
STAR WARS CYPHER

Playing in A Galaxy Far Far Away using the Cypher System

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How To Play

The rules of the Cypher System are quite straightforward at their heart, as all of gameplay is based around a few core concepts. This chapter provides a brief explanation of how to play the game, and it's useful for learning the game.

The Cypher System uses a twenty-sided die (1d20) to determine the results of most actions. Whenever a roll of any kind is called for and no die is specified, roll a d20. The game master sets a difficulty for any given task. There are ten degrees of difficulty. Thus, the difficulty of a task can be rated on a scale of 1 to 10.

Each difficulty has a target number associated with it. The target number is always three times the task's difficulty, so a difficulty 4 task has a target number of 12. To succeed at the task, you must roll the target number or higher.

Character skills, favorable circumstances, or excellent equipment can decrease the difficulty of a task.

For example, if a character is trained in climbing, she turns a difficulty 6 climb into a difficulty 5 climb. This is called decreasing the difficulty by one step. If she is specialized in climbing, she turns a difficulty 6 climb into a difficulty 4 climb. This is called decreasing the difficulty by two steps.

Some Other Stuff

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Descriptors

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Types

Players may choose from the following types for their characters: [Soldier](#), [Scout](#), [Scoundrel](#) or [Noble](#).

Soldier

The general warrior.

Scout

The fast, typically stealthy operative.

Scoundrel / Noble

The silver-tongued smuggler or diplomat.

Foci

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The Force

Unlike the Star Wars Saga rule set and other homebrew systems, these rules do not restrict force sensitivity to a particular class; force sensitivity is instead treated as an additional skill tree that can be pursued by players at the DM's discretion.