

STAR WARS



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Characters

Vitality points.

At the beginning of character creation VP are calculated now by this manner: 3xCON bonus + class VP (from the table below); Whenever the character advances to a higher level it gains following amount of VP:

Vitality Die	VP Earned
D4	1
D6	2
D8	3
D10	4
D12	5

Experience Points

Here comes new level advancing table for any Jedi characters. The reason of higher EXP amount for higher levels are:

- Jedi need fare more complex training to advance,
- Force users develop slower
- Force users are more powerful than any other class, so they are not equal.

Level	Experience
1	0
2	1000
3	3500
4	8000
5	12000
6	18000
7	25000
8	33000
9	42000
10	52000
11	63000
12	75000
13	88000
14	102000
15	117000
16	133000
17	150000
18	168000
19	187000
20	207000

Combat

Autofire Spray

Using Autofire weapon any character after making all his attacks he may continue firing. It's like holding your finger on the trigger. You may shot 13 more rounds (if you are not out of ammo). When you toss 20 and only 20 making any of these shots it is considered as a "hit". It is not a critical hit however.

Armor

DR should apply to any hit, which means it doesn't matter if you have VP reduced to 0 or not. Same as starship combat.

Space Combat

Starship Defense

Is now calculated as shown:

Pilot skill +Size Mod. + 10 + Any ship Mod bonus. In this manner there is no Armor bonus, and ship defense now lies in pilot hands as it should.

Equipment

Poisons:

Poison	Type	Initial Damage	Secondary Damage	Price
Small centipede poison	Injury DC 11	1d2 Dex	1d2 Dex	90 gp
Greenblood oil	Injury DC 13	1 Con	1d2 Con	100 gp
Medium-size spider venom	Injury DC 14	1d4 Str	1d6 Str	150 gp
Bloodroot	Injury DC 12	0	1d4 Con + 1d3 Wis	700 gp
Purple worm poison	Injury DC 24	1d6 Str	1d6 Str	700 gp
Large scorpion venom	Injury DC 18	1d6 Str	1d6 Str	200 gp
Wyvern poison	Injury DC 17	2d6 Con	2d6 Con	3,000 gp
Blue whinnis	Injury DC 14	1 Con	Unconsciousness	120 gp
Giant wasp poison	Injury DC 18	1d6 Dex	1d6 Dex	210 gp
Shadow essence	Injury DC 17	1 Str*	2d6 Str	250 gp
Black adder venom	Injury DC 12	0	1d6 Str	120 gp
Deathblade	Injury DC 20	1d6 Con	2d6 Con	1,800 gp
Malys root paste	Contact DC 16	1 Dex	2d4 Dex	500 gp
Nitharit	Contact DC 13	0	3d6 Con	650 gp
Dragon bile	Contact DC 26	3d6 Str	0	1,500 gp
Sassone leaf residue	Contact DC 16	2d12 hp	1d6 Con	300 gp
Terinav root	Contact DC 16	1d6 Dex	2d6 Dex	750 gp
Carriion crawler brain juice	Contact DC 13	Paralysis	0	200 gp
Black lotus extract	Contact DC 20	3d6 Con	3d6 Con	2,500 gp
Oil of taggit	Ingested DC 15	0	Unconsciousness	90 gp
Id moss	Ingested DC 14	1d4 Int	2d6 Int	125 gp
Striped toadstool	Ingested DC 11	1 Wis	2d6 Wis + 1d4 Int	180 gp
Arsenic	Ingested DC 13	1 Con	1d8 Con	120 gp
Lich dust	Ingested DC 17	2d6 Str	1d6 Str	250 gp
Dark reaver powder	Ingested DC 18	2d6 Con	1d6 Con + 1d6 Str	300 gp
Ungol dust	Inhaled DC 15	1 Cha	1d6 Cha + 1 Cha*	1,000 gp
Burnt othur fumes	Inhaled DC 18	1 Con*	3d6 Con	2,100 gp
Insanity mist	Inhaled DC 15	1d4 Wis	2d6 Wis	1,500 gp

The Force

Skill Points

Whenever the Jedi advances to a higher level, he gains twice the number of skill points he would get. Half can be spend on force skills and the rest to the common skills. Difference is that INT bonus is added to common skills (as it was before) but WIS bonus to Force skill points amount.

Vitality Points

Jedi doesn't have to pay VP for using Force. The Force strengthens Jedi, not makes them tired. Instead Jedi pays his "wisdom" vitality points for using the force. Wisdom VP are gained only while getting a Force-related profession and every Force user gains them in the manner listed below:

(4+WIS modifier)x4 – at the beginning of the first Force- related profession, after gaining next level:

2+ WIS modifier – Force Warrior, Weaponmaster, Ace

3+WIS modifier – Jedi Guardian, Healer, Adept

4+ WIS modifier – Jedi Consular, Instructor, Scholar, Investigator

5+ WIS modifier – Jedi Master,

Any Dark-side equivalent receives the same amount.

Force skills

Control Pain (CON)

Feats Required: Force sensitive, Control.

Using this force Jedi may control his body and act as heal while being even seriously wounded. In game terms it mean he doesn't suffer any penalties when wounded, nor can he be interrogated using physical harm means.

Check: DC is amount of wounds taken x2.

Special: When suffering any physical interrogation Jedi may add his Control Pain skill ranks to Will saver to resist interrogation.

Retry: You can attempt to control your pain once in every round with standard DC+5 for every next attempt.

Time: Control pain is move action and lasts for 10 rounds.

VP Cost: 3

Heal Self, Heal Another

All the same as in rulebook, but it takes 1 round per 1 WP or 1 VP, 10 rounds for 1 Ability point retrieved

Hibernation Trance (WIS)

Feats Required: Force sensitive, control.

Using this force Jedi may place himself into deep trance incredibly slowing all body

functions. When a Jedi enters the trance the character must declare under what circumstances the character will awaken. The Jedi can heal while in trance, but cannot use any force skills or feats. It serves two purposes: to “play dead” or it can be used to survive when food or air supplies are low.

Check: The check tells how deep the trance is. SC is spot check to notice any body functions of Jedi in trance (and know he is not dead), the multiplier sets the speed of body functions (amount of air, food needed to survive).

DC	SC	Multiplier	VP Cost
5-10	10	X1/2	1
11-15	15	X1/5	2
16-20	20	X1/10	3
21-25	25	X1/20	4
26-30	30	X1/100	5
31-35	35	X1/1000	6

Special: Another Jedi with Sense feat will be able to detect force surrounding hibernating character and notice that he is alive.

Time: This is full round action and lasts until waking conditions.

Remain Conscious (CON)

This skill allows Jedi to act while deadly wounded. In game terms, Jedi is not knocked-out when his Wound points drops below 0, he also may use all actions available. Jedi is considered wounded (with all penalties). However Jedi is not stable and must make stability checks every round to stabilize or take 1 wound. The force allows to act, it does not heals.

Feats Required: Force sensitive, Control

Check: DC: 15 +1/wound below 0 .

Retry: Jedi is not allowed to retry. Shall he fail, he is knocked-out permanently.

Time: Remain conscious costs next Jedi action (after making the check). It has to be the first what Jedi will do after getting deadly wounded. It lasts for 10 rds, after that another check has to be made.

VP Cost: 3

Languages (WIS)

Feats Required: Force sensitive, sense.

After successful check Jedi may communicate (speak and understand) with any creature for which the check was made. It affects creatures with intelligence higher than 0, so Jedi may talk with members of other races as well. However it affects one creature at time and the check has to be made again if the conversation was interrupted or beaked. It does not allows to read or write in any language, nor understanding any gesture.

Check: DC: 25-creature intelligence.

Time: It is full round action and can last as long as Jedi can focus on conversation.

VP Cost: 3

Empower Weapon (INT)

Feats Required: Force sensitive, alter.

With this force Jedi may empower ordinary melee weapon to act as lightsabre. When successful, this weapon ignores damage reduction, can parry blaster shots, force lightning and lightsabres. All empowered weapons have critical hit at 20. Increased lightsabre damage cannot apply to this weapons.

Check: Difficulty depends on weapon size:

DC	Weapon size	Damage	VP Cost
15	Dagger	D6	3
20	Club	D8	4
25	Sword	2D6	5
30	Staff	3D6	6

Time: empowering a weapon takes a move action and lasts for 10 rounds.

Corporeal Translocation

Feats Required: Force sensitive, Control, Alter, Sense.

This is very difficult skill, therefore few Jedi can perform it. It is used to teleport Jedi and everything he carries through space using force as a mean of transport. Jedi may travel with up to 40 kg of carried stuff.

Check: DC depends on distance traveled:

Distance	DC	VP Cost
2m (in line of sight)	20	10
10m (in line of sight)	25	15
50m (in line of sight)	30	20
100m (in line of sight)	35	25
20m	40	30
100m	45	35
1km	50	40
100 km	55	45
To other planet	60	60
To other star system	65	90

Retry: If Jedi fails by 1-5 he arrives at place, but materializes in different place. Throw D6 and multiply it by one step smaller distance. To determine the misdirection use grenade scatter diagram. If Jedi finds himself inside solid substance he dies immediately. Jedi can't take 10 or 20 performing this test.

Time: 1 round disassembly, 10 rounds travel, 1 round assembly.

Force Lightning

After the defender gets hit he must make FORT saving throw with DC=5+attacker level or is Dazed for D4+1 round. You can parry the lightning using a lightsabre (attacker roll must be higher then defender's defense).