STAR WARS

Name:		Nature:		Experience:	
Player:		Demeanor:		Destiny:	
Chronicle:		Species:		Destiny points:	

ATTRIBUTES

Physical			Social			Mental		
Strength		●○○○○	Charisma		●○○○○	Perception		●○○○○
Dexterity		●○○○○	Manipulation		●○○○○	Intelligence		●○○○○
Stamina		●○○○○	Appearance		●○○○○	Wits		●○○○○

ABILITIES

Talents		Skills		Skills	
Alertness	○○○○○	Animal ken	○○○○○	Investigation	○○○○○
Athletics	○○○○○	Appraise	○○○○○	Medicine	○○○○○
Acrobatics	○○○○○	Astrogate	○○○○○	Meditation	○○○○○
Brawl	○○○○○	Crafts	○○○○○	Melee	○○○○○
Dodge	○○○○○	Computer	○○○○○	Performance	○○○○○
Empathy	○○○○○	Demolition	○○○○○	Pilot (ships/speeders)	○○○○○
Expression	○○○○○	Diplomacy	○○○○○	Repair	○○○○○
Intimidation	○○○○○	Disguise	○○○○○	Ride (bikes/animals)	○○○○○
Leadership	○○○○○	Enigmas	○○○○○	Security	○○○○○
Persuasion	○○○○○	Firearms	○○○○○	Stealth	○○○○○
Subterfuge	○○○○○	Gamble	○○○○○	Survival	○○○○○

Knowledges		Knowledges		Languages	
Business	○○○○○	Lore: Jedi	○○○○○		R ○ W ○
Engineering	○○○○○	Lore: Planets	○○○○○		R ○ W ○
History	○○○○○	Lore: Sith	○○○○○		R ○ W ○
Politics	○○○○○	Lore: Species	○○○○○		R ○ W ○
Science	○○○○○	Lore: Wilderness	○○○○○		R ○ W ○
Streetwise	○○○○○	Lore:	○○○○○		R ○ W ○
Tactics	○○○○○	Lore:	○○○○○		R ○ W ○
Technology	○○○○○	Lore:	○○○○○		R ○ W ○

FORCE KNOWLEDGES

Battle	○○○○○	Telekinetic	○○○○○
Mind	○○○○○	Transform	○○○○○
Nature	○○○○○	Swordplay	○○○○○

OTHER

Merits		Power	Health		
	○○○○○	●○○○○○○○○○	Bruised	-0	
	○○○○○	□ □ □ □ □ □ □ □ □ □	Hurt	-1	
	○○○○○		Injured	-1	
	○○○○○	**Willpower**	Wounded (can't run)	-2	
	○○○○○	●●○○○○○○○○	Mauled	-2	
	○○○○○	□ □ □ □ □ □ □ □ □ □	Crippled (only 1m / round)	-5	
	○○○○○		Incapacitated		
	○○○○○	**Force abilities**			
	○○○○○			Dark side	Light side
	○○○○○			□□□□□□□□□□	□□□□□□□□□□
	○○○○○				
	○○○○○			Passion	Virtue
	○○○○○				
	○○○○○				
	○○○○○			**Weapons**	
	○○○○○		Weapon	Diff	Rate	Damage
Flaws					
	○○○○○				
	○○○○○				
	○○○○○				
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	○○○○○				

Star Wars Storytelling (d10)

Star Wars Storytelling (d10) is created based on Storytelling role-playing system by White Wolf (used in all World of Darkness and Exalted books). It also shares some principles and information from Star Wars Saga Edition system by Wizards of the Coast. The basic rules of Storytelling and Star Wars Saga Edition are not included.

Star Wars Storytelling (d10) includes comprehensive material based on the systems above that is needed to play in the world of Star Wars (SW).

New Parameters for Storytelling

Destiny: a character's Path in life. The life of every character is dedicated to his / her Destiny, even if the character is not aware of it. A character's Destiny is defined by the Storyteller and may be hidden from the player. Performing actions in compliance with one's Destiny grants the character Destiny points.

A Destiny point can be spent only **once per round** to achieve one of the following:
- +3 successes after any combat roll, but before any resistance roll;
- +5 successes to the results of initiative roll for the current round;
- Ignore all damage penalties in the current round including movement speed penalty;
- Intercept damage for an ally within 1,5 meters from the character (does not spend action);
- Change an effect of a merit or a Force ability;
- Ignore one flaw effect for one round;
- Do not die when having received damage while Incapacitated.

A Destiny point can be spent **once per scene** to:
- Restore all Current Willpower points;
- Perform an outstanding action (cannot be used for battle actions and must be approved by Storyteller).

Power: relative 'weight' of a character in the world of SW and degree of his / her heroism (often accompanied by the corresponding amount of attention from the Force). Having at least one dot in Power a character switches from being a Commoner to being a Hero. Further growth of Power is defined by Storyteller (can be justified by overcoming new challenges and the character's destiny) and always leads to an increase of challenge difficulty he / she faces.

'Common' characters (no dots in Power) only have four health levels: full health, Injured (-1), Mauled (-2), Incapacitated. Heroes have all health levels standard for Storytelling system.

Heroes have maximum and current Power values. Current value (pool) can never exceed the maximum one. Each successful die roll in a battle situation (or a challenging non-battle contested roll at Storyteller's will) increases Current Power by one. Full rest (8 hours of sleep or meditation) empties Current Power pool.

Current Power (CP) can be spent in the following ways:
- For each point spent at the beginning of round increase one weapon or Force Ability base damage by 1 for that round;
- For each point spent at the beginning of round decrease penalties for performing multiple actions per round (see below) by 1;
- After the results of Stamina soak roll a character can automatically soak any number of damage left by spending corresponding CP points. Earlier received damage cannot be soaked or healed this way.

Furthermore, each attack of a common character is automatically contested by the hero's current Power roll (no action required). The successes of the hero's current Power roll are subtracted from the successes of the attack roll. If there are any successes left, the hero can still make an evasion roll (protective action). The hero can choose not to use Power for evading an attack (e.g. to have a

chance to use Redirect Shot), but in that case he / she won't be able to make it after the evasion roll is made.

Light side / Dark side: this pair of parameters shows a character's progress in apprehension of the respective side of the Force. It is applicable to any character in Star Wars: both common and heroes, force-sensitive and not. Even a common person unaware of the mysteries of the Force lives his / her life tending towards its Dark or Light side, giving way to emotions or walking a path of consciousness.

Both parameters can change their value within the story, yet neither **can ever exceed** the character's Power value. Dark / Light side values of a character increase with the new scale of his / her darker or lighter deeds and decrease if a character performs actions contradictory to the essence of the respective path.

The Storyteller defines whether a character has achieved a new grade, however, it is recommended to encourage players in their role-playing.

Tables below describe the grades of apprehension and give examples of actions that lead to parameters decrease.

System: if a character performs a certain mistake, the player makes a roll of the respective Path value at difficulty: current Path value - the grade of committed mistake + 6.
Success: the character is able to reconcile with the deed.
Fail: the character loses one grade in the respective Path being aware of his / her action's impropriety and unable to justify it.
Botch: the value of the Path gets decreased by 2, while the character is temporarily depressed pondering over his / her fail.

Several Force abilities require a character affinity to the Light or Dark path. A character is considered *dark* if his / her Dark side value exceeds his / her Light side value by 2+. A character is considered *light* if his / her Light side value exceeds his / her Dark side value by 3+. All the rest are considered *neutral*.

A light character gets -1 difficulty on Light Force abilities rolls. A dark one gets -2 difficulty on Dark Force abilities rolls and +4 difficulty on Light ones rolls.

Several Force abilities may require a character to have a specific grade in the Light or Dark path. If a character loses the required grade, the activation difficulty of the respective Force ability increases by 3, while the Light side / Dark side bonus of the ability is disregarded.

Lightside		
	Degrees of apprehension	**Mistakes**
1	Not to let emotions cloud the mind	Intentionally let emotions rule
2	To constantly self-improve. To develop one's various sides, not only the strongest one	To count upon power, not skill
3	To engage in a conflict only when unavoidable. Not to maintain the conflict if contrary to the current situation	To choose a path of destruction given other options
4	To acquire all available information. To view situations from all angles	To forsake knowledge out of fear of consequences
5	To trust the wisdom of those more versed in your common Path	To intentionally forsake such guidance
6	To be honest with oneself in all things	To lie to oneself. To betray ultimate confidence
7	To follow the entire Path, not focus on its aspects. To accept the choice of others	To presume one's path the only true one
8	To judge basing on the Path only	To judge out of morals, not the Path

9	To create a possibility to follow the Path for others, not aim to change all by oneself	To interfere into a life more than necessary
10	To acknowledge death as a part of life	To act out of fear of death

Dark side		
	Degrees of apprehension	**Mistakes**
1	Realize: peace of the weak is always in the hands of the strong. The weak have no goal	To presume all people equal
2	Fear is no bond but your strongest ally. Only fear makes one able to achieve more	To accept one's defeat
3	Pursue only your goal. Serving the goals of others does not make you stronger	To renounce an opportunity to grow stronger
4	Anger concentrates your strength on the adversary, it gives you focus. It strikes fear into others, weakens them	Not to make use of own and others' fear and pain
5	Fear of your strength gives you power over the weak	Not to take when you want to
6	Hatred frees you from doubt. Your conviction makes others serve your goal	To forgive
7	Your power makes you free from the power of others. Only when free can you reach your goal	To allow morals restrain you
8	Use you strength and power or lose them. Destroy the idea, not the adepts	To choose a peaceful path given another
9	Power is the only true goal	To lose control over anything in your life
10	Life is the only true adversary	Not to prevent own biological death

Passion: each character has his or her passion (power, authority, money, knowledge etc.). Followers of the Dark side devote themselves to their passion, while those who follow the Light side try not to let it rule over their actions. Willpower rolls to refrain one's passion have -2 difficulty for Light side characters and +2 difficulty for Dark side ones.

Virtue: each character has a certain virtue (compassion, selflessness, generosity etc.). Followers of the Light side school themselves to such virtues, while followers of the Dark side try not to give way to them, considering them weaknesses. Willpower rolls to perform actions driven by one's virtue have -2 difficulty for Light side ones and +2 difficulty for Dark side characters.

Changes and additions to Storytelling system

Willpower: there is Permanent Willpower (PWP) and Current Willpower (CWP). Storyteller may award up to 3 CWP points for significant actions in line with the character's Nature and up to 1 CWP for actions in line with the character's Demeanor. One CWP is also restored after a full rest (8 hours of sleep, meditation or recharge). CWP can also be fully restored once per scene at the cost of 1 Destiny point.

A CWP point can be spent to:
- Ignore all damage penalties in the current round (except movement speed penalty);
- Acquire 1 automatic additional success for any action including combat ones (except damage, soak, willpower, DS and LS rolls).

Damage: there is no aggravated damage in SWd10, but bashing and lethal damage exists.
Any character (not only a hero) using shields or armor can try to soak any type of damage by rolling a number of dice equal to a shield / armor rating (difficulty 6).
Heroes can soak bashing and lethal damage with a Stamina roll (difficulty 6). 'Common' characters can soak only bashing damage.
After Stamina soak a hero may spend Power to soak the remaining damage (see "Power" above).

Skills, Talents and Knowledges usage: players can make a Talent check with difficulty 6 even if they have no points in this Talent (using respective Attribute only). A Skill check can be made with difficulty 8 if there are no points in this Skill. Knowledge and Force knowledge checks cannot be made without points in the respective knowledge.

Additional successes on an attack roll do not increase damage dice pool. Use Aiming table (see below) to increase damage.

Initiative (order of actions in fight) is defined at the start of the fight.
- All participating characters roll their Light side or Dark side (whichever is higher) at difficulty 4.
- Each success adds a die to the following Initiative roll (Dexterity + Wits, difficulty 4).

In case of a tie the character with higher Light side / Dark side value has higher initiative. In case of further tie, the character with higher Dexterity has higher initiative. In case of further tie the character with higher Wits. If there is still a tie, the player who rolls more on a d10 gets higher initiative.

Multiple actions (dice pool splitting): at the beginning of each round characters name the desired active actions. If more than one, subtract the number of dice equal to the number of desired actions from the first action dice pool. Example: to perform a sword strike, shoot and use a Force Ability in one round the character will roll the first one with -3 dice, the second one – with -4 and the third one with -5. You can spend Power to decrease this penalty.

Evasion rolls (defensive actions) don't have to be named in advance. They can be activated when needed subtracting one die from all subsequent action pools. If multiple active actions were declared, yet didn't happen, the first evasive action is activated with the first active action penalty.

Performing actions (in battle): the character with the lowest initiative names his / her intended action and performs it if a character with higher initiative does not claim intercepting it to perform his / her own action. After the end of interception the character continues to perform the action he / she **had named before**. If a player has already started to resolve the action (e.g. made an attack roll), the action cannot be intercepted until fully resolved (e.g. damage inflicting and soaking step).

Attention! Please, don't roll just to block anyone's possibility to intercept your action. The rule above is more about not intercepting actions after their result is obvious than about faster dice rolling.

In case of *multiple actions* characters perform their active actions in the same initiative order.

Movement: each round a character can move for (20+Dexterity*3)/2 meters and perform an action afterwards. A character can move twice as much running if taking no other actions this round (including evasive ones).

Wounded character cannot run. Crippled character can move only 1 meter per round. Spending Willpower does not cancel movement limitations.

Dodge: to dodge Firearms and Force abilities roll: Dex + Athletics or Dex + Acrobatics (Storyteller may limit the choice); to dodge Brawl: Dex + Dodge or Dex + Brawl (Storyteller may limit the choice); to dodge Melee: Dex + Dodge or Dex + Melee or Dex + Acrobatics (Storyteller may limit the choice).

If a brawl attack made against a character with an extracted melee weapon results in a botch, the attacker receives his / her opponent's weapon basic damage.

Shield: if a shield didn't soak all the successes from a damage roll its rating gets decreased by 1 (even if Stamina, armor and Power soaked the rest). Each point of shield rating can be restored by an Intelligence + Repair action (difficulty 9).

Shields protect from Force abilities that deal physical damage.

Armor: if damage dealt after armor soaking (but before Stamina roll) exceeds armor rating, armor rating gets decreased by 1. You can fix armor with correspondent skills in a non-combat situation.

Armor protects from Force abilities that deal physical damage.

Shield / armor soak ignore: lightsabers attacks ignore armor soak. Disruptor weapons ignore both armor and shield soak.

Healing: after a full rest or a meditation a hero can roll his / her Stamina to heal some of his / her wounds. Difficulty for healing lethal damage is 8, while difficulty for bashing damage is only 5. Each success heals one corresponding health level (starting from the top of wounds list).
Droids can heal damage only through means of repair.

Ion weapon: deals twice less damage to living targets. Also, deals bashing damage to living targets and lethal damage to droids.

Several opponents: heroes don't get the standard difficulty increase for simultaneous engage with several opponents in close combat. Common characters get the standard penalty: difficulty +1 for each opponent, starting with the 2nd (maximum of +4).

Each point in Firearms grants a new skill in wielding a specific weapon. If a character attempts to use a weapon he / she is not skilled with, a shot is made with +2 difficulty. There are the following Firearms skills in Star Wars: blaster pistols, blaster rifles, heavy weapons, archaic weapons (incl. bullet weapons), gunnery, special weapons (flamethrowers, disruptors etc. where each kind requires a specific skill).

Each point in Melee grants a new skill in wielding a specific melee weapon. If a character attempts to use a weapon he / she is not skilled with, an attack is made with +2 difficulty. There are the following Melee skills in Star Wars: simple weapons (club, knife, dagger), vibroblades (vibrorapier, vibrosword), swords (long sword, two-handed sword, other swords incl. Sith swords), pole-arms (pike, lance, poleaxe), axes (axe, moil), missile weapons (atlatl, cesta), special weapons (each kind requires a specific skill) including lightsabers (granted at Storyteller's decision).

Each point in Force knowledge grants one of the Force abilities within the respective Force knowledge tree.

Attributes / abilities: we recommend using the system where Attribute dice and Ability dice added to the roll differ in results description. Example: one character has Intelligence 5 and Lore: Jedi 1, the other has Intelligence 1 and Lore: Jedi 5. The second character is a kind of walking encyclopedia and is able to give a precise, "by the book", answer to practically any question on the topic, yes is almost unable to analyze the data and make significant conclusions out of it. The first character, on the contrary, knows very little but can effectively process the information that is provided to him / her. Thus, in case there is a need to recall all the outstanding Jedi and their stories, the second character may easily roll the dice, while the first one may have an increased difficulty of the roll (by 1 to 3 at Storyteller's discretion).Yet, when there is a need to detect similarities between these distinguished Jedi and find the right way to evolve, the first character is out of competition.

Aiming Tables

Table for ranged attacks / Force abilities* aimed at specific body parts:

Attack aimed at…	Difficulty to hit	Damage dice
Head / neck	+3	+4
Arms / hands	+3	-1
Chest / spine	+0	+0
Vital organs	+2	+3
Legs / feet	+2	+0
Eyes	+4	+3
Weapon	+3	+0

* – a Force ability has to have an "Aiming" descriptor.

Table for brawl / melee attacks aimed at specific body parts:

Attack aimed at…	Difficulty to hit	Damage dice
Head / neck	+3	+4
Arms / hands	+0	-1
Chest / spine	+2	+1
Vital organs	+3	+3
Legs / feet	+1	+0
Eyes	+4	+3
Weapon	+3	+0

In case there is need to choose an effect (for example the victim receives 4 damage into the neck and it has to be defined whether the victim loses consciousness or the ability to speak) use the effect that requires most damage (in the case above – loss of consciousness).

Head / neck: 3 damage into the neck makes the victim lose the ability to speak (until healed). 4 damage into the neck results in the loss of consciousness unless the victim succeeds in a Stamina roll (difficulty 8) or spends a Willpower point. 5 damage results in break of neck or severe head injury: the victim is paralyzed until healed. 6+ damage results in "death" (heroes lose consciousness and remain on the verge of death until healed. Damage from another attack permanently kills a hero).

Arms / hands: any damage into arms or hands may lead to dropping anything held by the victim. To avoid it the victim must have at least one success in a Stamina roll (difficulty 7). 4+ damage leads to broken arm / hand and disables the limb; all objects are automatically dropped. 6+ damage results in severed arm / hand or severe damage leading to amputation.

Chest / spine: 5+ damage leads to broken ribs. A character with broken ribs: 1) makes a Stamina roll (difficulty 8) each round to continue doing something; 2) receives another level of damage if performing any physical action requiring a dice roll; 3) receives two more levels of damage after another successful melee or brawl attack into his / her chest / spine. If a character was attacked from behind and the amount of damage is enough to incapacitate him / her (7 or more), the attack may result in broken spine and paralysis at Storyteller's discretion.

Vital organs: such attacks require knowledge of vital organs' disposition to use. A character who received 4+ levels of damage: 1) makes a Stamina roll (difficulty 8) each round to continue doing something; 2) receives another level of damage if performing any physical action requiring a dice roll; 3) receives two more levels of damage after another successful melee or brawl attack into his / her vital organs. 5+ damage makes the character unable to perform any other actions until he / she receives some help (e.g. gets carried away) or is healed.

Legs / feet: 4+ damage makes the limb broken and / or disabled; dice pool for any actions requiring walking or running is reduced. 6+ damage results in severed limb or severe damage leading to amputation.

Eyes: 2 damage leads to blindness for the next round; 3 damage – for the next two rounds; 4+ damage – to permanent blindness.

Weapon: after a successful attack into a weapon the character receives a possibility to break it. The number of weapon health levels and weapon stamina (to soak damage) gets defined by Storyteller.

Basic points for new character creation

Attributes: 6/4/3.
Abilities: 11/7/4 (no value above 3).
Power: 1.
Willpower: Wits+1.
Merits: 3.
Flaws: Storyteller may award additional points for purchasing flaws that can only be spent to purchase merits. No more than 6 points of flaws can be acquired.
Languages: depending on character's race and background.

Experience points

We strongly advise against spending experience points on anything not supported by story development. Moreover, we advise to define a time span required to master any new ability or skill in respect with its experience cost: something that costs 3 experience points is three times faster to learn than something that costs 9. A character may learn several things at once, however common sense in simultaneous abilities learning is strongly advised.

New ability: 3.
Attribute: NV*4.
Abilities, Force knowledges: NV*2.
Willpower: NV.
Spoken language: 2.
Written language: 2.
Additional firearms / melee technique: 2.
Additional Force ability: 3.
Merit: value*3 (at Storyteller's consent).

* NV – new value: current value + 1.

Merits and flaws

Physical

Acute Senses (Merit, 1-3 points)
One of your five senses is incredibly sharp, and detection rolls involving this sense have a -2 difficulty. If you spend three points on this Merit, all your senses are incredibly sharp.

Ambidextrous (Merit, 1 point)
You are equally dexterous, or nearly so, with both hands, and use your "off" hand at no penalty.

Attentive (Merit, 2 points)
You can reroll any Alertness roll once per scene but must accept the second result.

Cat-like balance (Merit, 1 point)
Your character has an innate sense of balance. Difficulty of balance-related rolls (e.g. Dexterity + Athletics to walk along a catwalk) is decreased by 2.

Giant (Merit, 4 points)
Your character is exceptionally large and may be as tall as 210 cm and weigh as much as 180 kilos. Thus, the character has an additional health level and can sustain more damage before becoming incapacitated. The additional health level is considered another level of Bruised without penalty. Mind that your character will stand out from the crowd, will be easier to hit and might develop health problems with age.

Night vision (Merit, 3 points)
You can clearly see in total darkness (underground, at night).You don't receive the standard 2 dice penalty to Perception rolls in darkness, but you still receive the 1 die penalty in twilight.

Pain Resistance (Merit, 5 points)
Either your character is made of steel or is a drug-addict (you'll have to take the Addiction flaw), he / she does not feel pain, no matter how sever the damage is. You can ignore all damage penalties until killed.

Toughness (Merit, 1 point)
+1 die to all Survival rolls.

Twilight vision (Merit, 1 point)
You can see clearly in twilight (underwater, after sunset, in thick atmosphere). You don't receive the standard 1 die penalty to Perception rolls in twilight, but you still receive the 2 dice penalty in total darkness.

Addiction (Flaw, 1-3 points)
You are addicted to some substance, such as nicotine, alcohol or heavy drugs etc. If the substance is quite easy to obtain, the Flaw cost is 1 point and the addition might have no significant penalties on the game. If the substance is illegal, dangerous for health and psychics, the Flaw cost is 3 points. A character without a dose will suffer from abstinence defined by Storyteller.

Blind (Flaw, 6 points)
Your character is unable to see. You cannot make Perception rolls based on seeing and suffer a -3 dice penalty for all Alertness rolls (unless they are based on a different sense). All Dexterity checks have a +2 difficulty. To aim his / her weapon or use a Force ability the character must rely on hearing or other senses.

Deaf (Flaw, 4 points)
You can't hear. You automatically fail all rolls requiring hearing. Also, this flaw increases the difficulty of most Perception rolls by 3, as your character has to rely on other senses for search of perils or evidence.

Deformity (Flaw, 3 points)
You have a withered limb, hunchback, or other physical defect which causes you difficulty in movement, as well as in some social interactions. For example, hunchback will lower character's dexterity by 2 and, if applicable, will increase social rolls difficulty by 1. A hunchback can use computers not worse than any others as Holonet communication has nothing to do with appearance. Specific effects of a deformity are defined by Storyteller.

Disfigured (Flaw, 2 points)
You have an injury or physical defect which makes you perfectly hideous. All social rolls difficulty is increased by 2. Appearance trait cannot rise above 2.

Lame (Flaw, 3 points)
You have problems walking due to injury or birth defect. Your character is visually lame, walks slowly and has to use support such as cane, crutch or implant. Your speed is 4 times decreased and you are unable to run. This Flaw may increase the difficulty of maneuvers that require using legs (e.g. jumping, swimming, brawl etc.) at Storyteller's discretion.

Monstrous (Flaw, 3 points)
Appearance trait is automatically 0.

Mute (Flaw, 4 points)
You are unable to speak due to physical injury, curse or innate flaw. You can communicate with the other players by describing your character's actions but he / she cannot speak for oneself (if you forget about this flaw the Storyteller may give you less Experience points). You can use Languages skill to study sign language or communicate through writing (if your character is literate).

One Arm (Flaw, 3 points)
You only have one arm. You suffer a -2 dice penalty to rolls where an action would usually require two hands (firearms, melee, heavy weight lifting etc.)

One Eye / One Ear (Flaw, 2 points)
You have lost an eye or an ear or a birth defect has made the organ dysfunctional. The difficulty of all Perception rolls with the use of the respective sense is increased by 2 (same as in Weak Sense Flaw). A one-eyed character has +1 difficulty for all rolls linked with peripheral vision (including long-range attacks); a one-ear character has +1 difficulty for all rolls connected with defining the source of any sound (due to lack of binary audio perception).

Paraplegic (Flaw, 6 points)
You cannot move your legs, stand or walk without wheelchair, crutches or any other complex or painful support. The character only moves 1 meter per round and does so with great suffering. This may be the result of severe mutilation or even a birth-defect. This Flaw brings about serious difficulties, so think twice before taking it!

Short (Flaw, 1 point)
You are well below average height, 125 cm or less. You can have difficulty reaching high objects and you attract attention. Movement and running speed is decreased by half.

Slow Healing (Flaw, 3 points)
Your healing processes are very slow due to weak immunity, old age, malnutrition or genetic predetermination. You heal twice as slowly as others and you have to spend 2 successes on healing roll to heal one damage level.

Weak Sense (Flaw, 1 point)
One of your senses is exceptionally weak or damaged. You may be hard on hearing, not perceptive to taste, color-blind or near-sighted. In all such cases you have +2 difficulty for all rolls connected with the weak sense. This Flaw cannot be taken together with Heightened Sense Merit for the same sense.

Mental

Common Sense (Merit, 1 point)
You character has a lot of practical wisdom and a habit to clearly evaluate one's actions in complex situations. Though this merit does not give any dice roll bonuses, the Storyteller will warn you if your actions are not in line with common sense. The Storyteller may even give you advice on how to handle certain situations. A good merit for starting characters, as you may be treated more softly by the Storyteller.

Concentration (Merit, 1 point)
Discarding all distracting factors your character is very good at focusing on the task at hand. Any external factors unless directly harmful will not cause you to distract. You receive no penalty if the character is distracted, punched, lifted upside down, forced to work under heavy rain etc.

Eidetic Memory (Merit, 2 points)
Your character generally remembers everything that has ever happened to him / her and can easily recall it in detail if needed. In calm situations, no roll is required; in situations of stress (e.g. an attempt to recall a book under heavy fire) make a roll of Perception + Alertness (difficulty 6) to recall the needed information.

Lightning Calculator (Merit, 1 point)
Your character can almost flawlessly perform complex calculations in mind with the speed of a computer. The player can use calculator at any moment, even if the character is running for his / her life.

Time Sense (Merit, 1 point)
You have an innate sense of time and can tell time with seconds' accuracy.

Amnesia (Flaw, 2 points)
You have no recollections of your past. You can use Abilities but have no memory of how you learned them. The Storyteller defines your past and some of it may really come as a surprise.

Compulsion (Flaw, 1-4 points)
There is something your character is compelled to do or not to do, no matter if he / she likes it or not. This Flaw can be psychological, physiological or supernatural. If the compulsion is purely psychological, make a Willpower roll to resist (difficulty 6 + Flaw value). Yet, if the compulsion is physiological or supernatural, mind resistance matters not, as either the body is crippled or the spirit is bound. There is nothing much your character can do about it. These cases make the Flaw value 2 points more.

Compulsions can be various. There is great difference between inability to touch something and inability to do harm. An evil witch can be physically unable to touch an innocent person, yet nothing stops her from stepping aside and firing a bow or casting a fire spell.

The value of the Flaw varies depending on the frequency and seriousness of compulsion.

Value	Compulsion
1	Never cross threshold uninvited; never show fear to an enemy; never contradict a senior officer

2	Never renounce a reasonable bet; never show an emotion; never touch anything sacred for a specific religion; never harm children
3	Never reject a duel; never strike women; never renounce sex; never lie; never kill
4	Never tell the truth; dance every time when music is heard; get excited when seeing mirrors or books; never reject a challenge; never do any harm

Deep Sleeper (Flaw, 1 point)
You can snore, roll over and ignore the alarm – your character sleeps like a bear in winter. No matter when your character tries to wake up, you receive a -2 dice penalty to the roll, and wander around sleepy, half-conscious and sore-eyed till the end of the scene (-1 die penalty to all rolls for the scene).

Insanity (Flaw, 2 points)
Regardless of circumstances your character is insane. This may be a birth defect or the result of something unwanted seen. With the help of Willpower you may temporarily overcome your insanity but may never be able to get rid of it forever. Create or choose a psychosis.

Nightmares (Flaw, 1 point)
Your character suffers from nightmares evoked by either natural reasons, or a curse or horrible memories. You character has trouble sleeping and often wakes up tired and cowered in sweat. You have to make a Willpower roll every time you wake up. Fail results in -1 penalty to all dice rolls for the next day. Botch results in the fact that the character still thinks oneself locked in a nightmare (which may well be used by Storyteller).

Phobia (Flaw, 2 points)
Your character is horrified at something quite common. You can be afraid of snakes or large gatherings of people. Make a Willpower roll every time your character faces the source of fear. Failure means your character will simply move away, while botch will make him / her run away screaming or collapse shriveling to the ground. If a character is forced to fight his / her fear source (e.g. an illusion of a snake), difficulty of all rolls is increased by 2.

Soft-hearted (Flaw, 1 point)
You character cannot stand others' suffering. He / she tries to avoid any situations that may result in inflicting physical or emotional pain to others unless successful in a Willpower roll (difficulty 8).

Speech Defect (Flaw, 1 point)
Serious lisp, split palate or similar defect prevents your character from speaking clearly. Try to role-play this flaw. You suffer from a -2 penalty to all dice rolls connected with verbal communication.

Quick-tempered (Flaw, 2 points)
Your character is quick to lose temper. If anything or anybody irritates him / her, you have to make a Willpower roll (difficulty 6) to keep calm.

Social

Debt (Merit, 1-3 points)
Someone important is in your debt. 1 point means a debt of service, 3 points – a life debt.

Deceptive (Merit, 2 points)
You can reroll any Subterfuge roll once per scene and must accept the second result.

Dark Mystery (Flaw, 1 point)
Horrible past haunts your character. You may have betrayed your tutor or have secretly fallen in love with an enemy. In any case, your secret (that has to be revealed at Storyteller's choice) may give you significant trouble, though will not likely lead to your death.

Enemy (Flaw, 1-5 points)
You have an enemy. The power of the enemy defines the Flaw value. E.g. Enemy 5 means that you got on the wrong side of all the Galaxy's criminals.

Mistaken Identity (Flaw, 1 point)
Your character happens to look like someone important which may give him / her multiple problems in case of mistake. He / she can be expected to do something that he / she cannot or be blamed for something he / she hadn't done.

Shy (Flaw, 1 point)
Large groups of people make your character feel uncomfortable. While not compelled to run away from crowds in panic, he / she will definitely have problems in communicating among such gatherings. You character can hardly speak or express oneself when looked upon by many people. When communicating with strangers or addressed by three or more people you suffer a +3 difficulty penalty to all Social rolls.

The Force

Adept Negotiator (Merit, 2 points)
You add +1 die to Persuasion rolls. It's a mind-affecting ability.

Ataru (Merit, 3 points)
Requirement: Dexterity 3, Acrobatics 3.
Before making an attack, make a Dexterity+Acrobatics check with any penalties to hit that you currently have. The number of successes to hit of the subsequent attack roll may not exceed the number of successes of this roll. Yet, if the attack is successful, gain +2 damage dice.

Attuned to the Force (Merit, 2 points)
Requirement: Charisma 3, Meditation 3.
You can reroll a Meditation roll aimed at searching your feelings or listening to the Force. You can choose the best result of two rolls.

Dark Side Resistance (Merit, 2 points)
You roll an additional die to resist all Dark side Force abilities targeted at you.

Dark Side Sense (Merit, 2 points)
You can reroll a Perception+Meditation roll aimed at detecting Dark side adepts but must accept the second result.

Djem So (Merit, 3 points)
Requirement: Strength 3, Melee 3.
Each time you make a successful melee attack against an opponent you can refrain from rolling damage. If you do so, you receive +2 damage dice for your next attack. If you choose not to deal damage several times, bonuses accumulate.

Fearless (Merit, 2 points)
Requirement: Power 7.
You gain +3 dice to resist any fear-inflicting Force ability or merit.

Force Intuition (Merit, 2 points)
Requirement: Meditation 2.
Make Initiative check with Dexterity + Charisma instead of Dexterity + Wits.

Force Perception (Merit, 2 points)
Requirement: Power 4, Force Sensitivity
You can use Meditation instead of Alertness.

Force Sensitivity (Merit, 1 point)
You can use Force abilities and purchase other Force merits and flaws. You can try to feel if the action you are planning to undertake will result in danger in the next 10 minutes (Perception+Meditation, difficulty 6+). A failure means you were not concentrated enough. A botch in a Dark side place will leave your feelings confused.

You can rest faster than people who have no connection to the Force. Each success on Stamina+Meditation roll (difficulty 4) reduces the otherwise necessary 8 hours of rest by 1 hour. Yet, even in meditation, rest cannot take less than 4 hours. When you meditate you remain aware of your surroundings, the difficulty of Perception rolls is not increased.

Juyo (Merit, 4 points)
Requirement: Strength 3, Dexterity 4, Melee 4.
If you attack using Dexterity+Melee, you can voluntarily increase your attack roll difficulty by 1, 2 or 3. If you do so, increase the difficulty of opponent's defensive action against that attack by same number + 1.

Link (Merit, 3 points)
You can establish a link with a willing character within 12 meters. From this moment and until the link is broken (willingly or as a result of increasing distance over 12 meters) you can aid each other on Force rolls without spending an action. Any one of you can lower the other's difficulty to activate Force abilities (or other Force knowledges at Storyteller's discretion, not damage rolls) by 1 till the end of the round. He / she then loses 3 dice for all Force rolls till the end of the round. You cannot be in more than 1 link simultaneously.

Makashi (Merit, 4 points)
Requirement: Dexterity 3, Melee 4.
Each round that you spend in full defense gives you a cumulative -1 difficulty for the round when you choose to make a counter-attack. Usage of aimed strikes system is highly recommended.

Master Force Ability (Merit, 3 points)
Choose one of your Force abilities. You always get at least one success to hit and inflict one damage when attacking with this Force ability. A contested roll may discard these successes according to standard rules.

Master "Force Knowledge" (Merit, 4 points)
When activating any ability from declared Force Knowledge, you can choose to distribute your successes among any number of targets (at least one success on every target).

Master Negotiator (Merit, 2 points)
Requirement: "Adept Negotiator" Merit
You have -1 difficulty for Persuasion rolls. It's a mind-affecting ability.

Power Recovery (Merit, 2 points)
Requirement: Power 4.
You automatically gain 2 points of temporary Power at the beginning of a combat after your initiative roll.

Precision (Merit, 2 points)
When using a Force ability you can exclude the number of characters equal to your Perception from the damage area of the ability (they will get no negative effects). Not applicable to Dark Force abilities.

Priority Target (Merit, 2 points)
If you make a lightsaber attack against a target that was not attacked by anyone since your last attack you deal +2 dice of damage.

Serenity (Merit, 4 points)
Requirement: Charisma 3, Meditation 4, Power 6.
If you have spent a round in meditation, the next round you can leave meditative state, move and make one attack / use one Force ability with -3 difficulty. This attack will always have at least 1 success (can be discarded by contested roll according to standard rules). You cannot perform any more actions in this round even if you spend Power.

Strong in the Force (Merit, 3 points)
Whenever you get at least 1 success on a Force ability activation, you gain +2 temporary Power instead of +1.

Vaapad (Merit, 5 points)
Requirement: Strength 4, Dexterity 4, Melee 5, Juyo.
If you attack using Dexterity+Melee, you can voluntarily subtract any number of dice from your attack dicepool. If you do so, your opponent loses same number of dice + 1 from any of his / her defensive action's dicepool against that attack.

Visions (Merit, 2 points)
You can get insight into the past or future of the character you use Farseeing on. The number of successes on the contested roll -1 equals the maximum number of years you may look into.

Race

Kel Dor (Merit, 3 points)
You receive "Twilight vision" and "Attuned to the Force" merits.

Twi'lek (Merit, 3points)
You receive "Twilight vision" and "Deceptive" merits.

Zabrak (Merit, 3points)
You receive "Attentive" and "Toughness" merits

Droid

Droid (Merit, 1 point)
You can purchase Droid merits and flaws. You are immune to mind-affecting Force abilities. You can only rest while being recharged (frequency depends on your generator volume). You cannot purchase Force merits and flaws. You do not regenerate naturally and cannot be targeted by Medicine skill. To restore health levels you need to use Repair and procure spare parts in case of lethal damage (at Storyteller's discretion).

Humanity (Merit, 2 points)
Requirement: Power 2.
You can receive bonuses from mind-affecting Force effects at will. You are immune to effects of a restraining bolt. All your behavioral restrictions have been wiped out.

Independent Spirit (Merit,2 points)
Requirement: Power 3.
One per scene get +2 dice to any defensive roll or contested roll.

Intellectual Fight (Merit, 3 points)
Requirement: Power 5, Computers 3.
Roll Intelligence instead of Dexterity for defensive rolls.

Ion Resistance (Merit, 2 points)
Difficulty to soak ion damage is decreased by 2.

Master of Heuristics (Merit, 3 points)
Requirement: Computers 4.
You can perform a Knowledge roll with difficulty 9 even if you have no points in this knowledge. Once per scene in a non-combat situation you can spend one CWP to reroll any talent or skill in which you have no points but must accept the second result.

Personal Shield Mastery (Merit, 3 points)
Requirement: presence of shields, Repair 2.
Difficulty to restore shield rating is decreased by 3.

Protection from Reprogramming (Merit, 2 points)
Requirement: Willpower 4.
You have +3 Willpower dice when someone attempts to reprogram you.

Routine Scripts (Merit, 3 points)
Requirement: Computers 3.
Once per scene you can use one of the following scripts:
- attack: make one attack roll with -2 difficulty;
- defense: activate "Independent Spirit" for the second time;
- skill: +2 dice to the skill roll in which you have at least 1 point.

Self-improvement Specialist (Merit, 1 point)
Requirement: Intelligence 3.
You have no penalty when reprogramming or changing yourself.

Aptitudes

Ability Aptitude (Merit, 1 point)
For every ability there is someone who is naturally gifted at it. Within the scope of a specific ability of your character the difficulty of all rolls for this ability use is reduced by 1. A born linguist easily learns languages and speaks them without accent; a born racer can easily perform difficult tricks while driving. The Merit can only affect one ability but can be taken several times for a character who is equally good at driving and computers for example.
Special abilities or Combat abilities cannot have this merit.

Ace (Merit, 3 points)
Requirement: Pilot 4.
You are a true ace. Difficulty of piloting is reduced by 1.

Agile Pilot (Merit, 1 point)
Requirement: Dexterity 3.
You are good at maneuvering. When piloting you perform evasion rolls with +1 die.

Armor Proficiency (light / medium / heavy) (Merit, 1 point)
You are proficient at wearing a specific armor type. Light armor rating = 1 or 2 (-1 die penalty to all Dexterity-based rolls); Medium = 3 or 4 (-2 penalty); heavy = 5 or 6 (-3 penalty). Your penalty for wearing a specific armor type is reduced by 1.

Armored Protection (Merit, 2 points)
Requirement: Merit "Armor Master".
Penalty for wearing any armor is reduced by 1.

Armor Master (Merit, 2 points)
Requirement: "Armor Proficiency" Merit.
Armor rating of any armor you are proficient at is increased by 1.

Battle Pilot (Merit, 2 points)
As long as you are piloting, if you perform an attack action after an evasive one you don't get the standard -1 die penalty for multiple actions.

Brothers-in-arms (Merit, 2 points)
Requirement: power 4.
If you're within 2 meters from a friendly character with the same merit, you can redirect all damage received by that character (after his / her armor / shield / Stamina soak) at yourself. You don't soak that damage the usual way; however, you can soak it with Power (by standard rules).

Brothers-in-arms forever (Merit, 3 points)
Requirement: power 6, Merit "Brothers-in-arms".
You can spend a CWP in a round beginning to change your initiative for the current round to a higher initiative roll result (minus 1) of a friendly character participating in the same battle scene and possessing the same merit.

Computer Professional (Merit, 2 points)
Requirement: Wits 3.
Once per scene you can reroll a Computers roll and choose the best result.

Harm's Way (Merit, 2 points)
Requirement: Power 4, Stamina3.
Once per scene you can redirect at yourself a successful attack against a character within 1 meter from you. The attack hits you without additional rolls, yet you may soak damage with your Stamina (and armor / shield / Power if available).

Hold on! (Merit, 3 points)
Requirement: Power 5.
You can postpone any received damage till the end of the round.

Improved Armored Protection (Merit, 2 points)
Requirement: "Armored Protection" Merit.
Penalty for wearing any armor is reduced by 1 more.

Master Hacker (Merit, 2 points)
Requirement: Computers 3, Intelligence 3.
Once per scene you can reroll a computer access roll and choose the best result.

Master of Evasion (Merit, 2 points)
Requirement: Dexterity 3.
You get +3 dice to area effect damage soak.

Master Pilot (Merit, 2 points)
When you pilot a vehicle, it gets +3 dice to area effect damage soak.

Rifles Professional (Merit, 2 points)
Requirement: Firearms 3.
You deal an additional die of damage when using a rifle.

Sure Shot! (Merit, 1 points)
You can aim at running characters.

Tracking (Merit, 2 points)
Requirement: Computers 2, Intelligence 3.
You can use Computers instead of Investigation to search for information on a certain person / event.

True Astronaut (Merit, 1 point)
You have no penalty for low or absent gravitation.

Sniper (Merit, 2 points)
Requirement: Perception 3, Firearms 3.
Your difficulty modifier for hitting targets in cover is reduced by 1.

Ability Deficit (Flaw, 1 point)
Your character is exceptionally inapt with a specific ability. He / she may have constant trouble learning how to drive or consistently make computers blow up with a fizz of smoke. Choose an ability in which you have at least 1 point, preferably one that is more or less important for the character. (The Storyteller will know if you do otherwise and have plenty of chances to make you pay dearly). All rolls with this ability get +2 difficulty for you.

Force abilities

Pre-requisite: your character has to have the given or exceeding parameter to purchase this Force ability. Abbreviations: LS = Light side, DS = Dark side, Roll = number of dice to activate the ability.

Roll: each Force ability belongs to a specific Force knowledge tree. Dice pool for each Force knowledge equals **the best** of its two Attributes + Force knowledge values.

Default difficulty: 6.

Aiming: you can use "Aiming table" during ability activation.

Resistance: if not stated otherwise, a hostile ability aimed at you is contested by a standard defensive action (a Dexterity + Athletics / Acrobatics roll, where Storyteller may limit the choice). A Willpower resistance roll is a reaction, thus, requires no action from the one resisting.

Damage (lethal / bashing): the number of **dice** rolled to inflict damage in case of a successful attack hit.

(D): Dark side Force ability.

(L): Light side Force ability.

(A): Mind-affecting Force ability, does not affect droids.

(UFA): until your first action in the next round, **including defensive ones.**

(UES): until end of scene; **cannot be activated more than once in a scene.**

Battle	
Roll: Strength or Dexterity + Battle	
Battle strike (UFA) Roll 5+	You use the Force to enhance your battle prowess. Target: you. Result: 1 success = +1 damage die; 3 = +2; 5+ = +3. Destiny point: number of successes = number of rounds the ability bonus lasts.
Corruption (D) Roll 7+, DS 6+	You use the Force to send a bolt of pure dark side vileness into an enemy. Target: within 12 meters. Damage (lethal): number of successes + 1. At the beginning of the next round the target hit by this ability makes a contested Stamina roll against the successes gained at ability activation: if the target has less successes, he / she receives additional half of the damage dealt (rounded down). Destiny point: Stamina rolls to soak ability damage during current activation and further contested roll against the activation successes receive +2 difficulty penalty.
Crucitorn (UFA) Roll 5+	You can surpass great physical trauma. Target: you. Defensive action. Receive bonus dice to Stamina. 1 success = +1; 3 = +2; 5+ = +3. Destiny point: receive +2 bonus dice to Stamina.
Dark rage (D) (UFA) Roll 7+, DS 6+	You become enraged as the dark side flows through you. Target: you. 1 success = +1 dice to hit; 3 = +2; 5+ = +3. At least one success grants +1 damage. Destiny point: ability works UES.
Inertia (UFA) Roll 5+, Surge	You can use the Force to shift your body's inertia, allowing you to perform impossible stunts. Target: you. 1 success = instead of standard move you can move for a 1/3 of your maximum speed on a wall as if on the ground; 3 = for a half of your speed; 5 = your speed. You have to start and end the movement on the ground. Destiny point: you don't have to start and end your movement on the ground.
Prescience (UFA) Roll 3+	The Force grants you a flash of insight in dealing with your enemies. Target: any in line of sight. 1 success = +1 die for evading his / her attacks; 3 = +1 to your attacks on him / her; 5+ = +1 for evading his

| | / her attacks and +1 to your attacks on him / her. |
	Destiny point: ability works UES.
Rend (D) Roll 3+, DS 6+	You can move a creature in two different directions simultaneously. Target: any within 6 meters. Damage (lethal): 4. If you get 5+ successes to hit, successes on the damage roll are doubled. Destiny point: if the target is Incapacitated after this ability used, you tear it in half and instantly kill it.
Resist force (UFA)	You use the Force to protect yourself from an enemy's Force abilities. Target: you. Defensive action. Receive bonus dice to resist all Force abilities. 1 success = +1; 3 = +2; 5+ = +3. Destiny point: if you have at least 1 success, opponents receive +2 difficulty penalty to the use of Force abilities against you.
Shatterpoint (UES) Roll 7+	You can see the critical point of a person that would shatter if struck at the right time. Target: within 12 meters. Resistance: Willpower. 1 success = multiply the number of damage dealt to the target by 1.25 (rounded according to arithmetic rules); 3 = by 1.5; 5 = by 2. Destiny point: if you have at least 1 success, target receives +2 difficulty penalty to soak your damage.
Surge (UFA)	The Force enables you to jump great heights and distances as well as move quickly. Target: you. 1 success = +3 dice for jumps, +1/2 speed. 3 = +4 for jumps, +100% of speed. 5 = +5 for jumps, speed * 2. Destiny point: +2 dice for jumps and +100% to the final speed.
Wound (D) Roll 5+, DS4+ Aiming	You painfully injure your target, leaving deep scars. Target: within 6 meters. Resistance: Strength+Athletics. Damage (lethal): 3. Damage inflicted cannot be cancelled by Power and is cured with Medicine with great difficulty (at Storyteller's discretion). Destiny point: decrease target's Current Power by the amount of damage inflicted.

Mind	
Roll: Charisma and Manipulation + Mind	

Battle meditation (A) (UFA) Roll 7+	The Force allows you to boost considerably the overall battle prowess of your allies. Target: all those defined by you within 6 meters (excluding you). Each success gives one of the defined targets +1 die to hit and damage, but no more than 3 per target. Destiny point: no more than 5 per target.
Enlighten (L, A) (UFA) Roll 5+, LS 4+	You reach out to an ally telepathically, sharing visions of the near future to give the ally an edge or to protect the ally from harm. Target: within 12 meters (excluding you). The target may substitute the result of his / her any roll (excluding soak and damage ones) by the result of your ability activation roll. Destiny point: target can substitute a soak or a damage roll.
Farseeing Roll 3+	You gain a vague, momentary impression of events happening around a particular being in some distant place. Target: a living being you have met. Resistance: Willpower (dead have Willpower = 10). You learn whether the target is alive or not, get an overall feel of the situation he / she is in and his / her superficial emotions. 3+ successes = you see the surrounding space within 6 meters. Destiny point: if you have at least 3 successes, you see the surrounding space within 100 meters.
Fear (D,A) (UFA)	You summon the power of the dark side to evoke fear in your

	enemies.
Roll 7+, DS 6+	Target: within 12 meters. Resistance: Willpower. Number of successes = dice penalty to all target's non-defensive actions.
	Destiny point: target has no resistance roll.
Force stun (A) (UFA) Roll 5+	You call upon the Force to overload an enemy's senses, potentially stunning it.
	Target: within 6 meters. Resistance: Willpower. Successes deduct dice from all target's actions in a combat situation. 1 success = -1 die; 5+ = -2.
	Destiny point: if you have at least 1 success, target can't move.
Force track	You peer into the Force for guidance, picking up the trail of your quarry.
	Target: you. You can follow the target's track for 1 hour without additional Survival rolls (you have to locate the track first). The number of successes defines maximum time that has passed after the track was left. 1 success = a minute; 2 = 10 minutes; 3 = one hour; 4 = one day; 5 = three days.
	Destiny point: maximum time = 1 month.
Inspire (L) (UFA) Roll 7+, LS 6+	You fill your allies with hope and courage, allowing them to face even the most daunting odds.
	Target: all those defined by you within 6 meters (excluding you). All targets receive a bonus to Willpower to resist enemy mind-affecting Force abilities. 1 success = +1, 3 = +3, 5+ = immunity.
	Destiny point: you also become a target of this ability effect.
Memory walk (D,A) (UFA) Roll 9+, DS 8+	You torment an enemy by causing him to relive his most horrible memories.
	Target: a living being within 6 meters. Resistance: Willpower. Damage (bashing): 3. 3 successes to hit = target cannot attack; 5 successes = target can only move (can neither attack, nor defend).
	Destiny point: if you have at least 3 successes, target also cannot move.
Mind shard (A) Roll 5+	You use the Force to splinter the mind of an opponent, wracking it with pain.
	Target: a living being within 12 meters. Resistance: Willpower. Damage (bashing): number of successes + 1.
	Destiny point: if the target received at least one damage, it gets -2 dice to all rolls UFA.
Mind trick (A)	You use the Force to alter a target's perceptions or plant a suggestion in its mind.
	Target: within 12 meters. Resistance: Willpower. Result (can be chosen having enough successes): 1 success = make target perform a non-combat command; 3 = the target loses 2 dice for defensive actions against your next attack; 5 = the target runs away for 10 rounds.
	Destiny point: if the target agrees, you can spend a Destiny point and make a roll. If you get at least 1 success after the resistance roll the target forgets last 24 hours completely.
Obscure (A) Roll 3+	You use the Force to cloud an enemy's mind, making it harder for the enemy to see its target.
	Target: any who declared an attack against you within 12 meters (your initiative has to be higher). Resistance: Willpower. The target attacks you with -1 dice. If the attack misses you can make the target attack another closest character with -3 dice.
	Destiny point: if the target misses, it attacks a target of your choice without a -3 dice penalty.
Valor (L) (UFA)	You call upon the strength of the Force, reaching out to your ally

Roll 9+, LS 8+	and sharing your strength with them.
	Target: within 12 meters. The target gets a bonus to all Willpower rolls equal to the number of success to activate the ability (not more than 5 overall).
	Destiny point: all those defined by you within 12 meters (including you) becomes the targets of this ability.

Nature
Roll: Charisma or Intelligence + Nature

Combustion Roll 5+	You use the Force to agitate particles in the air to create a pyrokinetic spray of sparks.
	Target: everyone within a square with 2m. edge and within 12 meters. Damage (lethal): 2. Everyone who receives at least 1 damage is set on fire: two lethal damage per round including 1st round (no need to roll to hit) until the fire is put out (can be soaked in a standard way).
	Destiny point: square edge increases to 5 meters. Base damage: 3.
Convection (UFA) Roll 5+	You alter your body chemistry, causing your skin to burn with incredible heat.
	Target: you. Your successful brawl attacks set targets on fire. The opponent receives 3 levels of lethal damage each round including 1st round (no need to roll to hit), until the fire is put out (difficulty to soak = number of your successes to activate the ability). This damage does not stack on consecutive hits.
	Destiny point: number of successes = number of rounds the ability gives bonus.
Cryokinesis Roll 3+	You can use the Force to draw heat away from an object, causing its temperature to drop rapidly.
	Target: an object within 12 meters. Each success decreases the object's durability, reducing the number of successes to break it by 1. It also inflicts penalty to the work of any electronics contained in the object.
	Destiny point: break object immediately.
Force scream (D) Roll 5+, DS 4+	You create an intense sonic scream, amplified by the Force.
	Target: everyone that can hear you within 12 meters. Resistance: Stamina+Alertness. Damage (bashing): number of successes (not more than 4).
	Destiny point: those who received at least 1 level of damage become deaf UES and gain +2 difficulty to all Perception rolls.
Force storm (D) Roll 9+, DS 8+	You use the Force to create a swirling whirlwind of dark side energy around yourself.
	Target: everyone within 2 meters (excluding you). Resistance: none. Damage (lethal): 4. Damage is inflicted at the beginning of each round. Number of successes = longevity of effect in rounds. Cannot be activated more than once in a scene.
	Destiny point: no activation roll. Every die in activation dicepool gives one automatic success.
Force tempest (D) Roll 7+, DS 6+	You create a storm that draws upon the dark side of the Force, focusing its malicious intent on a certain area.
	Target: everyone within a square with the edge equal to the number of successes to activate the ability and within 12 meters from you. Damage (lethal): 4.
	Destiny point: +2 resistance difficulty.
Ionize Roll 5+ Aiming	You call upon the Force to overload electronic systems and droids, damaging or even destroying the unit.
	Target: droid / device within 6 meters. Damage (ion): number of successes. Soaked by droids with half Stamina.

	Destiny point: ability targets every droid / device within 3 meters around you.
Plant surge (UFA) Roll 7+	You reach out with the Force to entreat the aid of plants, causing them to lash out at your enemy. Target: within 12 meters. Requires at least 1 plant within 1 meter from the target. 1+ success = the target cannot move. Destiny point: if you got at least 1 success, target gets +3 difficulty to all attack actions.
Vital transfer (L) Roll 5+, LS 4+	You use the life force to heal another living creature, using the Force as a conduit. Target: a living being that you touch. For each success to activate you heal one level of bashing damage (not breaking the touch for 5 rounds per each health level) or "stop bleeding" for the number of minutes equal to the number of successes. Can be rolled again after the effects run out. Destiny point: if you have at least 1 success, cure from any poison etc. (at Storyteller's discretion).
Telekinetic	
Roll: Strength or Wits + Telekinetic	
Ballistakinesis (UFA) Roll 7+	You use the Force to spray an area with dangerous debris. Target: everyone within a square with 2 m. edge and within 12 meters. Damage (bashing): 4. Destiny point: everyone who has received at least one damage gets a -3 penalty to their attack dice pools.
Detonate	You can perceive points of weakness within an object and use the Force to telekinetically press on those points, shattering the object. Target: an object within 12 meters. Number of successes = damage to the object (soaked by the object's durability). Destiny point: break object immediately.
Force blast Roll 4+	You use the Force to create a ball of compressed air and debris that you can hurl at enemy targets. Target: within 12 meters. Damage (lethal): number of successes. Destiny point: +2 resistance difficulty.
Force disarm	You disarm an opponent by using the Force to pull the weapon from his grasp. Target: within 12 meters. Resistance: Strength+Athletics. If you have more successes than the target, the latter drops his / her weapon. If you have 3+ more successes than the opponent, you can pull the weapon into your hand (if empty) or into your square. Destiny point: +2 resistance difficulty.
Force grip Roll 6+ Aiming	You use the Force to choke or crush your enemy. Target: within 12 meters. Resistance: Stamina+Athletics. Damage (lethal): 3. Destiny point: if the target received at least one damage, it gets a -3 dice penalty to all actions and loses its movement.
Force shield (UFA) Roll 5+	You use the Force to create a bubble of telekinetic energy around yourself, protecting you from harm. Target: you. Each success = +1 die (not more than 4) of shield to soak all types of damage. Destiny point: number of successes = number of rounds that ability gives bonus.
Force slam Roll 3+	You pound one or more creatures with the Force. Target: all in the 3 meter-long cone widening by 1 meter width per 1 meter length. Damage (bashing): 4. Destiny point: ability targets everyone within 3 meters around you.
Force thrust	You use the Force to push a target away from you.

23

	Target: within 12 meters. Resistance: Strength+Athletics. Number of successes = number of meters to which the target is pushed away from you. In case of hitting another object, damage (bashing) = 1. If you have 3+ successes, damage (bashing) = 3.
	Destiny point: multiply number of meters pushed by 2.
Force whirlwind (UFA) Roll 4+	You call upon the Force to surround an enemy in a swirling vortex of Force energy that lifts them about a half meter off of the ground, spinning them in the air and buffeting them with Force energy. Target: within 12 meters. Damage (bashing): number of successes (not more than 3). If the target received at least one damage, it loses its movement and is lifted into the air. Destiny point: if the target received at least one damage, it gets a -2 dice penalty to all actions.
Intercept Roll 4+	You use the Force to telekinetically hurl a small object in the path of an incoming projectile, preventing it from striking you. Target: you. Defensive action. Substitutes the standard evasion roll from long-range weapons and telekinetically-thrown objects. Destiny point: evasion difficulty -2.
Levitate Roll 7+	You can float up or down without anything or anyone to assist you. Target: you or other willing target. Number of successes = number of meters that you can fly instead of standard move in this round. Each success in this ability activation reduces by 2 the fall damage if any. Destiny point: multiply number of meters flied by 2; you get no damage from fall at all.
Move object	You telekinetically move a target in any direction using the Force. Target: an object within line-of-sight. Result: move the object in any direction to a cumulative distance of 12 meters multiplied by the number of rounds for which you continuously maintain Move Object (performing no other actions). Each round you must make a new roll to keep hold on the object. 1 success = move an object the size of a box; 2 = of a container; 3 = TIE-fighter; 4 = X-wing; 5 = Millennium Falcon; 6+ = at Storyteller's discretion. Destiny point: +3 successes to continuous Move Object maintain.
Repulse Roll 6+	You use the Force to clear an area around yourself. Target: all within 1 meter from you. Resistance: Strength+Athletics. Each success pushes each specific target 1 meter away from you. If the target thus hits a substantial object, deal 2 dice of bashing damage. Destiny point: ability targets everyone within 3 meters around you. If the target hits a substantial object, deal 4 dice of bashing damage.
Slow (UFA) Roll 4+	The Force enables you to slow your targets as if they are encumbered by an extremely heavy load. Target: within 12 meters. Each success = the target's speed is reduced by 2 meters. Difficulty of any physically active actions is increased by 1 (overall, not for each success). Destiny point: the target's speed is reduced by 4 meters for every success.
**Transform  ** Roll: Manipulation or Intelligence + Transform
Blind (UFA) Roll 7+	You transform perception of your foes with powerful energy. Target: within 12 meters. Each success = -1 to all target's attacks (no more than -5). Destiny point: +2 resistance difficulty.
Breach force (L) (UES) Roll 6+, LS 5+	You can suppress a Force-user's access to the Dark Side of the Force, making it difficult for him / her to use it.

	Target: within 12 meter with DS >= 10 - your LS and DS <= your LS. Resistance: DS. 1+ success = until the end of scene, if the target uses a Dark side Force ability, it immediately receives bashing damage equal to the number of successes at Force ability activation. Destiny point: damage becomes unsoakable (the target can still cancel damage by spending Power).
Cloak (UFA) Roll 5+	You can bend light around your body, rendering yourself invisible to anyone looking in your direction. Target: you. 3 successes = you become invisible and all opponent's actions targeted at you suffer -2 dice penalty; 4 = same and +1 Stealth die; 5 = same and +2 Stealth dice. Destiny point: activation difficulty -2.
Drain energy Roll 5+	You can draw energy out of powered objects, such as a blaster's power pack or a power generator. Target: an electricity-powered object within 6 meters. Resistance: evasion of the target holding the object. 3 successes = a vibro-knife loses charge; 4 = a vibro-sword or blaster; 5 = a lightsaber or blaster rifle; 6+ = at Storyteller's discretion. Destiny point: +2 resistance difficulty.
Energy resistance (UFA) Roll 3+	You use the Force to protect yourself from damage caused by energy sources. Target: you. Defensive action. Receive bonus dice to Stamina against energy weapons. 1 success = +1; 3 = +2; 5+ = +3. Destiny point: receive +2 bonus dice to Stamina.
Force light (L) (UES) Roll 9+, LS 8+	You can draw the Force into yourself, turning you into a beacon of light that purges the taint of the dark side. Target: all *dark* beings within 12 meters. Resistance: DS. Damage (lethal): number of successes. Destiny point: the target rolls DS (difficulty: your LS). On failure the targeted character loses 1 DS. On botch he / she loses 2 DS.
Force lightning (D) Roll 9+, DS 8+	You blast an enemy with deadly arcs of Force energy corrupting them. Target: within 6 meters. Damage (lethal): 8. Destiny point: the target rolls LS (difficulty: your DS). On failure the targeted character gets 1 DS. On botch he / she gets 2 DS. DS cannot go higher than 6 through this ability.
Hatred (D) Roll 7+, DS 6+	You give yourself over to the dark side, letting your hate radiate out from your body in palpable waves. Target: all within 1 meter from you. Damage (lethal): number of successes (no more than 4). Destiny point: +2 resistance difficulty.
Lightning burst (D) Roll 8+, DS 7+	You call upon the dark side to cause lightning to arc out from your body, striking adjacent enemies. Target: all within 1 meter from you. Damage: number of successes. Destiny point: +2 difficulty to soak damage from current activation.
Malacia (L) Roll 7+, LS 6+	You create dizziness and nausea by disrupting your enemy's equilibrium. Target: a living being with DS 1+ within 6 meters. Resistance: Stamina+Athletics. 1 success = +1 point of misbalance, 5 successes = +2 points. Each point gives -1 to all target rolls. If the target gets 5 points, he / she loses consciousness. If the target hasn't lost consciousness, the effect wears out completely after an hour. Destiny point: +2 resistance difficulty.
Morichro Roll 6+	You slow the vital functions of a target, causing it to slip into a deep sleep or even die. Target: a living being you touch. Resistance: Stamina+Athletics.

	Each 2 successes reduce target Stamina by 1. The effect wears off as soon as you break contact with the target. If the target's Stamina is reduced to 0, you may choose: either the target is instantly killed (Dark side act), or you put him / her into Force trance. Destiny point: +2 resistance difficulty.
Negate energy Roll 4+	You spontaneously negate a single attack that deals energy weapon damage, such as a lightsaber or blaster. Target: you. Can be activated after a successful roll inflicting energy damage upon you in case you only perform defensive actions in this round. If you gain more successes than the opponent, you take no damage. Destiny point: if you have 3+ more successes than the opponent, you may heal up to 3 health levels.
Rebuke Roll 5+	You harmlessly absorb or deflect one Force power used against you, perhaps even turning it against its creator. Target: you. Acts as a defensive action against a Force ability. If you have equal or more successes = the opponent misses. If you have 3+ more successes than the opponent, you can "redirect" the Force ability towards the opponent. The latter can also use Rebuke, but even in case of success can only evade the ability; there can be no second redirection. Destiny point: if you have 3+ more successes than the opponent, you may heal up to 3 health levels instead of redirecting.
Sever force (L) Roll 9+, LS 8+	You can block another Force-user's access to the Force, making it impossible for him / her to use Force abilities. Target: a being that you touch with DS 1+. Resistance: DS. Destiny point: for 10 rounds you and the target make your rolls. The cumulative number of successes (minus the target's successes) = the number of years for which the target loses contact with the Force.
Technometry Roll 4+	You can tap into and read technological devices and, in some cases, control them. Target: a droid or device that you touch. You can access data from the droid as if using Computers, or you can cloud its sensors for a round or make the droid run away from you for a round. Specific difficulty and the number of successes needed are defined by Storyteller. Destiny point: discuss an effect with the Storyteller.

Swordplay
Roll: Dexterity or Wits + Swordplay

Barrier of blades (UFA) Roll 5+	You whip your lightsaber around you, creating a barrier through which blaster fire rarely penetrates. Target: you. Result: 1 success = +1 bonus die to evade ranged attacks (not Force abilities); 3 = +2; 5+ = +3. Destiny point: number of successes = number of rounds the ability bonus lasts.
Circle of shelter (UFA) Roll 5+	You create a protected area around yourself, through which enemies have difficulty reaching you. Target: you. Result: 1 success = +1 bonus die to evade melee attacks (not Force abilities); 3 = +2; 5+ = +3. Destiny point: number of successes = number of rounds the ability bonus lasts.
Deflect	The Force helps you to predict a projectile coming and to redirect it harmlessly out of the way. Target: you. Defensive action. You can use Dexterity + Melee to evade ranged attacks when wielding a lightsaber.

	Destiny point: the ability can be activated even if you're wielding any other melee weapon.
Disarming slash (UFA) Roll 4+	You strike at your opponent's weapon, attempting to rip it from his grasp. Target: within the length of your lightsaber. Number of successes = number of bonus dice to hit and damage for a standard disarm roll. Destiny point: +2 resistance difficulty.
Draw closer (force pull) Roll 6+	You grab an opponent with the Force, drawing him into the path of your weapon. Target: within 3 meters. You can pull the target towards you and perform an attack as one action. 1 success = human or less; 3 = wookie; 5+ = at Storyteller's discretion. Destiny point: +2 resistance difficulty.
Kinetic combat (UFA) Roll 8+	You wield a lightsaber or a whole bunch of them using the power of the Force. Target: you. Number of successes = the number of meters to which you can move your lightsaber as well as number of dice that you add up to Wits to hit the opponent. Damage (lightsaber): Wits+3. Destiny point: for every point of Wits that exceeds 2 you can control one more lightsaber using this ability.
Lightsaber throw Roll 4+	You throw your lightsaber with the Force into the opponent and then pull it back into your hand. Target: within 10 meters. Damage (lightsaber): 3. Destiny point: the attack can also hit up to 2 targets adjacent to the main target.
Pass the blade (UFA) Roll 6+	You deactivate your lightsaber as your opponent attempts to block it, reactivating it just after it passes by his blade. Target: within the length of your lightsaber. Resistance: Wits+Melee. Each success deducts one die from the target's dice pool to evade your next lightsaber attack. Destiny point: +2 resistance difficulty.
Redirect shot Roll 4+, Deflect	The Force helps you to redirect a projectile into another target. If you have more successes on the use of Deflect than the attacker's successes to hit, you can redirect the shot into any target with a to hit difficulty 6 (within weapon range and not in cover). You don't have to roll to hit: the number of successes automatically equals the number of successes on Deflect minus the number of successes of your attacker. Destiny point: the number of successes automatically equals the number of successes on Deflect.
Tempered aggression (D) (UFA) Roll 7+	You throw yourself against an opponent, controlling your aggression to prevent it from getting the better of you. Target: within the length of your lightsaber. Resistance: Dexterity+Melee. 3 successes = the damage successes of the next attack (if successful) will be doubled. If you use Vaapad form, the ability is not considered Dark side. Destiny point: if you have at least 3 successes, opponents receive +2 difficulty penalty to soak your next attack's damage.
Vornskr's ferocity (D) (UFA) Roll 7+	You walk the thin line between darkness and light as you ferociously attack your foe. Target: within the length of your lightsaber. Resistance: Dexterity+Melee. Each success = +1 damage die for the next attack (if successful). If you have Juyo merit, the ability is not considered Dark side. Destiny point: if you have at least 1 success, opponents receive +2 difficulty penalty to soak your next attack's damage.

How to transfer a character from SWSE

The Golden Rule
The resulting character list after transfer has to be approved by the Storyteller. If the transfer system lacks anything or does not meet your requirements – feel free to change anything.

How to transfer a character?
It's easy. Create a new character according to the standard rules given above and then distribute the number of experience points equal to the level of character in SWSE * 17.

How to transfer talents / feats / other stuff?
Create your own merits. Approximate value of merits is:
- 1 point:
  - +1 die to a rare roll
- 2 points:
  - +1 die to a regular roll
  - -1 difficulty to a rare roll
  - +3 dice to resistance against rare roll
  - Rare Power gaining in specific circumstances
  - An ability exchange in some rare rolls
  - Reroll of a rare roll with the second result acceptance
- 3 points:
  - -2 difficulty to a rare roll
  - -1 difficulty to a regular roll
  - +2 to an Attribute in specific circumstances
  - Regular Power gaining with some conditions
  - An ability exchange in a regular roll
  - Reroll of a rare roll with the best result acceptance
  - Reroll of a regular roll with the second result acceptance
- 4 points:
  - -2 difficulty to a regular roll
  - Successes distribution between multiple targets
  - An attribute exchange in some rare rolls
  - Reroll of a regular roll with the best result acceptance
- 5 points:
  - An Attribute exchange in a regular roll

If you add a prerequisite (either a big one or based on abilities rarely used) or even a few of them, you can lower the merit cost by 1.

If the result does not fall within Storytelling mechanics, award 6 experience points for each non-transferrable feature. Ignore all Force trainings and Weapon proficiencies.

How to transfer weapons and Force abilities?
Basic damage dice for range weapons, melee weapons and Force abilities are thus defined: multiply the basic number of dice for basic number of dice edges and divide the result by 6 (rounded up). For example, if a weapon deals 2d6 damage, in Storytelling its basic damage will be = 2d10. If 2d8, then 3d10.

Ranged weapons have additional characteristics:
1. Range in Storytelling equals medium weapon range in SWSE * 1,5 meters. The weapon can fire for twice this distance, but the difficulty is increased by 2.
2. Rate of the weapon gets defined by Storyteller (based on the rate tables for existing weapons from WoD). If a weapon has a multifire option, in Storytelling it means a possibility to fire in bursts. If a weapon has an autofire option, in Storytelling it means a possibility for full auto.
3. Price and weight are not changed.

Force ability mechanics is transferred thus:

1. Range in SWSE = number of meters in which the ability can act.
2. DC 15 and less = 1 success, 20 = 2, 25 = 3, 30 = 4, 35 and more = 5 an more.

How to transfer armor?
Price and weight are not changed.
Armor rating = Armor bonus / 2. Penalty (for Dexterity-based actions) = 5 - max Dex bonus (cannot be less than 1). Distance of run does not depend on armor. All other features (if any) are transferred through dividing bonuses or penalties by 2.

How to transfer personal shield?
Price and weight are not changed.
Shield protection rating = SR / 5.

How to transfer equipment bonuses?
Most often an equipment bonus in SWd10 equals a respective bonus in SWSE divided by 2. However, the Storyteller should rely on his / her common sense or use examples for similar equipment in WoD books. For example, a stealth-generator can give -1 or -2 difficulty for Stealth rolls instead of additional dice.

How to transfer ships / vehicles / animals from SWSE to SWd10

Type	Operation	Size (m)	Shields difficulty	Difficulty to damage	Health
Colossal (Death Star etc.)	-8 dice	3,000 and more	-3	+4	Full scale
Colossal (battle station)	-7 dice	1,001 – 3,000	-3	+3	
Colossal (cruiser)	-4 dice	501 – 1,000	-2	+3	
Colossal (frigate)	+2 difficulty	101 – 500	-2	+2	
Colossal (space transport)	-3 dice	51 – 100	-1	+2	
Colossal	-2 dice	19.3 – 50	-1	+1	
Gargantuan	+1 difficulty	9.7 – 19.2	0	+1	Injured, Mauled, Incapacitated
Huge		4.9 – 9.6	0	0	
Large	-1 die	2.4 – 4.8			Mauled, Incapacitated
Medium	0	1.4 – 2.3			
Small	+1 die	0.7 – 1.3			
Tiny	-1 difficulty	0.4 – 0.6	+1	-1	Incapacitated
Diminutive	+2 dice	0.2 – 0.3	+2	-2	
Fine	+3 dice	0.1 and less	+3	-3	

"Type" refers to the sizes given in SWSE. The modifiers refer not only to vehicles and ships but also to different creatures and large objects.
"Operation" indicates the change in difficulty for all rolls to operate the ship / vehicle, including evasion. The modifiers for number of dice and difficulty are cumulative. A Colossal object evades with -2 dice and +1 difficulty. A Fine object evades with +3 dice and -1 difficulty.
"Size" indicates tentative limits for the sum of the objects height, lengths and width.
"Shields difficulty" modifies the difficulty for shields' damage soak roll.
"Difficulty to damage" modifies the damage roll difficulty to damage this type of object. Thus, an attacker will roll damage against a Battle Station class object with difficulty 9, while the latter will soak damage with shields with difficulty 3.

Gunnery and vehicles durability: number of vehicle gunnery damage dice equals to number of damage dice in SWSE * number of dice edges * modifier / 50 (rounded according to arithmetic rules). For example: 3d10*2 = 1 damage die; 5d10*2 = 2 dice; 9d10*5 = 9 dice. If a vehicle fights characters without vehicles, all damage dealt by vehicle is multiplied by 10 before any soaking roll. Moreover, gunnery damages everything within a square equal to the number of damage dice (in ground squares). Thus, gunnery dealing 1 die of damage covers 1 square, and gunnery dealing 5 dice of damage covers a 5*5 square (is not considered area effect damage). Personal weapons firing at vehicle are transferred correspondingly. Thus, weapons able to deal at least some damage to vehicle start from 5d6 damage in SWSE.

Shields: SR/ 50 (rounded according to arithmetic rules).

Armor: HP from SWSE less than 40 = 0; less than 150 = 1; 330 = 2; 580 = 3; 900 = 4; 1290 = 5; 1750 = 6; 2280 = 7; 2880 = 8; 3550 = 9; 4290 = 10.

Speed: maximum speed in atmosphere is given in SWSE rulebooks. A ship's move in space equals SWSE ship speed* 2.

Vehicle / ship fight rules:
Rules for fight between characters are practically applicable to fight between vehicles / ships.

0) The second pilot significantly simplifies ship piloting. Co-piloting is claimed at the beginning of round. For all actions performed by the main pilot (except firing) the second pilot can make a roll as a reaction and add successes to the successes of the main pilot's roll. Difficulty = difficulty of the first pilot's roll + 2. The second pilot cannot fire or do something else, but can speak.

1) A transport (or a mount) uses the pilot's Dexterity+Pilot (Ride) + its own size modifier + speed modifier to make an evasion roll.

2) **Large weaponry (torpedoes / rockets and turbolasers) can only fire once per 3 rounds.** Firing large weapons at targets less than **Colossal** is made with +3 difficulty.

3) Distance from the target modifies difficulty to hit in a different way for different types of weapons (please, consult table to the right).

4) To attack a transport roll its' pilot or gunner Dexterity + Firearms. When making an attack, the attacker can **willingly increase** the difficulty to hit by any value and receive as many bonus

Difficulty to hit modifiers depending on distance from target in space				
\ Difficulty Type \	+0	+1	+2	+3
Blaster cannon	0-1	2	3-4	5-8
Ion cannon	0-2	3-4	5-10	11-20
Laser cannon	0-1	2	3-5	6-10
Missile or torpedo	0-3	4-6	7-15	16-30
Point-defense	0-1	2	3-5	6-10
Turbolaser	0-4	5-8	9-20	21-40

damage dice. After a successful hit damage dice are rolled (modified by "Difficulty to damage" for the respective ship size), and the ship makes a defensive shield roll (modified by "Shields difficulty" for the respective ship size). Yet, if at least one damage gets through the shields, it means that the shields failed under attack and ALL damage is inflicted. The number equal to the ship armor rate is deducted from damage dealt. All damage left hits ship health levels. Additionally, shield rating is dropped by 1 till the end of scene.

5) If difficulty to hit is more than 10 a threshold system is applied: to hit you need to get the number of successes equal to difficulty - 8 on a difficulty 9 roll.

6) Ship's "health" can be improved during combat (at Storyteller's discretion). The larger the ship, the more difficult it is. Naturally, such repairs are only temporary.

7) "Health levels" of vehicles do not depend on whether it is piloted by a hero or not.

8) "Health level" penalties reduce armor and action dice pools but do not reduce shields and damage dice pools.

9) Hero pilots can use their Power in the same way as in ground combat.

10) Transports fire in 4 hemispheres: front, rear, starboard and port. Weapons fire in the direction they are faced according to the vehicle's construction. Revolving weapons cover one hemisphere for the whole round. If the attacker and the target are in the same square, hemispheres are disregarded.

11) It is recommended to roll Initiative for a group of transports of one type in one roll.

System:
1) Movement. Transport movement is slightly different from standard character movement in combat. It is primarily determined by the fact that facing and movement direction are crucial for transports.
- A transport can move forward for the number of squares equal to its Move per round.
- A transport can move backwards with 1/10 of its maximum speed (on the ground or in atmosphere) or for 1 square (in space).
- A transport cannot move both backwards and forward in the same round. One movement direction has to be chosen for a round.
- Transports have no problem with moving diagonally. Moving diagonally also spends one Move point.
- Optional rule: within the range of a powerful gravitation field (e.g. a planet) all planet-ward movement costs twice less Move points and all movement away from the planet costs twice more.

2) Turns.
If a maneuver roll is a failure, the vehicle cannot use other maneuvers in the same round.
- A transport can turn for 45 degrees for one Move point. Yet, before each such turn a transport must move at least one square forward. Thus, to make a complete turn a transport has to spend 8 Move points: 4 to turn and 4 to move forward.
- A pilot can attempt to make a "quick turn" without spending Move points. To do so the pilot must roll Dexterity + Pilot (Ride) with difficulty depending on the sharpness of the turn angle. 45 degrees – difficulty 5, 90 – 6, 135 – 7, 180 – difficulty 8. A transport of more than 2 squares length will revolve around the square where his engines are (usually the back square). If something impedes the transport's passage through a square while turning, a collision happens.
- A 180 degrees turn (only in air or space): a successful Dexterity + Pilot roll (difficulty 9) allows the pilot to turn its ship for 180 degrees and move one square backward for only 1 Move point (facing the opposite direction of its previous movement). Besides, the ship in this case turns in the same square, thus, there is no risk of hindrance.
- Loop (only in air or space): a space transport can make a loop emerging two squares behind its initial position. To do so a ship performs a "vertical turn" by diving down or moving up and spends 12 Move points.
- Quick Loop (only in air or space): after a successful Dexterity + Pilot roll (difficulty 9) a pilot can make a loop spending only 2 Move points.

3) Obstacles. Obstacles can often occur in the transport's way (for example in woods or in an asteroid field). In this case a character must roll to check if the transport managed to avoid an obstacle in the square it is passing. This check is a free action and can be performed multiple times per round. The difficulty depends on the difficulty of avoiding the obstacle (you naturally can't avoid a wall) and on the transport's movement speed and, overall, is set at Storyteller's discretion. The Storyteller may as well use a method of obstacles random generation (for example for a ride through a forest). The Storyteller rolls 1d10 and calculates the difficulty according to the formula: difficulty = 2 + transport speed + (roll result / 2). In case a character rolls no successes with the

given difficulty a collision happens. In case there is a possibility of two transports collision, each has to make a roll. An obstacle check **is mandatory** to pass each square occupied by a Colossal vehicle (frigate+) in space combat without collision.

4) Side bump. While piloting you can attempt to hit the side of your transport against your opponent's vehicle. You will, thus, deal minor damage to both vehicles but have a chance to drive the opponent off course. A side bump is resolved as a standard attack in a vehicle combat with one exception: the attacker rolls Dexterity + Pilot (Ride) instead of Dexterity + Firearms to hit. To perform a side bump, both vehicles have to be in the same square. If the attacker fails on the Dexterity + Pilot roll, he / she must make the roll again as a free action with difficulty 6 not to collide into the target (see "obstacles"). After a successful "bump" both vehicles receive only ¼ of the standard collision damage (see "collision"). At the start of the next round the target of the "bump" must make a free action Dexterity + Pilot roll (difficulty 6) to maintain control of the vehicle.

5) Collision is considered an area effect attack for both targets. The amount of damage depends on the opponents' speed and size (thus, it will be different for both targets). Every level of a participant's speed adds +1 damage die. A Large object deals +1 die, Huge – +2 etc. up till +9 for Colossal (Death Star). The damage has to pass through the shields, yet it ignores both "Difficulty to damage" and "Shields difficulty" modifiers.

6) Pursuit. Available only for vehicles of less than Colossal size. In order to begin pursuit the follower must face the target's rear from no farther away than 5 squares (on ground and in atmosphere) or 1 square (in space). Both the follower and the target make free action rolls of Dexterity + Pilot (not more than once per round). The target's difficulty is 6, the follower's - 7. If the follower has equal or more successes than the target, pursuit begins. The follower moves together with the target, passes through the same squares and avoids the same obstacles. All evasion, maneuver etc. rolls made by the target have to be repeated by the follower not to lose track. In case the target has no rear weaponry, it cannot fire at the follower. Difficulty to damage the followed is -1.

7) Landing. No roll is required to land on a planet or into a docking bay under normal conditions. A roll is required in combat (or in case of other complicated circumstances like hurricane wind etc.). Basic difficulty is 6. The difficulty is increased for each type of transport size above medium, and is lowered for each type of transport size below medium. Do not forget the corresponding modifiers for the movement speed of the landing transport. In case of botch a collision occurs.

8) Docking. When docking, the host ship has to remain immobile while the docking one has to enter its square on slow speed (use difficulty modifiers for speed). After that the docking ship has to have at least 1 success on a Dexterity + Pilot roll (difficulty 6). In case of botch a collision occurs.
Ships can also dock other ships against their will. Tractor beams are used to do so. After having used a tractor beam to pull the target into one's square, the host ship must make a Dexterity + Pilot roll (difficulty 7). In case of success the target ship is immobilized and docked.
Ships less than Colossal (frigate) can come dangerously close to large ships and ground fortifications (the same square as occupied by the large ship or 10 meters above ground). To perform this maneuver the pilot first rolls Dexterity + Pilot (difficulty 5) to avoid collision and start moving in parallel to the surface. Then he / she rolls Dexterity + Pilot (difficulty 7 for colossal, gargantuan and difficulty 8 for huge, large) in order to remain in range for only close-combat weapons (special weaponry type). After a successful maneuver of this type the transport leaves the radar range of large ships and can dock unnoticed (difficulty 8).

9) Same type ships squad. To form a squad, same type ships have to be in the same square (for less than Colossal (frigate)) or in adjacent squares, and move in the same direction with the same speed. A squad cannot consist of more than 6 ships. In order to form a squad a pilot has to succeed in a Dexterity + Pilot roll (difficulty 6, modified by Operation penalty for the respective size). If the ships willing to form a squad are significantly different from each other, the difficulty is increased by 1. From this moment on the squad is treated as one. The squad initiative equals to the

lowest initiative within the squad, the lowest Dexterity + Pilot roll result from all pilots is used as the result of all squad rolls. When the squad is firing, one ship is chosen to deal damage. Each ship in a squad (starting from the 2nd) lowers difficulty to hit the target by 0,5 (rounded up). Thus, a squad of five ships will have difficulty 4 instead of 6; and a squad of 6 ships – 3 instead of 6. Moreover, each three of the squad's ships lower the "Difficulty to damage" by 1. When the squad is damaged, the target chooses which one of the ships get destroyed.

10) Battery. Each 5 transport's weapons of the same type, firing at the same target as a battery as their only action in round lower difficulty to hit by 1. The effect is cumulative.

11) Tractor beam usage. Many ships in Star Wars are equipped with a tractor beam. In order to use the tractor beam the ship's pilot makes a roll of Dexterity + Pilot to hit the target (standard difficulty of space combat). In case of success the target ship is considered captured. At the end of each round the host ship can: 1) keep the target ship in place; 2) pull the target ship closer to a distance depending on the host ship size (see table); 3) pull the target ship away for a distance depending on the host ship size (see table). The target ship can try to break free from the tractor beam for some time or permanently. To do so the target ship must attempt the "Tractor beam resistance" maneuver described below.

Ship size	Tractor beam distance
Colossal (battle station)	10
Colossal (cruiser)	8
Colossal (frigate)	6
Colossal (space transport)	5
Colossal	4
Gargantuan	3
Huge	2

12) Tractor beam resistance. A ship captured by a tractor beam can try to break free or resist the beam each round. To do so the pilot of the target ship can attempt a Dexterity + Pilot roll as a free action (difficulty 4 to resist and difficulty 6 to break free). If the host ship is larger or smaller in size, the difficulty of the roll is increased or decreased respectively for each level of difference in sizes between ships.

13) Ship destruction. Ten minutes after a ship of Colossal (space transport+) size reaches Incapacitated health level, it explodes. Each minute starting from the fifth one in Incapacitated state, all characters contained within receive a cumulative -2 dice penalty to all actions. Each hit into the ship that passes through its **full** armor deducts 10 rounds (20 seconds) from this limit, speeding up the ships' destruction and drawing nearer the time when the characters start suffering from penalty.

14) Hyperspace travel. Before making a hyperspace jump the pilot has to make a roll of Intelligence + Astrogate. The difficulty of the roll is varied depending on the quality of data the pilot uses for calculations. Various devices (like a navigation computer) or an astromech droid can reduce roll difficulty by 1.

Last information update	Difficulty	Complication
One day or less	4	0-1
From one day up to one week	5	0-2
From one week up to one month	6	0-3
More than one month	7	0-4
No data	8	0-5

A "route complication" roll is made after that. The Storyteller rolls a 1d10 and modifies the basic difficulty to signify additional obstacles that have appeared in the time passed. If the complication is "0-1", the roll result from 1 to 5 means +0 difficulty; from 6 to 10 – +1 difficulty. If the complication is "0-5": from 1 to 2 means +0 difficulty; from 3 to 4 – +1 difficulty; from 8 to 10 – +5 difficulty respectively. And so on.

The number of successes needed to make a safe jump depends on the departure and destination regions of the ship. For each "step" after the first that separates one region from the other the

number of successes required is increased by 1. The "steps" order is as follows: Deep Core, Core Worlds, Colonies, Inner Rim, Expansion Region, Mid Rim, Outer Rim, Wild Regions, Unknown Regions. Thus, only one success is required to travel from Deep Core into the Core Worlds; while a trip from Deep Core into the Unknown Regions will require 8 successes.

Table: time in hours spend to travel in hyperspace

Travel from…	Travel to…								
	Deep Core	Core	Colonies	Inner rim	Expansion	Mid Rim	Outer Rim	Wild	Unknown
Deep Core	12	18	24	48	72	96	120	144	168
Core Worlds	24	6	24	36	60	84	96	120	144
Colonies	48	24	12	24	48	72	96	120	96
Inner Rim	72	36	24	18	24	48	72	96	72
Expansion Region	96	60	48	24	24	24	48	72	96
Mid Rim	120	84	72	48	24	36	24	48	72
Outer Rim	144	96	96	72	48	24	48	24	60
Wild Space	168	120	120	96	72	48	24	12	120
Unknown Regions	192	144	96	72	60	72	96	120	48
Possible modifiers				*Effect*					
A hyperdrive with a modifier other than x1 (x2, x3)				Time = basic time x hyperdrive modifier					
Travel within one quadrant				Time = time / 2					