

STAR O.R.E.

Star Wars Roleplaying with the One-Roll Engine

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Star O.R.E. is a microgame based on Arc Dream Publishing's *Wild Talents*. It presents the characters and concepts of *Star Wars* with the speed and simplicity of the *Wild Talents* rules set—the “one-roll engine” (O.R.E.).

The rules in *Star O.R.E.* are a simplified version of *Wild Talents*. It is meant to be easy to teach to neophyte gamers and playable with all the speed, excitement, and flash of *Star Wars* itself.

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CHAPTER 1: THE ONE-ROLL ENGINE

Most in-game actions are handled in one of two ways: Either the GM (the Game Master, or referee; the person running the game) tells you whether or not it works and that's that, or you roll a few dice to see if it works.

For an action that's not particularly challenging or important, or if you have plenty of time to work on it until you get it right, you don't need to roll. The GM will tell you what happens based on the circumstances and what your character can do.

For an action that's both challenging and important, roll the dice to see if you succeed. In most cases, the action is based on a stat rated from 1 die (abbreviated 1d) to 5 dice (abbreviated 5d) added to a skill rated from 0 dice to 5d.

Stats and Skills

Each character has six stats: Body, Coordination, Sense, Brains, Command, and Cool. Each stat has at least 1d and (in humans) no more than 5d.

Each character also has a number of skills, which are specialized applications of stats. Each skill has an associated stat—the Piloting skill with Coordination, for instance. Add the stat and skill dice together to get your dice pool, or how many dice to roll.

Resolving Rolls: Height and Width

When you roll, look for matching sets: dice that come up the same. If you have any matching sets in your roll, the action succeeds. If you don't roll any matching sets, your attempt fails.

You can gauge how well your action succeeds by looking at the matching set: the higher the matching number, and the more dice that came up matching, the better.

What number is on the matching dice? That's the *height* of your roll. The higher the roll, the more effective your action. The lowest possible height, 1, means you just barely succeeded. The highest possible roll, 10, means you succeeded spectacularly well.

How many matching dice did you roll? That's the *width* of your roll. The wider the roll, the more speed and power you put into the action.

We abbreviate the results as “width x height”—so if three dice come up “5,” that's 3x5. If two dice come up “7,” it's 2x7.

What Kind of Failure?

A failed roll is worse than usual if you roll all low dice; instead of

Stats

Stats are broad descriptions of what you can do in the game. In ordinary humans, each stat ranges from a very weak one die (1d) to human perfection at five dice (5d).

- **Body:** Physical strength and athleticism.
- **Coordination:** Dexterity, speed, and reflexes.
- **Sense:** Perceptiveness and alertness.
- **Brains:** Raw smarts and knowing what to do with them, including education.
- **Command:** Charisma, influence, and drive.
- **Cool:** Level-headedness.

Skills

Skills are particular applications of stats. Each skill ranges from 0 dice to 5d. Add skill dice to stat dice to get your total dice pool.

Cardinal Rules

These are essential for playing this game.

Roll only when you need to: If the task isn't all that important, or if an average person could do it without much trouble, don't bother to roll. Just assume it succeeds.

NEVER roll more than 10 dice: Even if you have 10d and you get a bonus die, you still roll only 10.

Round down: Any time you must cut a number in half in the game, round down.

La Belle Curve

Dice Pool	Odds of a Match
2d	10%
3d	28%
4d	50%
5d	70%
6d	85%
7d	93%
8d	96%
9d	99.6%
10d	99.9%

just missing the turn, for instance, you might crash your speeder into a building. The results are up to the GM.

Hard Dice and Wiggle Dice

Normally you just roll dice and use whatever number comes up. But some characters have special kinds of dice that work a little differently.

Hard dice (hd) represent raw power or an intense but poorly controlled effect. They're powerful but inflexible. A hard die is automatically set to "10." You don't even need to roll it; just set it at 10 and roll the normal dice to go along with it.

Wiggle dice (wd) represent complete mastery and instinctive control. A wiggle die can be set to whatever number you want, after you roll your other dice. That means you can have a matching set whenever you want, even with only one other die.

Difficulty

If an action is particularly challenging, it may not be enough just to make a successful roll. You may need to roll higher than a certain number to succeed. This is the Difficulty of the action. If your roll's height doesn't equal or beat the Difficulty, it fails.

Penalty Dice and Bonus Dice

Sometimes when circumstances make an action particularly difficult and uncontrolled, or when you attempt a particularly difficult action, you don't have to beat a Difficulty number—you

actually lose a die from your pool. This is a serious penalty for most characters, especially those with small dice pools.

If you have hard dice or wiggle dice, you lose them in this order:

Drop hard dice first (they're inflexible, remember), then normal dice, then wiggle dice.

By the same token, if an action is easier than usual but still requires a roll, you might add 1d or even 2d to the dice pool.

Dynamic Contests

Sometimes your action is directly opposed by another character's action. Say you're running a race—only one can come in first. We call that a *dynamic contest*.

In a dynamic contest, the wider roll goes first and takes effect as normal. The roll that goes afterward—was less wide—must beat the wider roll's height as a Difficulty number.

If it doesn't matter who goes first, or if width is a tie, just look at the height of the rolls; the higher roll wins.

Multiple Actions and Multiple Sets

Want to do two challenging things at the same time? Easy. If you roll an extra matching set, you can use it on an extra action with no penalty—but only if your extra action has a dice pool equal to or larger than that of your primary action, and only if the two actions are mutually compatible.

When in doubt, ask the GM.

CHAPTER 2: COMBAT

Fighting uses stat+skill rolls just like other actions, but combat rules are a bit more detailed because the stakes are higher.

Combat is handled in rounds, each lasting a few seconds in the game. A round has no fixed length; think of it as "however long it takes everyone in the fight to do one thing."

The Phases of a Combat Round

A round has three phases: Declare, Roll, and Resolve.

Declare

All characters in the fight declare their intended actions. Declarations go in reverse order of Sense: The character with the smallest Sense stat declares first, and the one with the highest Sense declares last. The rationale is simple: The more aware you are, the better you can adjust your actions based on what everyone around you is trying to do. Use Brains as a tiebreaker.

Roll

Once every character has declared an action, all roll their dice at the same time. Look for matching sets and figure out your roll's width and height. If you roll more than one set, decide which you're going to use. Jot them on scratch paper if it's helpful.

Resolve

Finally, all the actions happen in order of width. The widest roll goes first, the least wide roll goes last. If width is a tie, the character with the higher roll goes first. If height is also a tie, the character with the highest Coordination goes first.

Movement in Combat

Running speed is 10 meters per round. To do anything else at that speed requires a Body+Running roll and multiple actions. You can move up to half speed and do other actions at -1d.

Distance for a running leap is 1/4 your running distance; if you make a Body+Running roll, add width in meters to the distance. (You can jump half that distance upward.)

With miniatures we recommend a scale of 2 yards per inch.

The Attack Roll

When you want to attack somebody, make a stat+skill roll. Attacks are usually based on Coordination or Body skills. If the weapon requires coordination and dexterity, like a blaster or a lightsaber, it's based on Coordination. If it requires physical power, it's based on Body. If you score a match, you hit.

Because height indicates accuracy and effectiveness, the height of your roll indicates the hit location.

Width, which indicates speed and power, is used to determine initiative (who attacks first; height is the tiebreaker) and damage.

Example: Battling a Gamorrean guard, Luke Skywalker rolls 2x5: width 2, height 5. The Gamorrean rolls 2x4. Their width is tied but Luke's roll is higher, so his attack goes first.

Attack Modifiers

Apply the following modifiers to attack dice pools as necessary. Apply dice pool modifiers such as "-1d" or "+1d" before rolling.

Ranged Attack Circumstances	Modifier
Target running	+2 Difficulty
Attacker running	-1d
Target behind partial cover	+4 Difficulty
Target behind nearly full cover	+6 Difficulty
Target obscured by smoke or fog	-1d
Target hidden by darkness or vegetation	-2d

Hand-to-Hand Attack Circumstances	Modifier
Attacking from behind	+1d
Attacking from surprise	+1hd
Target helpless	+1wd
Attacking from above/target knocked down	+1d
Much bigger/smaller target	+1d/-1d
Attacker prone	-1d

Hard dice and wiggle dice work as usual—a hard die is automatically “10” and a wiggle die can be set at any number you want, after rolling the rest of your dice.

A Difficulty modifier increases the Difficulty of the action—the minimum you must roll to succeed.

Damage

Getting hit is a bad thing—weapons like blasters, lightsabers, and vibroblades do all kinds of unpleasant things to mortal flesh. There are two different kinds of damage you can take.

Normal damage is the kind of harm done by blasters, lightsabers, and knives. Normal damage can kill you if you take enough of it. Most weapons do normal damage.

Shock damage is surface trauma. Its effects are much less dire and it heals much more quickly.

If you take any damage before your action takes effect, you automatically lose 1 die from your highest matching set.

Hit Location

The height of an attack roll determines the hit location.

Each hit location has a number of wound boxes.

If you take a point of normal damage, mark an “X” through a wound box on the hit location. If all the wound boxes on a location are filled with normal damage, that hit location is badly hurt and can no longer be used. It might be maimed or even chopped right off, depending on the nature of the attack; ask your GM. Regardless, it will take serious medical treatment and perhaps a cybernetic prosthesis to make it useable again.

When a limb is hurt that badly you automatically take a 1d penalty to all actions (per limb!), and you must immediately make a Cool+Stability roll to do avoid panicking or collapsing.

If your torso, vitals, or head are filled with normal damage, you’re either dead or mortally wounded. It’s up to the GM.

If you take a point of shock damage, mark the box with a “/”. If all the wound boxes on a location are filled with shock damage, the hit location is disabled until at least one wound box

recovers.

If a limb is disabled, you can’t use it. If your torso is disabled, you can’t do anything strenuous but you remain conscious. If your vitals are disabled, you can’t do anything; you’re in too much pain to act. If your head is disabled, you’re knocked out.

Any further shock damage inflicted on that location becomes normal damage—each point of shock turns a “/” to an “X”.

Height	Hit Location	Wound Boxes
1	Right Leg	5
2	Left Leg	5
3-4	Right Arm	5
5-6	Left Arm	5
7-8	Torso	6
9	Vitals	4
10	Head	4

Armor

All armor has an Armor Rating (AR) that directly reduces the damage. So if you’re wearing a helmet with AR 2, it reduces any damage to your head by 2 points. In addition, many armor types have an associated Coordination penalty and maximum movement rate, reflecting their bulk (with a minimum of 1d Coordination no matter how bulky the armor), and other special qualities. See page 5 for a list of personal armor types.

Damage to Minor NPCs

An unimportant NPC such as an ordinary soldier or civilian is immediately incapacitated by any damage to hit location 10 or by five or more points of damage to any hit location.

Healing

Normal damage recovers slowly. It usually requires serious medical treatment and lengthy recuperation. When you receive such treatment, the medic makes a Brains+Medicine. If the roll succeeds, convert the roll’s height in normal damage to Shock damage. This takes 5 - width hours with ordinary medical supplies.

You can also recover with lengthy rest. For each full week of bed rest, convert 1 damage to 1 Shock damage on each hit location. A fully appointed medical bay cuts the time from one week to one day.

Shock damage recovers much more quickly. Shock damage can be treated with first aid, requiring a Brains+First Aid roll with the total damage (normal and Shock) on that hit location as a Difficulty number. If it succeeds, it heals width in Shock on that location. A fully stocked medkit heals height in Shock instead.

Shock damage also heals with bed rest. For each night’s rest, make a Body+Health roll. You recover the roll’s width in Shock points; choose which location.

Healing is much quicker in a medical bay’s bacta tank. Make a Body+Health roll, taking width - 5 hours: You convert width in normal damage to Shock. Shock heals at 1 point per hour.

Other Weapon Qualities

Some attacks have additional effects.

Area

An explosive weapon causes its usual damage to the target at “ground zero” and also blasts everyone nearby.

First, there’s the concussion of the blast: Everything within 10 meters takes 2 points of Shock damage to every hit location.

Then there’s shrapnel: Every target within 10 meters must roll the Area rating in dice. Don’t look for matches; each die indicates a hit location that takes one point of normal damage.

Burn

A Burn weapon sets its target on fire. The weapon does its usual damage, but now every hit location on the target except the head is on fire and takes 1 Shock per round until the fire on that location is extinguished.

A target hit by a burn weapon must roll Cool+Stability to avoid panicking. A panicking target can’t do anything but run around trying to extinguish the flames.

An Area weapon with a Burn rating blankets an area in flame instead of hitting targets with shrapnel. Instead of the usual Area damage, each target takes 1 Shock damage to each location indicated by the Area dice—but those hit locations are now on fire.

Daze

Some weapons can incapacitate you without actually killing you or knocking you out. A Daze attack reduces all stat dice pools by width in dice for width in minutes.

Initiative

A weapon with an initiative bonus increases the width of your roll, but only for determining who acts first.

Penetration

Penetration allows the attack to pierce armor more effectively, but it doesn’t actually increase the damage done to the target. Reduce the target’s Armor Rating by the Penetration rating.

An Area weapon with Penetration reduces the AR on the hit location *permanently*.

Slow

A weapon with a Slow rating can’t be fired every round—you must spend the Slow rating in rounds reloading it or otherwise preparing it before it can attack again. So a weapon with Slow 1 can only attack every other round.

Spray

Spray weapons fire many attacks at the same time. Add the Spray rating to your attack dice pool before rolling. You can use any and all matching sets to hit. However, you can only use extra sets for hits with the Spray weapon.

Can Set on Stun

Setting a weapon such as a blaster or force pike on stun has two effects. First, its damage is all Shock. Second, it has the Daze effect if it hits.

Combat Maneuvers

Combat is inherently chaotic and unpredictable, and there’s an endless number of things you can do in a fight besides a straightforward attack. The following options should get you started.

Aiming

You can take up to two rounds to aim your next attack carefully, gaining +1d to your attack roll for each round you spend aiming.

Dodging and Blocking

The standard attack roll assumes that your target is trying to avoid getting hit—that’s why it’s considered a challenging action that takes a successful roll. If you *really* don’t want to get hit, you can forego attacking and just defend yourself instead. To do this, you can either dodge or block.

Dodging uses your Coordination+Dodge pool. Dodging is a dynamic contest with your opponents’ attack rolls. If you roll a match that at least equals or beats an attack’s width and height, then each die in your dodge set can “gobble” or remove one die from the attack’s set. You don’t have to declare a specific attacker—your dodge works against any and all affected attacks until you run out of “gobble” dice.

Example: Your attacker rolls 2x3, and your dodge roll comes up 2x4. You match his width (2 to 2) and beat his height (4 to 3), so you can reduce his roll’s width by one for each of the two dice in your set. He can’t hit you with a width of zero!

Blocking works just like dodging, but you use an attack dice pool instead of your Coordination+Dodge pool.

There are some limitations to blocking. Unarmed attacks can only block unarmed attacks. Most physical melee weapons such as swords can block anything except lightsabers. A lightsaber can block anything—and in most cases it automatically cuts in half any ordinary weapon that it blocks!

And there is one big limitation to dodging and blocking: You can’t dodge blaster beams (not without using the Force, anyway; more on that later) or grenade fragments—so if you don’t want them to hit you, get behind cover before the shooting starts.

Diving for Cover

To dive for cover, you have to be close to it, no more than two meters away. If the cover is further away you have to spend a round running to it while getting shot at.

If you are close enough, make a Coordination+Dodge roll. If your action goes first in the resolution phase of the round, you get behind cover in time.

Multiple Actions in Combat

The usual multiple actions rule applies: You can use extra matching sets in your roll, but only on actions with dice pools equal to or larger than your declared action.

There’s one important limitation: *You can’t do the same thing twice with the same weapon.*

If you’re using a lightsaber, for example, you could use multiple actions to attack with the lightsaber and to block with it, or to

attack once with the lightsaber and once with an unarmed attack, but you couldn't attack twice with the same lightsaber.

Spray weapons and dual weapons are the exceptions to this rule. If you're using a Spray weapon, you can use any and all sets to attack with that weapon, as in the Spray rules.

Using Two Weapons or a Dual Weapon

Wielding a weapon in each hand or a dual weapon (such as a double-bladed lightsaber) is one way to maximize your attacks using multiple actions: You can attack once with each weapon (or once with each end of a dual weapon). This requires the Two-Weapon Fighting skill; use the lower of Two-Weapon Fighting and the your weapon skill when rolling.

Suppressing Fire

Suppressing fire (also called cover fire) means rather than aiming at any one target, you're pouring as much fire as possible into an area to force defenders to keep their heads down.

Instead of rolling your standard attack, roll a flat 2d. If you score a match, every exposed target must roll a single die. If it matches the height of your roll, that target is hit by your fire.

A Spray weapon adds its Spray rating to the 2d suppressing fire pool, and potential targets must roll for each matching set that comes up.

Any NPC facing suppressing fire must make a Cool+Stability roll or instinctively duck behind the nearest cover.

With the Two-Weapon Fighting skill at least equal to your weapon skill and a blaster in each hand, you can roll 3d for suppressing fire instead of 2d.

Special Attacks

There are many other special maneuvers you can use to boost your attack. A few are described below.

If you think of a maneuver that isn't listed here, ask your GM. If the effect is reasonable, it can probably work with a 1d penalty.

Aim high: Lose 1d, but if you hit it's at +2 height.

Aim low: Lose 1d, but if you hit it's at -2 height.

Called shot: Lose 1d, then set 1d of your dice pool to whatever location you want to hit. Roll the rest of your dice normally and look for a match.

Charge: Lose 1d, but move up to half your movement rate or your full jump distance and attack.

Choke: Make a called shot to the head; if it hits, you can hang on and do 1 Shock per round until the target dislodges you by beating your roll with a Body+Brawling roll. You can't perform other actions while choking a target.

Defensive throw: Attempt to block and lose 1d, but if you prevent an otherwise successful attack from hitting you can immediately knock the attacker down.

Disarm: Just like making a called shot (select a hit location number matching the target's weapon arm), but you don't lose a penalty die. If it hits you inflict no damage but disarm the target.

Feint: Instead of attacking make a Cool+Bluff roll against the target's Sense+weapon skill roll. If it succeeds you gain width in bonus dice to your next combat action.

Knockdown: Lose 1d, but if it hits you knock the target down, doing 1 Shock damage.

Off-hand attack: Using a weapon in your off-hand confers a 1d penalty to your regular weapon skill. If you have the Two-Weapon Fighting skill with at least as many dice as the regular weapon skill, you can use the off-hand weapon at no penalty.

Power attack: Lose 1d, but do +2 damage. Melee attacks only.

Riposte: Attempt to block and lose 1d, but if you prevent an otherwise successful attack from hitting you can immediately counterattack using the set you blocked with.

Snap shot: Lose 1d, but if you hit it's at +2 initiative.

Wrestle: With a successful roll you knock the target down, doing 1 Shock damage, and pin the target until he beats your roll with a Body+Brawling roll. Attacks against a pinned target are at +1d and you can choose hit location with any successful roll.

Personal Armor

Armor Type	Armor Rating	Penalty	Move	Special
Blast vest	AR 3 to torso	-1d Coordination	10 m	
Thick furs or leathers	AR 1	-1d Coordination	10 m	-1d Sense with hood or helmet
Combat jumpsuit, helmet	AR 2	-1d Coordination	10 m	-1d Sense with helmet
Armored flight suit	AR 3	-1d Coordination	8 m	Cold resistant, -1d Sense with helmet
Light battle armor	AR 3	-1d Coordination	8 m	-1d Sense with helmet
Medium battle armor	AR 4	-1d Coordination	8 m	-1d Sense with helmet
Heavy battle armor	AR 6	-2d Coordination	6 m	-1d Sense with helmet
Armored spacesuit	AR 6	-2d Coordination	6 m	Life support systems, cold resistant, -1d Sense with helmet
Stormtrooper armor	AR 3	-1d Coordination	8 m	Low-light vision, +1d Survival, -1d Sense with helmet
Corellian powersuit	AR 3	-1d Coordination	8 m	+1hd Body, -1d Sense with helmet
Battleframe	AR 2	-3d Coordination	6 m	Mounts for 3 weapons, -1d Sense with helmet

Star O.R.E. Weapons

Melee Weapons	Damage	Special
Unarmed	width in Shock	
Club	width+1 in Shock	
Quarterstaff	width+2 in Shock	Dual weapon
Stun baton	width+2 in Shock	Daze
Knife	width	
Vibroknife	width	Penetration 2
Sword	width+1	
Vibrosword	width+1	Penetration 2
Spear	width+1	Penetration 1
Force pike	width+2	Penetration 2, can set on stun
Vibro-ax	width+3	Penetration 3
Lightsaber	width+3	Penetration 5, +1 initiative
Double-bladed lightsaber	width+3	Penetration 5, +1 initiative, dual weapon

Simple Ranged Weapons	Damage	Special
Bow	width	
Sling	width	
Net	none	-1d Coordination, half move

Blaster Pistols	Damage	Special
Hold-out or decorative blaster	width	Penetration 1, can set on stun
Blaster	width+1	Penetration 2, can set on stun
Heavy blaster	width+2	Penetration 2, can set on stun

Blaster Rifles	Damage	Special
Blaster rifle	width+2	Penetration 2, can set on stun
Bowcaster	width+3	Penetration 3
Heavy bowcaster	width+4	Penetration 3
Sporting blaster rifle	width+2	Penetration 2, can set on stun, can aim an extra round (up to +3d)
Ion gun	width+2	Only vs. droids and electronics; Penetration 3, Daze

Heavy Weapons	Damage	Special
Blaster cannon	width+4	Penetration 4
Light repeating blaster	width+2	Penetration 2, Spray 2
Mounted repeating blaster	width+3	Penetration 3, Spray 6

Grenades	Damage	Special
Frag grenade	width+3	Penetration 3, Area 4
Thermal detonator	width+6	Penetration 6, Area 8+Burn
Stun grenade	width in Shock to each location	Area 1 (Shock only), Daze
Gas grenade	width in Shock to torso each rd.	Target can reduce damage with Body+Endurance roll as if dodging; Daze

CHAPTER 3: TOOLS AND VEHICLES

Every vehicle and other object has an Armor Rating and a number of wound boxes. Wound boxes work the same as for characters: If an object (or part of an object) is filled with Shock damage, it's inoperable. If filled with normal damage, it's destroyed.

Tools

Many actions require tools. Performing first aid requires a Brains+First Aid check and a first aid kit, or at least some handy makeshift bandages. Slicing into a computer network requires software bundles called computer spikes and a Brains+Computer Use roll. Other tasks can be made easier with the right equipment—a nav computer can guide a pilot, for instance.

A complete, professional-grade toolkit or equipment built for the purpose at hand gives a +1d bonus. An exceptionally well-made tool or kit gives you +1hd instead. A technologically advanced toolkit with built-in artificial intelligence gives +1wd.

Piloting Vehicles

In most cases, a difficult maneuver requires a Coordination+Pilot roll to succeed. If you fail the roll, you lose control of the vehicle for a moment; if you fail the roll and all the dice in your pool are under 6, you lose control badly. The results are up to the GM.

Vehicle Speed

For the sake of the game, vehicles have three scales of speed: Ground, Air, and Sublight. A vehicle moving at "air" speed automatically moves much faster than a ground vehicle; a sublight vehicle automatically moves faster than an air vehicle.

Vehicles in the same scale compare speeds based on piloting rolls and each vehicle's speed rating.

Races and Chases

If you want to beat or catch up with another vehicle, both of you make Coordination+Pilot (or Drive) rolls. The widest roll goes fastest, with height as the tiebreaker.

If your vehicle has a speed rating, it counts even if you fail this roll—so if you're in a speeder with a speed rating of width+6, it moves forward 6 points even if your roll fails.

If you're in a long race or chase, you may need to make multiple rolls. In that case, keep track of your speed result each round—the racer with the most accumulated width has the lead.

If you're trying to lose a pursuer, the GM may decide that you only get away when you create enough of a lead—enough of a difference between your accumulated points and the pursuer's—that the pursuer can't keep track of you any more.

Vehicle Difficulty

Each vehicle has a base Difficulty rating indicating how respon-

Vehicle Size (ground, air, sublight)	Difficulty
Small (speeder bike, airspeeder, starfighter)	1
Medium (landspeeder, gunship, freighter)	3
Large (tank, gunship, capital ship)	5

sive it is to maneuvers. Generally the rating is higher for larger vehicles, but it can vary based on the quality of the vehicle.

Vehicle Maneuvers

Sideswipe: Make an Coordination+Pilot roll to collide with a vehicle that's adjacent to you and moving the same direction. If you succeed, the target must make an Coordination+Pilot roll to maintain control.

Strafing run: Make a Coordination+Pilot roll to pilot a small ship like a starfighter up close to a capital ship so only its point-defense guns can attack you.

Quick turn: Make a Coordination+Pilot roll to make a hard turn, immediately changing your ship's facing.

Tight loop: Make a Coordination+Pilot roll at Difficulty 4 to conduct a tight loop, winding up in roughly the same spot as when you started it.

Tight half-loop: Make a Coordination+Pilot roll at Difficulty 8 to make a half-loop while rolling, so you wind up going the opposite direction but keeping your "up" facing the same.

Ramming: If your vehicle is adjacent to the target, make a Coordination+Pilot roll to ram it. If the target ship is much larger than yours, gain +1d to your roll. If you succeed at height 5 or lower, you clip the target—both vehicles take your roll's width plus your vehicle's speed rating in damage. If you succeed at height 6 or better, you ram it head-on; both vehicles take damage equal to the total armor points and wound boxes of every hit location of the smaller vehicle.

Hazards and Obstacles

Obstacles require you to beat a Difficulty number.

But before you roll, you have a decision to make: If your roll fails, will you lose time going around, gaining no width points in the race for that round? Or will you go through, advancing only by the base speed rating of your vehicle but taking damage to your vehicle?

The higher the Difficulty, the worse the consequences of ploughing through an obstacle. The vehicle takes Area damage equal to the Difficulty of the roll. So if you hit a Difficulty 3 hazard, your vehicle takes 2 Shock to each hit location and 3 Area dice in damage.

If *all* the dice in your failed roll are lower than the Difficulty, things are much worse: All the Area damage goes to a single hit location, indicated by the highest die in the roll.

Obstacle	Difficulty
Light obstruction (Occasional trees or pedestrians)	2
Moderate obstruction (Undergrowth, city street)	4
Heavy obstruction (Thick undergrowth, narrow street)	6

Vehicle Combat

Combat in a vehicle works just like any other combat. The vehicle's weapons do damage based on width.

If you're trying to avoid getting hit, you can use your Coordination+Pilot roll to "gobble" attack dice using the dodge rules. Unlike characters on the ground, in a ship you can dodge blaster fire; the speeds and distances involved and the limits of reaction time make a skilled flyer much harder to hit.

Vehicle Armor and Damage

Vehicular damage is based on the width of the attack roll, as usual. Each vehicle hit location has an Armor Rating that reduces the damage and wound boxes that indicate how badly that part of the vehicle has been damaged. A vehicle hit location that is filled with Shock damage is broken and inoperable until repaired. A vehicle hit location filled with normal damage is destroyed.

Starship Armor and Damage

Given the size of starships, using a hand-held weapon like a blaster on a starship is futile, while a starship's lasers tend to annihilate human-size targets.

To make things easy, follow this simple rule of thumb. Starships ignore hand-held weapons altogether; and a direct hit from a starship's weapon instantly fills a character's, droid's, ground vehicle's, or air vehicle's hit location with damage.

If you need details, each point of starship damage counts as 5 points of standard damage, and each 5 points of standard damage counts as 1 point of starship damage.

Vehicle Equipment

These are only a few examples of vehicle equipment.

Shield: Shields are like ablative armor that recharges itself over time. Each point of a shield blocks one point of damage, but that point is gone until the shields have time to recharge. Shields recharge at 1 point per minute.

Ion gun: Ion guns don't do normal damage; they disrupt a ship's electrical systems. Each point of ion damage past a ship's shields and armor adds 1 to the Difficulty of piloting the ship.

Turret: A turret allows a weapon to fire in any direction.

Astromech droid: An astromech droid handles some of the tasks of piloting for you. The astromech droid can roll Brains+Pilot once per round. You gain its width in bonus dice for your next action.

Sabotage

For simple sabotage, all you need is a simple Brains+Tech roll. The vehicle won't start without repairs.

For complex sabotage, choose a Difficulty rating. If you beat the Difficulty, the vehicle works normally until the driver makes a piloting roll with height equal to or greater than that Difficulty. Then the vehicle fails.

Sample Vehicles

Use these examples to create other vehicles for your game.

Kuat All-Terrain Scout Transport (AT-ST)

Speed Ground, width+1

Crew 2

Passengers 0

Shield points 0

Weapons

Blaster cannons—front (Spray 1, Damage width+5, Penetration 3)

Light blaster cannons—side turrets (Spray 1, Damage width+4, Penetration 3)

Concussive grenade launcher (Damage width+3, Area 6)

Hit Locations

Height	Hit Location	AR	Wound Boxes
1-3	Left leg	5	10
4-6	Right leg	5	10
7-8	Engine	5	20
9-10	Cockpit	3	10

Incom T-47 Airspeeder

Speed Air, width+4

Crew 1

Passengers 1

Shield points 0

Weapons

None

Hit Locations

Height	Hit Location	AR	Wound Boxes
1-2	Engine	5	10
3-5	Left wing	5	6
6-8	Right wing	5	6
9-10	Cockpit	3	5

X-Wing Starfighter

Speed Sublight, width+4

Crew 1 + 1 droid

Passengers 0

Shield points 10

Weapons

Laser cannons (Starship damage width+4, Spray 3)

Proton torpedos (6) (Starship damage width+8)

Hit Locations

Height	Hit Location	SAR	Wound Boxes
1-2	Engine	4	6
3	Astromech Droid	0	1
4-5	Left wings	2	5
6-7	Right wings	2	5
8-9	Nose	3	4
10	Cockpit	1	1

CHAPTER 4: CHARACTERS

Characters are defined by several traits: Statistics (the six mentioned before); skills (specific training in a particular area); secondary scores, which primarily measure your ability to use the Force; and Force powers.

Characteristics

The characteristics that define characters include, statistics, skills, Willpower points, Dark Side Points, Force powers, and species. When creating a character you get character points to “buy” characteristics in whatever mix you want.

Statistics

Statistics or stats are broad descriptions of what you can do in the game. Each stat ranges from 1d to 5d in humans, but the average is 2d. A stat of 1d indicates extreme weakness and is rare—the character cannot do anything difficult with that ability without a lot of preparation or training.

Body: Physical strength and athleticism. Use Body for knocking down a door, running up a mountain, or swinging a club.

Coordination: Agility and reflexes. Use Coordination for piloting a starship, shooting a blaster, or swinging a lightsaber.

Sense: Perceptiveness and alertness. Use Sense for following a trail, hearing a burglar, or smelling faint smoke.

Brains: Raw smarts and the ability to use them, including education and training. Use Brains for repairing a droid, plotting a course, or learning a language.

Command: Charisma and influence. Use Command for motivating troops, swaying opinions, or interrogating a prisoner.

Cool: Level-headedness. Use Cool to keep your head in a crisis or to tell a convincing lie.

Skills

A skill is focused training that enhances one of your stats. Add the skill dice to the stat dice to determine your dice pool.

Usually a skill applies to a specific stat, but it can be used with other stats in the right circumstances. For example, dice in the Tech skill are usually added to Brains, but you could add them to Cool when talking info out of a computer slicer.

Many actions can be attempted whether or not you have skill dice, but some actions—such as using a lightsaber or speaking a language—require skill dice even for the attempt. Others—such as piloting a speeder—can be attempted but incur a Difficulty rating if you don’t have at least a little skill. Whether you can use a skill without the skill dice is up to the GM.

These are some common skills. With the GM’s permission, you can come up with literally any skill you want.

Acrobatics (Coordination): Moving over obstacles and through the air with grace and power.

Athletics (Body): Sports, swimming, climbing, and other noncombat athletics.

Blaster (Coordination): Attacking with blasters.

Bluff (Cool): Fast-talking or faking.

Brawling (Body): Fighting unarmed.

Computer Use (Brains): Using and slicing computers.

Demolitions (Brains): Creating and disarming explosives.

Diplomacy (Command): Negotiating and defusing trouble.

Dodge (Coordination): Avoiding attacks.

First Aid (Brains): Treating minor injuries.

Gunnery (Coordination): Using big guns such as on a ship.

Health (Body): Recovering from illness and injury.

Heavy Weapons (Coordination): Using heavy weapons.

Interrogation (Command): Getting information out of an unwilling subject.

Intimidation (Command): Striking fear or awe into others.

Investigation (Brains): Fact-finding through contacts and research.

Language [language] (Brains): Fluency in a specific language.

Leadership (Command): Getting others to follow you.

Lie (Cool): Spin an absolutely convincing falsehood.

Lightsaber (Coordination): Attacking with a lightsaber.

Lore [field] (Brains): Extensive education in a specific field. Sample fields: Jedi lore, military lore, galactic history.

Medicine (Brains): Treating major injuries.

Meditation (Cool): Attaining mental and emotional calmness and clarity. Useful in drawing on the light side of the Force.

Melee Weapons (Body): Using hand-to-hand weapons.

Pilot [class] (Coordination): Piloting a class of vehicle and using its weapons systems. Sample classes: Starfighter, space transport, capital ship, speeder.

Persuade (Command): Bringing others to your point of view.

Profession [career] (Brains): Making your way in a specific career. Sample careers: Droid technician, soldier, diplomat.

Running (Body): Keeping full speed despite obstacles.

Sight (Sense): Seeing details or distant objects.

Stability (Cool): Performing the best you can despite fear.

Stealth (Coordination): Moving sneakily.

Streetwise (Cool): Making contacts and getting information in areas where the law rarely treads.

Survival (Brains): Keeping yourself alive and healthy in dangerous environments.

Tactics (Brains): Planning and avoiding ambushes and conducting military maneuvers.

Throw Grenade (Coordination): Throwing grenades and detonators accurately.

Tech (Brains): Building and repairing high technology.

Two-Weapon Fighting (Coordination): Attacking with two weapons. See *Using Two Weapons and Dual Weapons*, page 5.

Force Powers

All living creatures have some connection to the Force, and all sentient living creatures have at least 1d in the Force Sense power (see page 11); trained Force-users like the Jedi have more extensive powers. Few are consciously aware of this connection; its effects are more often attributed to luck or divine favor.

Secondary Score: Willpower

Willpower is a secondary score tracked in points, not dice. You don’t roll Willpower; instead it affects other rolls through the Force. When you suffer defeats or setbacks, you temporarily lose 1 or more Willpower points.

Willpower recovers at 1 per hour up to your base score.

Your base Willpower score rarely changes despite fluctuations in current Willpower points, but a particularly devastating turn of events might incur a permanent Willpower loss.

You start with a Willpower score equal to the sum of your Command and Cool stats.

Secondary Score: Dark Side Points

Force users who draw on the dark side of the Force for power accumulate Dark Side Points. See page 11 for details.

Character Creation

New adventurers start with the following:

Stats: 1d in each stat.

Skills: Language [native] 2d, Language [Basic] 2d.

Willpower: Sum of Command and Cool (non-droids only).

Force Sense: 1d (non-droids only).

Character Points: These can be spent on species, stats, skills, secondary scores, and Force powers. Unspent character points can be retained as unspent experience points (see below). In some games the GM may place restrictions on how you spend character points, such as limiting stats to 4d.

Character Attribute Costs

The number of character points available is up to the GM. For most beginning characters it's 100 to 200 points. Heroes on par with Obi-Wan Kenobi in *Episode III* may have 400 or more.

You must have the GM's permission to buy any Force powers except Force Sense and for any Force stunts.

Species: See species list, below.

Stats: 5 points per die

Skills: 2 points per die

Willpower Points: 3 points each

Extra Current Willpower: 1 point each

Force Powers: 5 per die, 10 per hard die, 5 per wiggle die

Force Stunts: 2 points per die

Species

You can choose from any number of species for your character. A species bonus applies to all its characters. Stat bonuses increase the maximum possible stat; you still need to buy stats normally.

Alien Species Bonuses and Cost

Bothan (many brave ones died getting the Death Star plans): +1d Cool. 5 pts.

Cerean (Ki Adi Mundi): +1d Brains. 5 pts.

Droid (R2D2): AR 1; low-light vision. 5 pts.

Ithorian (hammerhead alien): Natural Lore skill +1hd. 4 pts.

Mon Calamari (Admiral Ackbar): Breathe under water. 5 pts.

Rodian (Greedo): +1d Sense. 5 pts.

Sullustan (Lando's copilot): Darkvision. 10 pts.

Trandoshan (Bossk): +1d Body. 5 pts.

Twi'lek (Aayla Secura): Low-light vision. 5 pts.

Wookie (Chewbacca): +2d Body, -1d Command; speak only Shyriiwook; heal twice as fast; massive (+1 damage hand-to-hand, +1 wound box per location, x2 mass, x2 lifting capacity); Wookiee rage (costs 1 Willpower per round, +1hd Body, shrug off 1 damage per attack, no actions requiring patience). 20 pts.

Droids

Create droids just like other characters—a droid has all six stats as well as skills based on its construction and programming.

As inanimate objects, droids have wound boxes on each hit location. Unlike living creatures, a droid is never incapacitated by destruction of an arm or leg, and it can usually be reactivated after "death" (with the GM's permission).

A damaged droid can be repaired with the proper tools and a Brains+Tech roll, which repairs width in damage. Repairing normal damage takes 5 - width hours; repairing Shock damage takes 5 - width minutes.

Experience

Characters improve with experience points, which are character points that you gain during play. The GM decides how many experience points to award. Some guidelines:

Playing in the session: 1 point.

Succeeding at your goals: +1 point.

Roleplaying well, coming up with a great plan, or doing something else that stands out: +1 point.

To spend experience points, you need an in-game explanation of the character's improvement. If in doubt, ask the GM.

Willpower Awards

You receive bonus Willpower points (current, not permanent) for critical actions such as achieving important goals, saving lives, and defeating enemies. With such bonuses your current Willpower score can exceed your base score—until you spend it.

Achieve an important goal: Gain 1 Willpower.

Personally save a person's life or defeat a major enemy: Gain the sum of the subject's Cool and Command dice in Willpower.

Creating Droids, Aliens and Cyborgs

Droids and new alien races may have any number of useful abilities. All of them increase the character cost.

Ability	Cost
Low-light vision or darkvision	5 or 10
Massive (see Wookiees)	10 per level
Armor	10 per AR
Breathe underwater or poison gas filter	5

Ability	Cost
Stat hard dice or wiggle dice	10/20 each
Skill hard dice or wiggle dice	4/8 each
Inflict normal damage unarmed	10
Higher maximum stat allowed	5 per die

CHAPTER 5: THE FORCE

Four powers—Physical Control, Energy Manipulation, Force Sense, and Mental Influence—cover the known spectrum of Force abilities. Each Force power has its own dice pool apart from a character's stats and skills.

Each living, sentient creature has 1d in the Force Sense power; exceptionally gifted characters may have more than that. Only characters with special training can use other Force powers.

Force Sense is the power to attune yourself to the Force and let it guide your actions, whether consciously or subconsciously.

Physical Control is the power to enhance physical abilities.

Energy Manipulation channels powerful energies.

Mental Influence is the power to affect the attitudes and perceptions of other living creatures.

Force powers are measured in dice, from 1d to 10d, as well as hard dice and wiggle dice. To use a Force power to do something challenging, you must roll the dice and look for a matching set. If the roll fails, your concentration fails and you don't use the Force the way you wanted. However, some can be used without a roll.

Unlike ordinary stats and skills, you can have hard dice and wiggle dice with Force powers.

Force Stunts

Each Force power has a number of Force stunts associated with it. Force stunts represent more specialized applications of the main Force power. When using a Force stunt, add its dice to the main Force power's dice for the total dice pool.

You can have only normal dice with Force stunts, not hard dice or wiggle dice.

Willpower

Willpower, a secondary score based on the Command and Cool stats, is essential for using the Force. A character whose will is sapped by exhaustion or defeat—who has no current Willpower points—cannot use Force powers.

To use any Force power you must “bid” one current Willpower point. If the power works you keep the point. If the power fails, you lose the point. If you have no current Willpower you can't bid a point, and thus cannot use Force powers.

Some Force powers have other Willpower costs, which must be paid if the power succeeds (but not if the power fails).

Willpower Struggles

Some Force powers are so intrusive that a strong-willed subject can instinctively resist them. This is called a Willpower struggle. If the attacker has more current Willpower points than the target, the power works as usual and the target loses 1 Willpower point. If the defender has more current Willpower, the power fails to work and the attacker loses 1 Willpower point.

The Dark Side and the Light Side

The Force is not merely a neutral energy; the intentions with which it is used alter its effects. If you use the Force for healing and defense you can gain strength from the light side of the Force; if you use it for destruction you can gain power from the dark side of the Force.

Drawing on the Dark Side

Any Force-using character can harness powerful passions to draw on the dark side of the Force. Drawing on the dark side creates a “battery” of Dark Side Points, which function as Willpower points that can be drawn on instead of your own Willpower. You can gain DSP up to your base Willpower score.

This requires special roleplaying: Only a character whose actions are governed by rage, fear, desperation, or hate can spend Dark Side Points.

There are serious side effects to drawing on the dark side.

First, contact with the dark side makes it harder to use the Force *without* calling on the dark side. If you have DSP and you don't use them to fuel a power, it costs double the Willpower.

When facing an opponent with fewer DSP who draws on the light side (see below), you lose Willpower points equal to the Willpower gained by your opponent.

When directly facing an opponent with fewer DSP who draws on the dark side, you *gain* Willpower points equal to the DSP gained by your opponent.

If you gain Willpower by saving a life or accomplishing some other important, positive deed *without drawing on the dark side*, you can opt to remove DSP instead of gaining Willpower. Each Willpower point given up reduces your base DSP by 1.

Drawing on the Light Side

Any Force-using character can draw on the light side of the Force, seeking calm focus and purity of intent and action to refresh Willpower points. This requires a Cool+Meditation roll, with your base Dark Side Points (if any) as a Difficulty rating.

If the roll succeeds, you gain width in Willpower points, up to your base score. If the roll fails, you lose 1 Willpower point (if already at zero, you lose nothing). This takes 5 - width rounds.

Dark Side Powers and Light Side Powers

Force powers and stunts that are marked DS (Dark Side) can only be used if you have at least one base Dark Side Point.

Force powers and stunts that are marked Light Side cannot be used if you have any base Dark Side Points.

Force Sense

With Force Sense, the Force enhances your intuition and senses.

Core Powers for Force Sense

Avoid Harm: You can reduce damage from any attack by 1 point per die in your Force Sense pool. No roll is required, but it costs 1 Willpower per point of damage avoided, whether normal or Shock; and to use Avoid Harm you must eliminate *all* damage from the attack, or as much as your Willpower allows.

Intuition: Whether consciously or subconsciously, the Force guides your actions. You can add your Force Sense dice to any other dice pool at a cost of 1 Willpower per regular die, 2 per hard die, and 4 per wiggle die. No roll is required to activate this power; simply pay the Willpower and add the dice.

If you declared a defensive action such as dodge and block, you

can choose to add Intuition dice *after* rolling for your action. For all other actions, you must decide whether to apply Intuition dice in the declaration phase, before rolling.

If you use any Force Sense dice for Intuition, you can't roll them with a separate Force Sense ability such as Blaster Defense.

Force Stunts for Force Sense

Blaster Defense: When using a lightsaber, you can roll your Blaster Defense pool to block blasters and other energy attacks that would ordinarily be too fast to dodge or block.

If you roll multiple Lightsaber Defense sets, you can use an extra set as an attack roll, redirecting the blast.

Drain Knowledge (DS): Sift a target's mind to gain specific facts. The target can resist with a Willpower struggle (see page 11). Duration: Width in rounds.

Empathy: Sense a target's emotional state; add the width of your roll to your next Cool or Command dice pool for that target.

Farseeing: Gain vague impressions of events in far places or times. Roll at a -1d penalty for seeing into the past or -2d for seeing into possible futures. You can also see the possible consequences of your immediate actions with a roll at -2d: If you succeed, you can substitute your Farseeing roll for your next failed roll. Duration: Width in rounds.

One With the Force: Can only be used when you die naturally or are slain in combat, and only if you have no Dark Side Points. If the roll succeeds, you retain your identity despite being joined with the Force, and can manifest as a sort of benign specter to communicate with other Force users. You can only manifest and communicate if the subject succeeds at a Force Sense roll.

Psychometry: Read the psychic imprint left by a person on a place or object, gaining insights into what the person was doing when he last possessed the object. This has a base Difficulty of 10; the more contact the person had with the object, the lower the Difficulty (GM's option). Duration: Width in rounds.

See Force: Detect the presence of the Force. The height of your roll indicates the amount of detail you can sense in the nature of the Force and the way it is being used (GM's option).

Sense Thoughts: Sense a single subject's surface thoughts. In combat, the subject must declare actions before you. You may also detect other important facts at the GM's discretion.

Energy Manipulation

You can use the Force to manipulate powerful energies.

Core Powers for Energy Manipulation

Move Object: Levitate an object up to 5 kg in mass for width in rounds. You can double the mass for each point of Willpower spent. An unwilling target who has any Energy Manipulation dice can resist levitation with a Willpower struggle (see page 11).

Force Push: Knock the target back width in meters, causing width in Shock damage and automatic knockdown. This can't be blocked or dodged, but an unwilling target who has any Energy Manipulation dice can resist it with a Willpower struggle (see page 11). If you roll multiple sets, you can knock back more than one adjacent target.

Repulsion: Deflect attacks by throwing attackers' aim off, using your Repulsion roll to gobble attack dice as if blocking.

Force Stunts for Energy Manipulation

Dissipate Energy: Gain the height of your roll in one-use armor points against energy attacks. When dissipating Force Lightning (see below), you can redirect the damage to the attacker. The target resists with a Willpower struggle (see page 11); if you win, the target takes the damage.

You can also drain a power cell or device for 1 Willpower, or a large cell such as that in a droid costs 2 Willpower; you can drain sentient droids only if you have Dark Side Points.

Drain Force (DS): If you defeat the victim in a Willpower struggle (see page 11), drain the width of your roll in current Willpower points from the target and add that amount to your current Dark Side points *and* to your current Willpower.

Force Alchemy (DS): You can imbue objects with the power of the Force at a cost of permanent Willpower points. The exact results are up to the GM.

Force Fist: Add the height of your roll to the damage of your next unarmed attack.

Force Grip (DS): Cause width in Shock damage to the victim's head. A Force user with any Energy Manipulation dice can resist this power with a Willpower struggle (see page 11).

Force Jump: Leap up to ten times your normal distance.

Force Light (LS): Channel the light side of the Force to purge the dark side. The light drains width in current Dark Side Points and inflicts width in Shock to all creatures with Dark Side Points within 10 meters. This damage cannot be blocked or dodged, and armor does not affect it. Force Light costs 1 Willpower.

Force Lightning (DS): Channel the power of the dark side in a blast of destruction, either Force lightning or a blast of hateful energy. Either attack costs 1 Willpower. Force lightning causes width in damage to a single foe, ignores all armor, and can't be blocked or dodged except by using a Force power such as Blaster Defense. A blast of hate causes width in Shock as well as Daze effects to all (friend and foe alike) within 10 meters.

Hurl Object: You can levitate an object up to 5 kg in mass and throw it at a target, causing width in damage.

Summon Storm: Create storm conditions in a radius of 50 to 100 meters per die in your pool for width x 10 minutes. All actions inside the storm are at Difficulty equal to your roll's height.

Throw Lightsaber: Use your Energy Manipulation pool to attack with a lightsaber anywhere in your line of sight.

Weaken Object: Cause width in damage with height in Penetration to an inanimate object.

Whirlwind: By levitating many small objects in a maelstrom, you cause Area damage (Shock only) equal to the height of your roll. All targets in a 10-meter radius must roll Area dice equal to your roll's height; each die is a location taking 1 Shock. This damage can't be dodged or blocked. It costs 1 Willpower per round.

Physical Control

You can enhance physical abilities in yourself or others.

Core Powers for Physical Control

Enhance Strength: You can roll your Physical Control dice in place of your Body dice.

Enhance Agility: You can roll your Physical Control dice in place of your Coordination dice.

Force Stunts for Physical Control

Battlemind: Add your roll's width to your initiative each round. Once activated Battlemind costs 1 Willpower per round.

Burst of Speed: Multiply your running speed and jumping distance (with a Burst-enhanced running start) by 10 for one round.

Create Life (DS): Manipulate the Force to artificially imbue a biological construct with life or to impregnate a living creature. This is a very uncertain process; you must roll your Create Life stunt dice as a separate dice pool, apart from your Physical Control dice, and score a height of 10 for it to work. If it fails, the biological construct is destroyed or the intended mother perishes.

Extra Actions: Add the width of your Physical Control roll to the width of any successful roll; however, you must use the extra width in extra actions, not to increase the width of a single action. Unlike normal multiple actions, you can use Extra Actions to do the exact same action multiple times—you could launch multiple attacks with the same weapon, for example (see page 5). Once activated, Extra Actions costs 1 Willpower per round.

Healing (LS): If the height of your roll beats the total damage on the hit location as a Difficulty number, heal width in Shock and convert width in normal damage to Shock. This takes 5 - width rounds and costs 1 Willpower per point of damage healed or converted. You can also cure a disease or detoxify poisons with a successful roll, taking 5 - width hours.

Prolong Force: Gain the width of your roll in Willpower points; each die in your roll indicates a hit location that takes 1 Shock.

Prolong Life (DS): Prolong a life beyond its natural span. In combat, delay death for 1 round per point of Willpower spent, no matter how much damage the subject has taken to the head, torso, or vitals. Outside combat you can stave off death (but not aging) by one year per permanent Willpower point.

Rage (DS): Focus your anger to increase your power, gaining +2d Body, +2d Coordination, and +1d Command. While raging, you can accomplish no tasks requiring concentration or focus, including Force powers. Rage costs 1 Willpower per round.

Sickness (DS): Cause the target to become ill, taking width in Shock damage to the torso once per day. This can be healed only with the Force. The target can resist with a Willpower struggle.

Mental Influence

You can use the Force to influence weak minds.

Core Powers for Mental Influence

Friendship: If your roll beats the target's Cool+Resist pool in a dynamic contest, the target becomes friendly for width in rounds. This is not mind control, merely a friendlier disposition.

Mental Defense: Your Mental Influence roll can act as a dodge roll against Force effects, gobbling width in dice.

Power Stunts for Mental Influence

Affect Mind: If your roll beats the target's Cool+Resist pool in a dynamic contest, you can suggest a specific decision or idea that the target thinks is his own.

Battle Meditation: Sense the flow of enemy intentions and guide allies to increase their effectiveness. Each ally gains a 1d bonus to all rolls. Once activated, Battle Meditation costs 1 Willpower point per round.

Beast Language: Communicate with an animal for one round.

Control Mind (DS): Control the actions of an ally. Each Willpower point spent multiplies the number affected by 10. Your roll must beat each target's Cool+Resist pool in a dynamic contest to establish control. It costs 1 Willpower point per round.

Fear (DS): If your roll beats the target's Cool+Resist pool in a dynamic contest, the target flees in terror.

Illusion: Create images affecting a number of senses equal to your roll's width. The roll's height is the Difficulty of seeing through it with a Sense roll (using the appropriate Sense skill) if the target is suspicious. It costs 1 Willpower point per round.

Inspire: All allies gain width in bonus dice this round.

Mask Force: Treat your Mental Influence roll as a dodge roll against efforts to sense the Force in you.

Sith Sorcery (DS): Channel the spirits of long-dead Sith lords to increase your power, replacing any roll with your Sith Sorcery roll once per round. Sith Sorcery costs 1 Willpower per round. If you reach zero Willpower with Sith Sorcery still active, however, you are possessed by a Sith spirit.

Telepathy: You can establish a mental link for one round with a target up to 10 meters away to exchange emotions or simple thoughts. From 11 to 100 meters, roll at Difficulty 4; between 101 and 1,000 meters, roll at Difficulty 7.

Multiply the range by the number of dice in the target's Force Sense pool. Multiply by a further 10 if there is a close relationship between you, such as spouses, siblings, or master and apprentice.

Lightsaber Forms

These are the best-known lightsaber techniques and some of their practitioners. All Jedi are trained in Form I; you can choose one additional form as a specialty. You can declare using a form with its favored move in any combat round and gain +1d with its favored move. If the move succeeds, you gain 1 Willpower. If it fails or is blocked or dodged, lose 1 Willpower. Feel free to create other forms with the GM's permission.

Form I (Qui-Gon Jinn): The first form, emphasizing balanced attack and defense. Favored move: Block and attack (in the same round).

Form II (Count Dooku): A classical, refined form of lightsaber dueling. Favored move: Feint.

Form III (Obi-Wan Kenobi): A tight, focused form that emphasizes defense. Favored move: Riposte.

Form IV (Darth Maul, Yoda): An acrobatic form that relies on speed and agility. Favored move: Snap shot.

Form V (Anakin Skywalker): An aggressive form that emphasizes turning attacks against the attacker. Favored move: Power attack.

Form VI (Adi Gallia): A form that minimizes destruction, recognizing the goal of the Jedi is peace. Favored move: Disarm.

Form VII (Mace Windu): An advanced, difficult form that emphasizes bold, unpredictable movements. Favored move: Called shot.

STAR O.R.E. CHARACTER SHEET

NAME: _____ PLAYER: _____

SPECIES: _____ GENDER: _____ CAREER: _____

AGE: _____ HEIGHT: _____ WEIGHT: _____

EYES: _____ HAIR: _____ SKIN: _____

APPEARANCE: _____

CHARACTER POINTS: _____ EXPERIENCE POINTS (Total/Unspent): _____ / _____

MOTIVATIONS: _____

BODY

COORDINATION

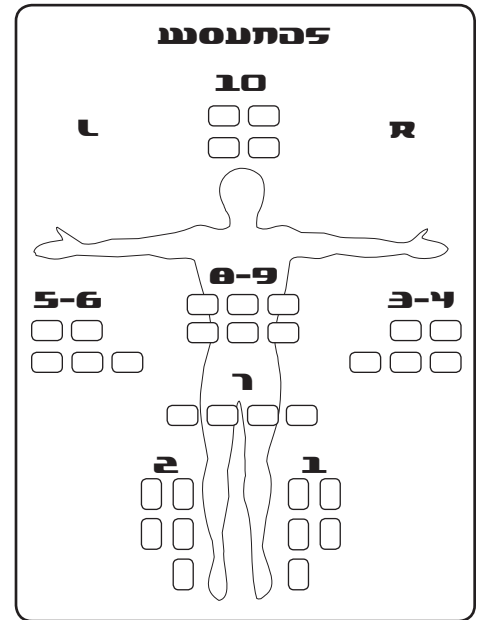
SENSE

BRAINS

COMMAND

COOL

DARK SIDE POINTS (Base/Current): _____ WILLPOWER (Base/Current): _____



SKILLS	DICE POOL	SKILLS	DICE POOL	FORCE POWERS/STUNTS	DICE	FORCE POWERS/STUNTS	DICE
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____

ARMOR	AR	COORD.	MOVE	SPECIAL
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

WEAPONS	DAMAGE	PEN.	INIT.	SPECIAL
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

COMBAT MANEUVERS	PENALTY	COMBAT MANEUVERS	PENALTY
Standard Attack	-	Defensive Throw	-1d
Aim	+1d or +2d	Knockdown	-1d
Dodge/Block	-	Power Attack	-1d
Dive for Cover	-	Snap Shot	-1d
Suppressing Fire	Roll 2d+Spray	Aim High	-1d
Called Shot	-1d, set 1d	Aim Low	-1d
Disarm	Set 1d	Feint	-1d
Wrestle	-	Riposte	-1d
Choke	Call shot		