melee** | Parry | Unarmed defenders can use Block |
| **Throw** | Dodge | – |
| **Gunnery** | Dodge | Lightsaber-wielding defenders can use Parry |
| **Brawl** | Block | Armed defenders can use Parry |

## COVER AND EXTREME RANGE
When a combatant takes cover or is otherwise obscured from view, they add +5 to their Dodge (e.g. a Stormtrooper has Dodge 10; behind cover, they have Dodge 15).

A combatant also adds +5 to their Dodge against attackers at extreme range. These modifiers stack (e.g. a target behind cover at extreme range increases their Dodge by +10).