# STAR WARS
## QUEST

### TABLETOP ROLEPLAYING GAME
BY SCOTT STUBBE

A long time ago in a galaxy far, far away…

# STAR WARS QUEST

**AN ORIGINAL EDUCATIONAL TABLETOP ROLEPLAYING GAME
IN THE WORLD CREATED BY GEORGE LUCAS**

**BY
SCOTT STUBBE
ANGELES WORKSHOP SCHOOL
2019**

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**An Introduction by the Author**

Ever since I first saw STAR WARS in its original theatrical run in 1977, I have loved the world that George Lucas and his team created. I spent countless hours in the backyard with my action figures, enacting adventures for them in a galaxy far, far away. At around the same time, I was first introduced to the world of tabletop roleplaying through Dungeons and Dragons, and when some years later, West End Games released STAR WARS The Roleplaying Game, I embarked on gamemastering some two decades of original campaigns under that rules system.

As an educator, I first adapted those 1980s rules for use in the classroom, weaving in the scholarly influences of Joseph Campbell and other thinkers that first framed the mythic narrative of Star Wars. Through a decade of playtesting and redesign, collection and creation of materials, and drawing on the treasure trove of new content and inspiration from new Star Wars movies, I built a more robust Star Wars RPG than was available on the shelves of the hobby shop a decade ago.

With the co-founding of our school Angeles Workshop School in 2014 with my wife Ndindi Kitonga, we were able to create an unprecedented format for the application of my original RPGs. After five years of continued work and play, STAR WARS QUEST, my educational RPG, took full form.

There are of course several other Star Wars tabletop RPG systems available, most notably the ever-expanding line of Force and Destiny, Edge of the Empire, Age of the Rebellion etc. sanctioned by Lucasfilm. What I believe distinguishes STAR WARS QUEST is that the system itself best reflects the mythic spirit of Star Wars, a cinematic play that evokes the energy and ethos of the movies, and a rules system that is focused on game values and details that amplify the themes and tone of Star Wars itself. Clearly I take no credit for the core material herein, as much content is borrowed from the original West End Games game, and of course also from the creative properties of Lucasfilm Disney. For this reason, this game is presented and shared for educational purposes only.

I hope you enjoy, and May the Force be with you.

-Scott Stubbe
Los Angeles 2019

# STAR WARS QUEST 2019
# CHARACTER GENERATION

In STAR WARS QUEST, you create your own character within the world of Star Wars. You might be a galactic hero, a cruel villain, or someone caught somewhere in-between. You might be human, alien, or even a droid. A character played by a player is called a PLAYER CHARACTER, or a PC for short. All of the supporting characters that are usually played by the GAMEMASTER, or GM, are called NON-PLAYER CHARACTERS, or NPCs. The Character Generation system below is for creating PCs.



**Character Name:** DARAKA SHREE
**Player Name:** SCOTT STUBBE
**SAGA = THE RADIANT DOOM**

**Calling:** PADAWAN -
**Homeworld:** ARIDDASH
**Species:** HUMAN **Sex:** F

**Character Archetype:** SAGE

**Famous Quote/Line:** " Soon I will be someone else "

**DAMAGE STATUS**

| DEXTERITY | 6 | STRENGTH | 5 | PERCEPTION | 3 | KNOWLEDGE | 3 | MANUAL | 3 | TECHNICAL | 2 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Blaster | | Brawl | | Bargain/Bribe | | Alien Cultures | | Beast Riding | | Droid Tech | 4 |
| Dodge | | Climb/Jump | 12 | Command | 9 | Bureaucracy | 5 | Mounted Weapons | | Demolition | |
| Grenade | | Push/Pull/Lift | 7 | Con/Seduce | | Languages | | Speeder Piloting | | Medicine | |
| Melee | | Stamina | 8 | Hide/Sneak | 11 | Spacewise | 10 | Starship Piloting | | Speeder Tech | |
| Lightsaber | 19 | Swim | | Search | 10 | Survival | 5 | Starship Guns | | Starship Tech | |
| | | | | | | | | Starship Shields | | Systems Tech | |
| | | | | | | | | Walker Piloting | | Walker Tech | |

**INITIATIVE** 16
**MOVE** 11"
**FORCE** 8  Control 18  Sense 16  Alter 13

| WEAPON | DAMAGE | SPECIAL RULES |
|---|---|---|
| LIGHTSABER | 10+18 | |

**OLD BUDDY / PLANET/LOCATION**
1. SUNDOG   KASARTEEL
2.
3.

**DROID/PET/ETC.** 2P-99
DEX 9  STR 1  INT 3
SPACEWISE 29
HIDE/SNEAK 15
DAMAGE STATUS
SCOMP LINK
MAPPER

**SQUAD**
DEX
STR
INT
DAMAGE STATUS

**ITEMS:**
JEDI ROBES
UTILITY BELT
HOLOCOMM

**NEMESIS** CELESTIALIS

*THE CHARACTER SHEET*

# AFFILIATION

A character belongs to one of three affiliations: the **Galactic Republic**, the **Sith Empire**, or the **Fringers**.

# REPUBLIC

Characters who side with the Galactic Republic in any of its historical manifestations, be it the Old Republic, the Rebel Alliance to Restore the Republic, the New Republic, The Resistance etc.
These characters are generally good-hearted, with strong ideals and a dedication to justice and fairness throughout the galaxy.

# SITH EMPIRE

Characters who side with the Empire, the Sith, and any of their manifestations or offshoots including the First Order.
These characters are driven by baser desires, be they selfishness, anger or a thirst for power. They have a drive to establish order through domination and destruction.

# FRINGER

Characters who do not fully side with either the Republic or the Empire, Fringers tend to be either allied with neutral groups or fiercely independent. They may work with either the Republic or the Empire, but are wary of governments and commitments, and prefer the freedom of the galactic frontier. Ethically, they may be as free-spirited and roguishly heroic as a young Han Solo, or as cold and craven as Boba Fett in his prime. Ultimately, the intergalactic struggle may force them to take a side, serving themselves alone, or a greater cause.

## OTHER CHARACTER DETAILS

**CHARACTER NAME**
Choose a name for your character that fits the Star Wars universe. Keep in mind your character's intended background, if they are an alien, droid, etc.

**HOMEWORLD**
Collaborate with the GM to determine your planet or location of birth.

**SPECIES**
The majority of spacefaring peoples are Human in the Star Wars galaxy. Work with the GM to determine your species.

**SEX**
Most species in the Star Wars galaxy fit the gender binary of male or female, but many do not. Anything is possible.

**BORN**
Work with the GM to determine your birth year-- this will depend on the SAGA DATE of the campaign you'll be playing in.

**WEIGHT RANK**
A relatively large adult male Human has a Weight Rank of 10. Most biped Weight Ranks range from 5 (a small Ewok) to 20 (a fat Gamorrean). As a general rule of thumb, add 1 to the Weight Rank per 9 kilograms or 20 pounds.

# TRAITS

TRAITS are a character's inherent qualities: what they are born with. While traits can change in a few instances, they remain mostly unaltered throughout a character's life.

All Traits of standard-sized humanoid characters range from 1 (poorest) to 10 (best). 5 is average for a Player Character (PC), and 3 is average for a Non-Player Character (NPC).

> Beginning Characters have **33** points to distribute among the seven Traits.

## DEXTERITY
Speed and accuracy on one's feet, athletic eye-hand coordination etc.

## STRENGTH
Physical strength and prowess, full-body skills and athleticism, overall health.

## PERCEPTION
Awareness and quickness of wit, cleverness, personality and moxie.

## KNOWLEDGE
Broad-based understanding and worldliness, scholarly intelligence.

## MANUAL
Driving and piloting coordination and initiative, ability to control large devices.

## TECHNICAL
Technical know-how and mechanical intuition, handiness and problem-solving ability.

## FORCE
Natural attunement and resistance to the Force (do NOT mention Midichlorian count!).

*NOTE: Everyone has a FORCE trait. However, unlike all other traits, a character's FORCE trait rating does not determine their base in FORCE skills. CONTROL, SENSE and ALTER all start at 0 unless a character's CALLING states that they have any of these FORCE skills, at which point CONTROL, SENSE and ALTER do indeed start at a base equal to the character's FORCE rating.*

*Simply put, while the FORCE is with everyone, only Jedi can use the skills associated with it.*

*ANOTHER NOTE: If a Non-Jedi-Calling character's FORCE is 7 or higher, they can be trained in the Force by a Master.*

# SKILLS

SKILLS are proficiencies particular to a specific field of knowledge or practice. Unlike Traits, Skills will regularly increase with experience, and Players will spend Skill Points to raise their Skills after each Episode.

### SKILL RATINGS
Skill ratings determine how good someone is at a particular skillset.

5... BASIC.
   Some general understanding of the subject.

10... COMPETENT.
   Qualified to some degree in the skill.

15... PROFESSIONAL.
   A strong working knowledge and ability in the skill.

20... EXPERT.
   Relatively flawless in common applications of the skill, with highly specialized knowledge in the practice.

30... MASTER.
   Among a select few with nearly-unparalleled skill mastery.

50+... NONPAREIL.
   Without equal. The greatest in the field, of legendary status.
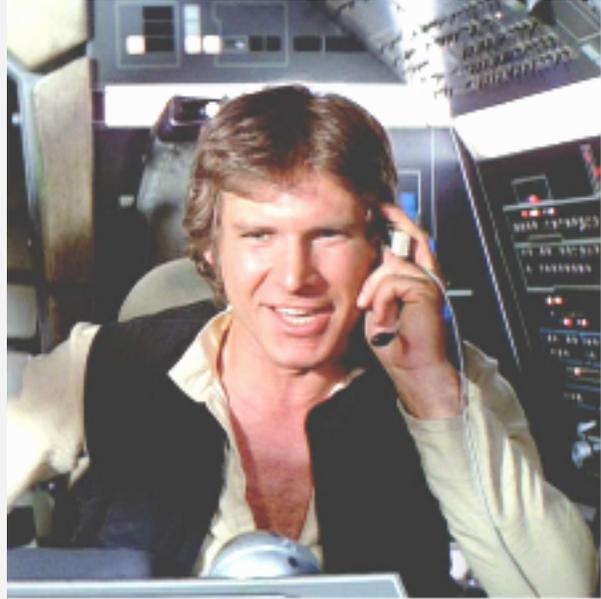
## SKILL BASES
All skills start equal to the TRAIT they are listed under. For example BLASTER, DODGE, GRENADE, etc. start at the same rating as DEX, while ALIEN CULTURE, BUREAUCRACY, LANGUAGES etc. start equal to KNOWLEDGE, and so on.

The only exception are the FORCE skills (CONTROL, SENSE, ALTER) which always start at 0 except for Force-Sensitive characters, in which case they start equal to FORCE.

Beginning Characters have:
...**13** Skill Points to spend on Calling Skills (See each CALLING table for Calling Skills)
...**20** additional Skill Points to spend on any Skills (including Calling Skills)*

*Players cannot spend any Skill Points on LIGHTSABER skill unless it is included in their Calling Skills.

# SKILL DESCRIPTIONS

**DEX**
BLASTER is the character's skill in all ranged weapons that don't require the user to power them; in essence, guns. It is their ability to shoot well, but also their knowledge of blaster techniques, strategies and culture.

DODGE is one's skill at avoiding missile weapons. One uses this to dodge blasters, speeder bikes, rocks, and anything else flying at them.

GRENADE is the ability to use ranged weapons that require a person's energy to propel them. All thrown weapons, bow and arrows, and if course grenades fall under this skill. It is also one's skill at catching, and sports-related ball play.

MELEE is a character's close combat proficiency, including all handheld melee weapons (except for lightsabers). It is their ability to both attack and defend with hand weapons.

LIGHTSABER* is a Jedi's skill at weilding the lightsaber, as well as repairing, constructing and knowing the lore of lightsabers. Only characters with the LIGHTSABER skill in their Calling Skills can add points to this skill, unless in some very rare instances they happen to be trained in it by another who has the skill.

**STR**
BRAWLING is the ability to fight while unarmed punching, kicking, biting, using exotic martial arts like Teras Kasi, wrestling, etc. It is also the ability to defend oneself, blocking, dodging and catching close combat blows while unarmed.

CLIMB/JUMP is one's general athletic ability with regards to vertical mobility. It includes acrobatics, as well as one's sense of balance.

PUSH/PULL/LIFT is one's kinetic strength ability, in pushing, pulling, lifting, carrying, dragging and the like.

STAMINA measure's a character's overall conditioning and constitution, whether they get tired, resistance to pain, toil and sickness. It also gauges resistance to poison, and the ill effects of alcohol.

SWIM is the ability to swim, as well as move in Zero G or related environs. Someone with a SWIM of 5 or higher "knows how to swim".

**PERC**
BARGAIN/BRIBE is a character's charismatic influence when dealing with money, resources, and quid pro quo situations. It is also their economic literacy and familiarity with the culture of finance and wealth.

COMMAND is one's ability to exert power over others due to position of authority, or through intimidation or inspiring leadership. It is also military and strategic knowhow when dealing with large groups.

CON/GAMBLE is the panache for being dishonest, as well as reading dishonesty. It is one's psychological insight, as well as their actual skill at playing competitive games of chance and skill.

HIDE/SNEAK determines one's stealth abilities, including remaining unseen, unheard and undetected while remaining still or moving. It is also one's ability to communicate secretly, as well as conceal and smuggle items on their person.

SEARCH is a character's perception in locating objects and beings by looking, scanning, following trails, listening, rummaging, ransacking and researching.

**KNOW**
ALIEN CULTURE encompasses all knowledge of galactic people's values and ways, customs, practices, arts, beliefs, and worldviews.

BUREAUCRACY is an understanding of how power systems work, institutions, governments, militaries. It is also knowledge of both the Empire and the Republic's protocols, resources and organization.

LANGUAGES is a linguistic ability that lets one understand the fundamentals of a myriad of galactic languages. Every time a PC succeeds a LANGUAGES check by 10 or more, it is assumed they speak that language, and no longer have to roll to understand it.

SPACEWISE is a character's Astro-navigational, or astrogative, ability, their competence in plotting a course on a starship hyperdrive, and determines their knowledge of the map of the galaxy, including one's planetside orientation abilities.
It is also notably a character's general worldliness among the stars, or how "streetwise" they are in the dark pocekts of the galaxy.

SURVIVAL is proficiency in emergency procedures and survival techniques. SURVIVAL spans everything from operating an escape pod to identifying a poisonous alien plant.

**MECH**
BEAST RIDING covers a character's skill at riding all manner of creatures, as well as their ability to tame, train, or understand non-sentient creatures. It also covers all livestock-related farming skills and rural knowledge.

MOUNTED WEAPONS is the ability to use heavy ranged weapons that usually cannot be carried by an individual. This covers firing, maintaining and using cannons and mounted launchers of all sorts.

SPEEDER PILOTING involves piloting or driving speeders, including any non-starship vehicles that do not contact solid land as their means of travel, such as landspeeders, airspeeders, skispeeders, skiffs, repulsor platforms, watercraft etc.

STARSHIP PILOTING is the ability to pilot a starship, as well as its many control systems, sensors systems, and most all functions excluding guns and shields.

STARSHIP GUNS gauges a character's skill at using starship-mounted weaponry and gear, including laser cannons, missiles, tractor beams, etc. It also includes the character's ability to identify the types of armament another craft would carry, and things like that.

STARSHIP SHIELDS is one's skill at operating a starship's shields and defense systems. It is their speed at flashing shields on, as well as their ability to redivert shields around the exterior of the craft as needed, changing shield power allotments, etc.

WALKER PILOTING is the proficiency in operating and driving all land-contact-based vehicles, including walkers, hoppers, tanks, crawlers, wheelbikes, groundcars etc.

**TECH**
DROID TECH is the ability to repair, modify, sabotage, reprogram, and understand droids and automatonic machines. It also includes knowledge of different droid makes, models, companies, and guilds, as well as a familiarity with droid culture.

DEMOLITION is the skill field dealing with the destruction and construction of structures, including sabotage, monkeywrenching and artillery tactics. Whether it is with explosives, buzzcutters, or a primitive catapult, when a character wants to destroy something in a certain way and for a certain result, this skill is used. Demolition also applies to understanding the mechanical workings of machines.

MEDICINE is a character's grasp of both fundamental emergency first aid procedures and advanced medical sciences. This skill also includes life sciences knowledge, and an understanding of galactic biology. It also covers chemical sciences.

SPEEDER TECH deals with repairing, customizing, and understanding all speeders. It is both the skills of a speeder mechanic and a knowledge of speeder types and technology.

STARSHIP TECH is one's capability with maintaining, repairing and understanding starships. All pragmatic skills related to starship functionality are covered here, from fixing things to knowledge of different starship makes, models, companies, and guilds, as well as a familiarity with starship culture.

SYSTEMS TECH is the ability to access, repair, reprogram, hack, or construct mass information and security systems, including a facility or capital ship's security systems, an intergalactic holonet system, etc. As such, it is also the most common skill used by thieves for breaking and entering any tech-based building.

WALKER TECH deals with repairing, customizing, and understanding all walkers and land-contact-based vehicles. It is both the skills of a walker mechanic and a knowledge of walker types and technology.

**FORCE**
CONTROL is the first Force skill a Jedi learns, whereby they become more in harmony with the Force, learning to control it within themselves and let it control them. It deals mostly with mastery of the Jedi's internal processes, such as feelings, metabolism, health etc.

SENSE is the second Force skill a Jedi learns, expanding their awareness of the all-pervasive Force, and amplifying their powers of perception and communication. Knowing one's own mind, the mind of others, and the goings-on across the universe, all deal with this skill.

ALTER is the third-learned Jedi power, and encompasses using the Force to make changes in the real world. With this skill, Jedi manipulate matter and energy, exercising powers that seem magical in their phenomena. They can move and alter inanimate objects as

well as living beings, and even affect their minds.

## ADDITIONAL SKILLS

Note that each Skill Category has a blank slot at the bottom to write in additional skills when necessary. These are less common Skills that are nevertheless significant enough to warrant a separate Skill. Some are listed below. Players and the GM are free to develop new distinct Skills if deemed necessary.

### DEX
MUSIC/DANCE is the art performing music, be it singing or playing musical instruments. It is also the art of artistic and sensual movement in all its forms and styles. MUSIC/ DANCE can sometimes be used in place of CON, BARGAIN or similar skills in order to gain influence or power.

### STR
SPORTS is the full range of athletic skills that make one excel at sports and physical games.

### PERC
DISGUISE is the art and science of disguising oneself with costume, makeup, and other exterior changes.

INTIMIDATE is the talent for getting what one wants through looking and acting tough. Similar to COMMAND, it differs in that its user uses fear instead of authority, and does not need to use any status to back up their demands.

RESIST MIND TRICK is training in, or an affinity for, resisting the Jedi Mind Trick, or any hypnotic techniques. This Skill replaces a character's base PERC when resisting Jedi Mind Trick.

### KNOW
JEDI LORE is a knowledge of Jedi scriptures, history, orthodoxy and culture, including the Journal of the Whills, the holocrons, and the Ancient Jedi Texts. It includes knowledge of certain languages, symbolia, and arts that are exclusive to Jedi lore.
Additionally, non-Jedi characters with this skill can elect to use their FORCE rating in place of their PERC when resisting Force powers.

SITH LORE is a knowledge of the secret records, history, philosophy and rituals of the Sith, including Sith holocrons, their mysterious homeworlds and temples, and their dark resources and techniques. It includes knowledge of certain languages, symbolia, stories and arts that are exclusive to Sith lore.

### MAN
JETPACK PILOTING is the ability to pilot body-based and backgear-based vehicular units such as jetpacks, repulsorpacks, etc.

### TECH
SITH ALCHEMY is the mysterious, arcane magic-science developed by the Sith Alchemists that attempts to blend the Dark Side with real-world technology.

TECH DESIGN is the ability to conceptualize and design new technological inventions and innovations. It must be coupled with a specific TECH Skill (such as STARSHIP TECH, WALKER TECH etc.) to actually create what has been designed.

# CALLINGS

A character's CALLING is their job, military occupation, or what they are most known for doing. Over the course of a full saga, each character will usually have gone through three levels of their calling: BEGINNER, EXPERIENCED, and MASTER.

There are countless possible Callings, and this rulebook lists a full sixty of them. Each Player chooses one Calling for their PC. All PCs start at the BEGINNER level of their Calling, unless otherwise determined by the GM.

| CALLINGS LIST | | |
|---|---|---|
| ACROBAT | JEDI | SECURITY GUARD |
| BEAST HANDLER | JOCKEY | SENATE/IMPERIAL GUARD |
| BOUNTY HUNTER | JUNK TRADER/ SCAVENGER | SENATORIAL |
| CLONE TROOPER | KID | SHAMAN |
| COURIER | LAPSED JEDI | SHIPJACKER |
| CYBORG | MERCENARY | SITH ALCHEMIST |
| DARK JEDI | MERCHANT | SITH MINION |
| DEALER | NERF HERDER | SLICER |
| DEVOTEE | NOBLE | SMUGGLER |
| DRIVER | OFFICER | SOLDIER |
| DROID | OUTLAW | SPY |
| DROID POACHER | PILOT | STORMTROOPER |
| DUELIST | PIRATE | STORMTROOPER: SPECIAL |
| ENTERTAINER | PIT FIGHTER | ASSAULT |
| EXPLORER | QUIXOTIC JEDI | TECHNICIAN |
| EX-STORMTROOPER | RETAINER | THIEF |
| FARMER/ FISHERMAN | SABOTEUR | THUG |
| GAMBLER | SCHOLAR | TREASURE HUNTER |
| GANGER | SCIENTIST | TRIBESMAN |
| GUNNER | SCOUT | VETERAN |

| ACROBAT | | |
|---|---|---|
| AFFILIATIONS: Republic, Empire, Fringer | | |
| ACROBATS are highly trained athletes who act as entertainers, sports competitors, and even warriors, or "acrobattlers". While the application of their skills vary, all Acrobats are focused on feats of gymnastic skill and agility. | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| *Acrobat* | *Acrobat* | *Acrobat* |
| **Calling Skills**<br>1. Climb/ Jump<br>2. Dodge<br>3. Push/ Pull/ Lift<br>4. Brawl<br>5. Sports | **Calling Skills**<br>1. Climb/ Jump<br>2. Dodge<br>3. Stamina<br>4. Melee<br>5. Swim | **Calling Skills**<br>1. Climb/ Jump<br>2. Dodge<br>3. Hide/ Sneak<br>4. Grenade<br>5. Music/ Dance |
| **Special Resources:**<br>none | **Special Resources:**<br>none | **Special Resources:**<br>none |

| BEAST HANDLER | | |
|---|---|---|
| AFFILIATIONS: Republic, Empire, Fringer | | |
| The Beast Handler specializes in riding, raising and controlling various non-sentient creatures for use at a range of jobs. | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| *Beast Handler* | *Beast Expert* | *Beast Master* |
| **Calling Skills**<br>1. Beast Riding<br>2. Command<br>3. Survival<br>4. Stamina<br>5. Climb/Jump | **Calling Skills**<br>1. Beast Riding<br>2. Brawl<br>3. Spacewise<br>4. Alien Cultures<br>5. Push/Pull/Lift | **Calling Skills**<br>1. Beast Riding<br>2. Command<br>3. Hide/Sneak<br>4. Search<br>5. Swim |
| **Special Resources:**<br>+ 1 50point Pet | **Special Resources:**<br>+ 1 25point Pet<br>+ 1 50point Pet | **Special Resources:**<br>+ 2 25point Pets<br>+ 1 100point Pet |

| BOUNTY HUNTER | | |
|---|---|---|
| AFFILIATIONS: Fringer | | |
| Bounty Hunters are notorious hired man-catchers and killers who often operate outside of local law. They are infamous for their fearsome armor and collection of specialized weapons and gear. | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| *Bounty Hunter* | *Notorious Bounty Hunter* | *Top-Ranked Bounty Hunter* |
| **Calling Skills**<br>1. Blaster<br>2. Search<br>3. Dodge<br>4. Spacewise<br>5. Melee | **Calling Skills**<br>1. Blaster<br>2. Search<br>3. Bargain/Bribe<br>4. Jetpack Piloting<br>5. Brawl | **Calling Skills**<br>1. Blaster<br>2. Search<br>3. Spacewise<br>4. Con/Gamble<br>5. Grenade |
| **Special Resources:**<br>+ Bounty Hunter Armor (Basic) | **Special Resources:**<br>+ Jetpack or Special Weapon | **Special Resources:**<br>+ 25point Squad: Bounty Hunter Gang or 3 Special Weapons |

| CLONE TROOPER/ EX-CLONE TROOPER | | |
|---|---|---|
| AFFILIATIONS: Republic, Fringer | | |
| Many armies across the galaxy employ clones for a consistent fighting force. Some of these are modeled directly on the famous Grand Army of the Republic, and indeed some of these original aging clones are still in action themselves. | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| *Clone Trooper* | *Commando* | *Commander* |
| **Calling Skills**<br>1. Blaster<br>2. Dodge<br>3. Brawl<br>4. Push/Pull/Lift<br>5. Stamina | **Calling Skills**<br>1. Blaster<br>2. Command<br>3. Melee<br>4. Climb/Jump<br>5. Survival | **Calling Skills**<br>1. Blaster<br>2. Command<br>3. Grenade<br>4. Bureaucracy<br>5. Speeder or Walker Piloting |
| **Special Resources:**<br>+ Clone Trooper Armor (Basic) | **Special Resources:**<br>+ 25point Squad: Clone Troopers | **Special Resources:**<br>+ Tactical Vehicle and Crew |

| COURIER | | |
|---|---|---|
| AFFILIATIONS: Republic, Empire, Fringer | | |
| Couriers carry high security messages and goods across the galaxy, often at great personal peril. Speeder Express riders travel the badlands of frontier planets, braving weird weather, strange creatures and hostile bandits. | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| *Courier* | *Ambassador* | *Mission Leader* |
| **Calling Skills**<br>1. Spacewise<br>2. Bargain/Bribe<br>3. Beast Riding or Speeder Piloting<br>4. Dodge<br>5. Alien Cultures | **Calling Skills**<br>1. Spacewise<br>2. Con/Gamble<br>3. Hide/Sneak<br>4. Starship or Speeder Piloting<br>5. Bureaucracy | **Calling Skills**<br>1. Spacewise<br>2. Command<br>3. Languages<br>4. Survival<br>5. Blaster |
| **Special Resources:**<br>+ Beast Mount or Speeder Bike | **Special Resources:**<br>+ Small Starship or Speeder | **Special Resources:**<br>+ 25point Squad: Couriers |

| CYBORG | | |
|---|---|---|
| AFFILIATIONS: Republic, Empire, Fringer | | |
| Cyborgs are part-droid, either by choice or necessity, and use their robotic adaptations to aid them in their calling. This way, CYBORG is not truly a calling unto itself, but rather Cyborgs are often Lobot Techs, Droid-bodied Mercenaries, etc. | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| *Cyborg* | *(Must take another Calling)* | |
| **Calling Skills** 1. Systems Tech 2. Droid Tech 3. Medicine 4. (any) 5. (any) | | |
| **Special Resources:** + 50 points of Cybernetics | | |

| DARK JEDI | | |
|---|---|---|
| AFFILIATIONS: Empire | | |
| A Jedi who has chosen the Dark Side is called a DARK JEDI. Note that Beginning Dark Jedi have not yet totally fallen to the Dark Side, but likely serve a master who has. They wield the Dark Side of the Force. | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| *Sith Apprentice* | *Dark Jedi Knight* | *Sith Lord* |
| **Calling Skills** 1. Alter 2. Lightsaber 3. Sith Lore 4. Search 5. Starship Piloting | **Calling Skills** 1. Alter 2. Lightsaber 3. Sense 4. Spacewise 5. Speeder Piloting | **Calling Skills** 1. Alter 2. Lightsaber 3. Control 4. Bureaucracy 5. Command |
| **Special Resources:** FORCE: Control, Sense, Alter + Lightsaber + Small Starship | **Special Resources:** + 25point Droid or 25point Sith Minion | **Special Resources:** + 50point Dark Jedi Apprentice (or Tactical Starship if PC is apprentice) |

| DEALER/ GUNRUNNER/ SLAVER | | |
|---|---|---|
| AFFILIATIONS: Fringer | | |
| With Smugglers moving an endless stream of contraband across the galaxy, it is up to the DEALERS to make the sales. Black market merchants all, the DEALERS deal mostly in illegal goods and substances, the GUNRUNNERS work in armaments, and the SLAVERS focus on sentient beings in bondage. Most of them are the scum of the stars, but a few have a well-hidden heart of gold. | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| *Dealer, Gunrunner or Slaver* | *Dealer, Gunrunner or Slaver* | *Dealer, Gunrunner or Slaver* |
| **Calling Skills**<br>1. Spacewise<br>2. Blaster<br>3. Bargain/ Bribe<br>4. Search<br>5. Medicine (D) Mounted Weapons (G) Alien Cultures (S) | **Calling Skills**<br>1. Spacewise<br>2. Blaster<br>3. Bargain/ Bribe<br>4. Search<br>5. Medicine (D) Mounted Weapons (G) Alien Cultures (S) | **Calling Skills**<br>1. Spacewise<br>2. Blaster<br>3. Bargain/ Bribe<br>4. Search<br>5. Medicine (D) Mounted Weapons (G) Alien Cultures (S) |
| **Special Resources:** none | **Special Resources:** none | **Special Resources:** none |

| DEVOTEE | | |
|---|---|---|
| AFFILIATIONS: Republic, Empire, Fringer | | |
| The galaxy is full of DEVOTEES, followers of countless religious and philosophical orders, that congregate in monasteries, go on pilgrimages, and even sometimes wage wars. Among them are worshipers, disciples, cultists, priests, monks, mendicants and gurus. | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| *Devotee* | *Devotee Leader* | *Devotee Sage* |
| **Calling Skills**<br>1. Alien Cultures<br>2. Jedi Lore<br>3. Stamina<br>4. Survival<br>5. Melee OR Music/Dance | **Calling Skills**<br>1. Command<br>2. Con/ Gamble<br>3. Spacewise<br>4. Beast Riding<br>5. Melee OR Music/Dance | **Calling Skills**<br>1. Bureaucracy<br>2. Bargain/ Bribe<br>3. Languages<br>4. Medicine<br>5. Melee OR Music/Dance |
| **Special Resources:**<br>none | **Special Resources:**<br>+25point Squad: Devotees | **Special Resources:**<br>+ Old Buddy on every populated planet (PC has followers galaxy-wide) |

| DRIVER (speeder, walker, land/seacraft etc.) | | |
|---|---|---|
| AFFILIATIONS: Republic, Empire, Fringer | | |
| A DRIVER is adept at driving all non-starship vehicles, usually as part of a military, company or institution for which they do the driving. | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| *Driver* | *Ace Driver* | *Speeder/Walker Commander* |
| **Calling Skills**<br>1. (Any) Piloting<br>2. (Any) Tech<br>3. Mounted Weapons<br>4. Starship Guns<br>5. Demolition | **Calling Skills**<br>1. Speeder Piloting<br>2. Walker Piloting<br>3. Speeder Tech<br>4. Walker Tech<br>5. Blaster | **Calling Skills**<br>1. (Any) Piloting<br>2. (Any) Tech<br>3. Command<br>4. Survival<br>5. Climb/Jump |
| **Special Resources:**<br>+ Speeder/Walker/Vehicle | **Special Resources:**<br>+ Speeder/Walker/Vehicle<br>+ Speedermech/Walkermech (Astromech) Droid | **Special Resources:**<br>+ 25point Squad: Speeder/Walker Drivers with vehicles |

| DROID | | |
|---|---|---|
| AFFILIATIONS: Republic, Empire, Fringer | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| *Factory Standard Droid* | *Custom Droid* | *Top-of-the-line Droid* |
| **Calling Skills**<br>1. Systems Tech<br>2. Dodge<br>3.(Multitool (DEX) if applicable)<br>4.(GM determines by droid type)<br>5.(GM determines by droid type) | **Calling Skills**<br>1. Droid Tech<br>2. Stamina<br>3.(Multitool (DEX) if applicable)<br>4.(GM determines by droid type)<br>5.(GM determines by droid type) | **Calling Skills**<br>1. Spacewise<br>2. Survival<br>3.(Multitool (DEX) if applicable)<br>4.(GM determines by droid type)<br>5.(GM determines by droid type) |
| **Special Resources:**<br>+ 25 points for capacities, systems etc. | **Special Resources:**<br>none | **Special Resources:**<br>none |

| DROID POACHER | | |
|---|---|---|
| AFFILIATIONS: Fringer | | |
| The DROID POACHER hunts down and steals, or *droidnaps*, droids, fitting them with restraining bolts, wiping their memory, cannibalizing them for parts, reselling them on the black market, etc. | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| *Droid Poacher* | *Droid Fence* | *Droidmaster* |
| **Calling Skills**<br>1. Search<br>2. Droid Tech<br>3. Bargain/Bribe<br>4. Hide/Sneak<br>5. Spacewise | **Calling Skills**<br>1. Search<br>2. Droid Tech<br>3. Bargain/Bribe<br>4. Hide/Sneak<br>5. Spacewise | **Calling Skills**<br>1. Search<br>2. Droid Tech<br>3. Bargain/Bribe<br>4. Speeder Piloting<br>5. Walker Piloting |
| **Special Resources:**<br>+ DEMP Gun<br>+ Restraining Bolts Kit | **Special Resources:**<br>+ 25point Squad: Salvage Droids | **Special Resources:**<br>+ Speeder<br>+ Walker or Crawler<br>+ Droid Crew |

| DUELIST/ GUNSLINGER | | |
|---|---|---|
| **AFFILIATIONS: Fringer** | | |
| The DUELIST is an expert with their chosen weapon, and stakes their life on it. Challenging others to duels for money, status, or infamy, they live a life of constant danger. | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| *Duelist* | *Infamous Duelist* | *Duelmaster* |
| **Calling Skills**<br>1. Blaster, Melee or Attack Skill of choice<br>2. Melee or Brawl<br>3. Con/Gamble<br>4. Dodge<br>5. Spacewise | **Calling Skills**<br>1. Blaster, Melee or Attack Skill of choice<br>2. Grenade<br>3. Beast Riding or Speeder Piloting<br>4. Dodge<br>5. Spacewise | **Calling Skills**<br>1. Blaster, Melee or Attack Skill of choice<br>2. Climb/Jump<br>3. Spacewise<br>4. Dodge<br>5. Spacewise |
| **Special Resources:**<br>none | **Special Resources:**<br>+ Speedcrafted Weapon (+5 INITIATIVE when wielding) | **Special Resources:**<br>+ Old Buddy on every populated planet (PC is known galaxy-wide by reputation) |

| ENTERTAINER | | |
|---|---|---|
| **AFFILIATIONS: Republic, Empire, Fringer** | | |
| The ENTERTAINER makes their living by putting on a show. The galaxy has no shortage of diversions: musicians, dancers, singers, actors, carnies, raconteurs, acrobats, holoperformers, and game hosts, to name a few. | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| *Entertainer* | *Bandleader*<br>*(Spy)*<br>*(Thief)* | *Virtuoso/ Diva*<br>*(Spy)*<br>*(Thief)* |
| **Calling Skills**<br>1.Music/Dance<br>2.Con/Gamble<br>3.Bargain/Bribe<br>4.Spacewise<br>5.Stamina | **Calling Skills**<br>1.Music/Dance<br>2.Con/Gamble<br>3.Bargain/Bribe<br>4.Spacewise<br>5. Command | **Calling Skills**<br>1.Music/Dance<br>2.Con/Gamble<br>3.Bargain/Bribe<br>4.Spacewise<br>5. Bureaucracy |
| **Special Resources:**<br>+Musical Instrument (or applicable tools of the trade) | **Special Resources:**<br>+ 50point Squad: Musicians | **Special Resources:**<br>+ Old Buddy on every populated planet (PC is known galaxy-wide by reputation) |

| EXPLORER | | |
|---|---|---|
| **AFFILIATIONS: Republic, Empire, Fringer** | | |
| The EXPLORER ventures out past the Outer Rim, towards Wildspace, always seeking out new worlds and opportunities. Whether they desire to experience the unknown, or exploit untamed worlds for profit, the Explorer is ever pushing onward. | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| *Explorer* | *Trailblazer* | *Discoverer* |
| **Calling Skills**<br>1. Spacewise<br>2. Languages<br>3. Survival<br>4. Alien Cultures<br>5. Starship Piloting | **Calling Skills**<br>1. Spacewise<br>2. Beast Riding<br>3. Survival<br>4. Starship (any)<br>5. Blaster | **Calling Skills**<br>1. Spacewise<br>2. Languages<br>3. Survival<br>4. 4. Starship (any)<br>5. Search |
| **Special Resources:**<br>+ Medium Starship | **Special Resources:**<br>+ Beast Mount or Small Walker | **Special Resources:**<br>+ Speeder |

**STAR WARS QUEST** RULEBOOK

| EX-STORMTROOPER | | |
|---|---|---|
| AFFILIATIONS: Republic, Fringer | | |
| The EX-STORMTROOPER has gone AWOL from the Imperial Army, deserting for reasons all his own. Perhaps he had a change of heart, or was simply being opportunistic-- either way, he's a wanted man now, with a dangerous background. | | |
| **BEGINNER** | **EXPERIENCED** | |
| *Ex-Stormtrooper* | *(Must choose new Calling)* | |
| **Calling Skills**<br>1. Blaster<br>2. Dodge<br>3. Grenade<br>4. Stamina<br>5. Brawl<br><br>**Special Resources:**<br>+ Stormtrooper Armor (Basic) | | |

| FARMER/ FISHERMAN | | |
|---|---|---|
| AFFILIATIONS: Republic, Fringer | | |
| The FARMER lives a peaceful existence, until adventure comes knocking at their door.<br>Then, they must leave their rural ways behind to answer the call to either heroism, or villainy. | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| *Farmer* | *(Must choose new Calling)* | |
| **Calling Skills**<br>1. Survival<br>2. Bargain/Bribe<br>3. Stamina<br>4. Push/Pull/Lift<br>5. Beast Riding or Speeder Piloting | | |
| **Special Resources:**<br>+ Beast mount or Speeder | | |

| GAMBLER | | |
|---|---|---|
| AFFILIATIONS: Fringer | | |
| The GAMBLER lives by their wits, and their skill at the game being played. Sometimes, also, they live by a quick hand with a blaster in its grip. Regardless, theirs is a life of extreme risk, and a unique relationship with the law. | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| *Gambler* | *Famous Gambler* | *Master Gambler* |
| **Calling Skills**<br>1. Con/Gamble<br>2. Brawl<br>3. Hide/Sneak<br>4. Search<br>5. Blaster | **Calling Skills**<br>1. Con/Gamble<br>2. Bargain/Bribe<br>3. Hide/Sneak<br>4. Search<br>5. Spacewise | **Calling Skills**<br>1. Con/Gamble<br>2. Bargain/Bribe<br>3. Search<br>4. Speeder Piloting<br>5. Starship (any) |
| **Special Resources:**<br>+ Speeder | **Special Resources:**<br>+ Small Starship<br>+ Luxury Starcruiser | **Special Resources:**<br>+ Ownership of a City, Colony, Company or Institution |

| GANGER (pod racer, speeder, jetpack, swoop etc.) | | |
|---|---|---|
| AFFILIATIONS: Fringer | | |
| GANGERS are underworld thugs and criminals who eke out a living in all sorts of illegitimate ways. Most ride a signature vehicle; hence the galaxy is crawling with Swoop Gangers, Pod Gangers and so on, filled with bravado and a tad bit crazy. | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| *Ganger* | *Gang Boss* | *Gang Lord* |
| **Calling Skills**<br>1. (any) Piloting (not Starship)<br>2. Melee<br>3. Blaster<br>4. Con/Gamble<br>5. Brawl | **Calling Skills**<br>1. (any) Piloting (not Starship)<br>2. Command<br>3. Mounted Weapons<br>4. Con/Gamble<br>5. Brawl | **Calling Skills**<br>1. Bargain/Bribe<br>2. Command<br>3. Spacewise<br>4. Mounted Weapons<br>5.  Brawl |
| **Special Resources:**<br>+ Vehicle (Pod Racer, Speeder, Speederbike, Jetpack, Swoop etc.) | **Special Resources:**<br>+ 2nd Vehicle<br>+ 25point Squad: Gangers<br>+ Hideout | **Special Resources:**<br>+ 50point Squad: Gang Bosses<br>+ Fortress Compound |

| GUNNER | | |
|---|---|---|
| AFFILIATIONS: Republic, Empire, Fringer | | |
| Most militia employ GUNNERS, specialists in large-scale ranged armament. These cannoneers can shoot any big weapon, and are well-versed in the art of blowing things up. As such, they are much in demand. | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| *Gunner* | *Artillery Sergeant* | *Gunnery Commander* |
| **Calling Skills**<br>1. Mounted Weapons<br>2. Starship Guns<br>3. Demolitions<br>4. Systems Tech<br>5. Push/Pull/Lift | **Calling Skills**<br>1. Mounted Weapons<br>2. Starship Guns<br>3. Demolitions<br>4. Command<br>5. Search | **Calling Skills**<br>1. Mounted Weapons<br>2. Starship Guns<br>3. Demolitions<br>4. Command<br>5. Bureaucracy |
| **Special Resources:**<br>+ Mounted Weapon (choose type)<br>+ Helmet | **Special Resources:**<br>+ Medium Vehicle (walker, crawler, speeder etc.)<br>+ Crew | **Special Resources:**<br>+ Tactical Vehicle (AT-AT, walker, crawler, speeder etc.) or Tactical Starship<br>+Crew |

| JEDI | | |
|---|---|---|
| The guardians of peace and democracy for over a thousand years, the JEDI are an ancient order of mystical knights, scholars and diplomats who work to maintain justice across the galaxy. | | |
| AFFILIATIONS: Republic | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| *Padawan* | *Jedi Knight* | *Jedi Master* |
| **Calling Skills**<br>1. Control<br>2. Sense<br>3. Alter<br>4. Lightsaber<br>5. Jedi Lore | **Calling Skills**<br>1. Control<br>2. Sense<br>3. Alter<br>4. Lightsaber<br>5. Starship (any) | **Calling Skills**<br>1. Control<br>2. Sense<br>3. Alter<br>4. Lightsaber<br>5. Command |
| **Special Resources:**<br>FORCE: Control, Sense, Alter<br>+ Lightsaber<br>+ Jedi Master (NPC or other PC) | **Special Resources:**<br>+ Jedi Starfighter with 25point Astromech Droid<br>+ Padawan Learner (50point NPC or PC) | **Special Resources:**<br>+ Padawan Learner or Jedi Knight (NPC or other PC)<br>+ 25point Army (if declared a Jedi General) |

| JOCKEY (pod racer, speeder, jetpack, swoop etc.) | | |
|---|---|---|
| AFFILIATIONS: Republic, Fringer | | |
| The JOCKEY is a competitive sport pilot, a specialist in racing vehicles. Beyond just racing in tournaments, the Jockey satisfies their thirst for speed by getting caught up in all kinds of dangerous escapades. | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| *Jockey* | *Barnstormer* | *Champion* |
| **Calling Skills**<br>1. (any) Piloting<br>2. (any) Tech<br>3. Survival<br>4. Climb/Jump<br>5. Con/Gamble | **Calling Skills**<br>1. (any) Piloting<br>2. (any) Tech<br>3. Survival<br>4. Search<br>5. Con/Gamble | **Calling Skills**<br>1. (any) Piloting<br>2. (any) Tech<br>3. Survival<br>4. Spacewise<br>5. Con/Gamble |
| **Special Resources:**<br>+ Vehicle (Pod Racer, Speeder, jetpack, Swoop etc.)<br>+ Helmet | **Special Resources:**<br>+ 25point Squad: Pit Droids<br>+ 2nd Vehicle (Pod Racer, Speeder, jetpack, Swoop etc.) | **Special Resources:**<br>+ 3rd Vehicle (Pod Racer, Speeder, jetpack, Swoop etc.) |

<table>
<tr><th colspan="3">JUNK TRADER/ SCAVENGER</th></tr>
<tr><td colspan="3" align="center">AFFILIATIONS: Republic, Empire, Fringer</td></tr>
<tr><td colspan="3">Wherever technology has touched the galaxy, the JUNK TRADER can be found, scavenging parts from wreckage, tinkering and reselling the castoff from another's misfortune or neglect. It is an unglamorous life, but it's rarely boring.</td></tr>
<tr><td align="center"><b>BEGINNER</b></td><td align="center"><b>EXPERIENCED</b></td><td align="center"><b>MASTER</b></td></tr>
<tr><td align="center"><i>Junk Trader</i></td><td align="center"><i>Junk Trader</i></td><td align="center"><i>Junk Trader</i></td></tr>
<tr>
<td><b>Calling Skills</b><br>1. Search<br>2. Spacewise<br>3. Droid Tech<br>4. Systems Tech<br>5. Bargain/Bribe</td>
<td><b>Calling Skills</b><br>1. Alien Cultures<br>2. Languages<br>3. Starship Tech<br>4. Speeder Tech<br>5. Bargain/Bribe</td>
<td><b>Calling Skills</b><br>1. Search<br>2. Spacewise<br>3. Walker Tech<br>4. (any) Tech<br>5. Bargain/Bribe</td>
</tr>
<tr>
<td><b>Special Resources:</b><br>+ Medium Starship or Large Vehicle<br>+ 25point Droid</td>
<td><b>Special Resources:</b><br>+ 50point Droid<br>+ Small Vehicle</td>
<td><b>Special Resources:</b><br>+ Freightership<br>+ Crew</td>
</tr>
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<tr><th colspan="3">KID</th></tr>
<tr><td colspan="3" align="center">AFFILIATIONS: Republic, Empire, Fringer</td></tr>
<tr><td colspan="3">Those who are unprepared by young age to embark on adventure nevertheless sometimes find themselves thrust into the journey by circumstance-- the KID is such a soul, and learns to grow up fast.</td></tr>
<tr><td align="center"><b>BEGINNER</b></td><td align="center"><b>EXPERIENCED</b></td><td></td></tr>
<tr><td align="center"><i>Kid</i></td><td align="center"><i>(Must choose other Calling)<br>(Any BEGINNER level)</i></td><td></td></tr>
<tr>
<td><b>Calling Skills</b><br>1. Survival<br>2. Spacewise<br>3. Dodge<br>4. Climb/Jump<br>5. Hide/Sneak</td>
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<tr>
<td><b>Special Resources:</b><br>Can be played for a total of 4 campaigns instead of 3.<br>+ Mentor/Guardian (PC or NPC)</td>
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</table>

<table>
<tr><th colspan="3">LAPSED JEDI</th></tr>
<tr><td colspan="3" align="center">AFFILIATIONS: Republic, Empire, Fringer</td></tr>
<tr><td colspan="3">Perhaps once a Jedi hopeful, the LAPSED JEDI has lost the path to knighthood, either through tragedy, failure, or abandoning the difficult life of the Jedi. Now directionless, the Lapsed Jedi waits to find a renewed direction, be it dark or light.</td></tr>
<tr><td align="center"><b>BEGINNER</b></td><td align="center"><b>EXPERIENCED</b></td><td align="center"><b>MASTER</b></td></tr>
<tr><td align="center"><i>Lapsed Jedi</i></td><td align="center"><i>Lapsed Jedi<br>(Jedi Padawan)<br>(Sith Apprentice)</i></td><td align="center"><i>(Must take another Calling)<br>(Jedi Padawan)<br>(Sith Apprentice)<br>(Farmer)</i></td></tr>
<tr>
<td><b>Calling Skills</b><br>1. Control<br>2. Con/Gamble<br>3. Spacewise<br>4. Hide/Sneak<br>5. Starship (any)</td>
<td><b>Calling Skills</b><br>1. Sense<br>2. Con/Gamble<br>3. Spacewise<br>4. Hide/Sneak<br>5. Survival</td>
<td></td>
</tr>
<tr>
<td><b>Special Resources:</b><br>FORCE: Control<br>+ Lightsaber</td>
<td><b>Special Resources:</b><br>FORCE: Sense</td>
<td></td>
</tr>
</table>

| MERCENARY | | |
|---|---|---|
| AFFILIATIONS: Fringer | | |
| Among the many soldiers in the galaxy are those that fight for money alone-- the MERCENARY is one. Owing allegiance to no one but the highest bidder, the Mercs find themselves amidst struggles of real consequence, and may someday have to make a real choice. | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| *Mercenary* | *Mercenary Sergeant* | *Warlord* |
| **Calling Skills**<br>1. Blaster<br>2. Dodge<br>3. Melee<br>4. Medicine<br>5. Survival | **Calling Skills**<br>1. Blaster<br>2. Grenade<br>3. Command<br>4. Beast Riding<br>5. Mounted Weapons | **Calling Skills**<br>1. Blaster<br>2. Command<br>3. Brawl<br>4. Walker Piloting<br>5. Demolition |
| **Special Resources:**<br>+ Battle Armor (Basic) | **Special Resources:**<br>+ Special Weapon<br>+ Beast Mount<br>+ 25point Squad: Mercenaries | **Special Resources:**<br>+ 50 point Squad: Mercenary Sergeants<br>+ Tactical Vehicle and Crew or<br>Fortress Stronghold |

| MERCHANT | | |
|---|---|---|
| AFFILIATIONS: Republic, Empire, Fringer | | |
| Goods of all kinds flow across the galaxy-- it is the merchant who sells them. Whether a government-sanctioned intergalactic trade clerk, or a seedy shop owner in a backwater bazaar, the merchant deals in money and goods. | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| *Merchant* | *Executive* | *Treasurist* |
| **Calling Skills**<br>1. Bargain/Bribe<br>2. Bureaucracy<br>3. Con/ Gamble<br>4. Search<br>5. Starship (any) | **Calling Skills**<br>1. Bargain/Bribe<br>2. Bureaucracy<br>3. Con/ Gamble<br>4. Alien Cultures<br>5. Spacewise | **Calling Skills**<br>1. Bargain/Bribe<br>2. Bureaucracy<br>3. Con/ Gamble<br>4. Languages<br>5. Starship (any) |
| **Special Resources:**<br>+ Medium Starship | **Special Resources:**<br>+ Treasury Droid<br>+ Luxury Starcruiser | **Special Resources:**<br>+ Planetary Monopoly or Galactic Resource |

## NERF HERDER

AFFILIATIONS: Republic, Empire, Fringer

First, not all NERF HERDERS actually herd nerfs. But the term sums up the job of all manner of rural beast herders across the galaxy. It is perhaps the humblest of beginnings, but one that may lead to improbable greatness.

| BEGINNER | EXPERIENCED | MASTER |
|---|---|---|
| *Nerf Herder* | *(Must take another Calling)* | |
| **Calling Skills**<br>1. Beast Riding<br>2. Survival<br>3. Melee<br>4. Stamina<br>5. Push/Pull/Lift | | |
| **Special Resources:**<br>+ Herd of nerfs | | |

## NOBLE

AFFILIATIONS: Republic, Empire, Fringer

Countless systems have their royalty, ranging from those who are only NOBLE in name, to those who still rule their subjects, either through legitimate elections or tyranny. The Noble uses their vast resources to enter the fight between the Republic and the Empire.

| BEGINNER | EXPERIENCED | MASTER |
|---|---|---|
| *Courtier* | *Titled Noble* | *Ruler* |
| **Calling Skills**<br>1. Command<br>2. Alien Cultures<br>3. Starship (any)<br>4. Speeder Piloting<br>5. Con/Gamble | **Calling Skills**<br>1. Command<br>2. Bureaucracy<br>3. Starship (any)<br>4. Bargain/Bribe<br>5. Con/Gamble | **Calling Skills**<br>1. Command<br>2. Languages<br>3. Starship (any)<br>4. Search<br>5. Con/Gamble |
| **Special Resources:**<br>+ 25point Servant<br>+ Small Starship | **Special Resources:**<br>+ 50point Droid | **Special Resources:**<br>+ Old Buddy on every populated planet<br>(from among the noble class) |

## OFFICER

AFFILIATIONS: Republic, Empire, Fringer

The military role of the OFFICER is one of command, with higher decision-making and strategic thought in their hands. This said, many officers find themselves in the thick of battle, marshalling their forces to victory or defeat.

| BEGINNER | EXPERIENCED | MASTER |
|---|---|---|
| *Captain* | *Major* | *Admiral or General* |
| **Calling Skills**<br>1. Blaster<br>2. Dodge<br>3. Bureaucracy<br>4. Command<br>5. Starship (any) | **Calling Skills**<br>1. Blaster<br>2. Search<br>3. Bureaucracy<br>4. Command<br>5. (any) Piloting | **Calling Skills**<br>1. Blaster<br>2. (any) Tech<br>3. Bureaucracy<br>4. Command<br>5. (any) Piloting |
| **Special Resources:**<br>+ 25point Squad: (troopers)<br>+ Medium Starship or Vehicle | **Special Resources:**<br>+ 50point Squad: (captains)<br>+ Starship or Vehicle Squadron | **Special Resources:**<br>+Capital Starship or Vehicle Fleet |

| OUTLAW | | |
|---|---|---|
| AFFILIATIONS: Fringer | | |
| The OUTLAW lives and operates outside of the restraints of larger governments, using the more wild methods of daring and violence to achieve their goals. It follows that the Outlaw is not openly allied with either the Republic or the Empire, at least initially. | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| *Outlaw* | *Outlaw Chief* | *Outlaw King/Queen* |
| **Calling Skills**<br>1.Blaster<br>2. Hide/Sneak<br>3. Spacewise<br>4. Dodge<br>5. Search | **Calling Skills**<br>1.Blaster<br>2. Hide/Sneak<br>3. Survival<br>4. Melee<br>5. Search | **Calling Skills**<br>1.Blaster<br>2. Hide/Sneak<br>3. Command<br>4. Con/Gamble<br>5. Search |
| **Special Resources:** | **Special Resources:** | **Special Resources:** |

| PILOT | | |
|---|---|---|
| AFFILIATIONS: Republic, Empire, Fringer | | |
| There is perhaps no more common intergalactic calling than that of the PILOT. That said, every Pilot is dramatically different, from the brash fighter pilot to the plodding freighter captain, there are a million ways to fly a ship. | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| *Pilot* | *Ace* | *Flight Commander* |
| **Calling Skills**<br>1. Starship Piloting<br>2. Starship Guns<br>3. Starship Shields<br>4. Starship Tech<br>5. Spacewise | **Calling Skills**<br>1. Starship Piloting<br>2. Starship Guns<br>3. Starship Shields<br>4. Starship Tech<br>5. Survival | **Calling Skills**<br>1. Starship Piloting<br>2. Starship Guns<br>3. Starship Shields<br>4. Starship Tech<br>5. Command |
| **Special Resources:**<br>+ Flightsuit (Basic)<br>+ Helmet<br>+ Small or Medium Starship<br>+ 25point Astromech Droid | **Special Resources:**<br>+ Starship Squadron | **Special Resources:**<br>+ Starfleet |

| PIRATE | | |
|---|---|---|
| AFFILIATIONS: Fringer | | |
| The stars can be a dangerous place, especially with PIRATES combing the trade routes. A bold and ruthless lot, Pirates attack and rob starships in the dark corners of the galaxy. | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| *Pirate* | *Pirate Mate* | *Pirate Captain* |
| **Calling Skills**<br>1. Blaster<br>2. Starship (any)<br>3. Brawl<br>4. Con/Gamble<br>5. Spacewise | **Calling Skills**<br>1. Blaster<br>2. Starship (any)<br>3. Melee<br>4. Con/Gamble<br>5. Search | **Calling Skills**<br>1. Blaster<br>2. Starship (any)<br>3. Brawl<br>4. Con/Gamble<br>5. Command |
| **Special Resources:**<br>+10 points for Cybernetics | **Special Resources:**<br>+ Small Starship | **Special Resources:**<br>+ Medium Starship<br>+ 50point Squad: Pirates |

| PIT FIGHTER | | |
|---|---|---|
| AFFILIATIONS: Republic, Empire, Fringer | | |
| Competitive fighting still exists in the more barbaric corners of the cosmos, and many PIT FIGHTERS monetize their violent ways to take advantage of this. Paid gladiators, Pit Fighters are often slaves who seek to buy their freedom, and even more. | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| *Pit Fighter* | *Pit Veteran* | *Pit Champion* |
| **Calling Skills**<br>1. Brawl<br>2. Melee<br>3. Push/Pull/Lift<br>4. Stamina<br>5. Grenade | **Calling Skills**<br>1. Brawl<br>2. Melee<br>3. Push/Pull/Lift<br>4. Climb/Jump<br>5. Dodge | **Calling Skills**<br>1. Brawl<br>2. Melee<br>3. Push/Pull/Lift<br>4. Swim<br>5. Bargain/Bribe |
| **Special Resources:**<br>+ Primitive Armor | **Special Resources:**<br>+ 25points for Cybernetics | **Special Resources:**<br>+25 points for Cybernetics |

| QUIXOTIC JEDI | | |
|---|---|---|
| AFFILIATIONS: Republic, Empire, Fringer | | |
| There are Jedi, and there are those who *think* they are Jedi. The latter, QUIXOTIC JEDI, are spiritual devotees to the way of the Force, but not quite actually Jedi. Whether they are religious pilgrims, or slightly deluded, the Force is (maybe) with them. | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| *Quixotic Jedi* | *Quixotic Jedi*<br>*(Jedi Padawan)*<br>*(Sith Apprentice)* | *Quixotic Jedi*<br>*(Jedi Padawan/Knight)*<br>*(Sith Apprentice/ Dark Jedi Knight)* |
| **Calling Skills**<br>1. Jedi Lore<br>2. Con/Gamble<br>3. Melee<br>4. Lightsaber* or Blaster<br>5. Medicine | **Calling Skills**<br>1. Jedi Lore<br>2. Con/Gamble<br>3. Melee<br>4. Lightsaber* or Blaster<br>5. Alien Cultures | **Calling Skills**<br>1. Jedi Lore<br>2. Con/Gamble<br>3. Melee<br>4. Lightsaber* or Blaster<br>5. Command |
| **Special Resources:**<br>NOTE: All Quixotic Jedi must have a FORCE rating of 7 or higher.<br>*Only if PC owns a lightsaber (GM's discretion) | **Special Resources:** | **Special Resources:** |

| RETAINER/ SERVANT/ /SLAVE | | |
|---|---|---|
| AFFILIATIONS: Republic, Empire, Fringer | | |
| Servitude exists on countless planets, and the RETAINER serves their superior, with a generalized skillset. The Retainer may be a butler, clerk, or laborer. Regardless, it is a hard life. | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| *Retainer* | *Retainer* | *Major Domo* |
| **Calling Skills**<br>1. Stamina<br>2. Search<br>3. Bureaucracy<br>4. Starship (any)<br>5. (any) Piloting | **Calling Skills**<br>1. Con/Gamble<br>2. Hide/Sneak<br>3. Blaster<br>4. Starship (any)<br>5. (any) Piloting | **Calling Skills**<br>1. (any) Tech<br>2. Command<br>3. Bureaucracy<br>4. Starship (any)<br>5. (any) Piloting |
| **Special Resources:**<br>none | **Special Resources:**<br>none | **Special Resources:**<br>+ 25point Squad: Retainers |

| SABOTEUR | | |
|---|---|---|
| AFFILIATIONS: Republic, Empire, Fringer | | |
| The SABOTEUR specializes in destruction-- infiltrating an enemy zone, and destroying a target.<br>Whether they are skilled freedom fighters or unscrupulous terrorists, saboteurs play a game of wits and stealth. | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| *Saboteur* | *Saboteur* | *Saboteur* |
| **Calling Skills**<br>1. Demolitions<br>2. Hide/Sneak<br>3. Systems Tech<br>4. Dodge<br>5. Grenade | **Calling Skills**<br>1. Demolitions<br>2. Hide/Sneak<br>3. Systems Tech<br>4. Search<br>5. Blaster | **Calling Skills**<br>1. Demolitions<br>2. Hide/Sneak<br>3. Systems Tech<br>4. Climb/Jump<br>5. Brawl |
| **Special Resources:**<br>+ Special Weapon | **Special Resources:** | **Special Resources:** |

| SCHOLAR | | |
|---|---|---|
| AFFILIATIONS: Republic, Empire, Fringer | | |
| In a galaxy as vast as the Star Wars universe, the sum total of knowledge is mind-boggling. No shortage of SCHOLARS exist, to study, research, experiment and gather data for their projects. In times of war between the Republic and the Empire, Scholars serve a vital role in finding out new information to serve their side in their desperate struggle for victory. | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| *Scholar* | *Scholar* | *Scholar* |
| **Calling Skills**<br>1. Alien Cultures<br>2. Bureaucracy<br>3. Languages<br>4. Spacewise<br>5. Medicine | **Calling Skills**<br>1. Alien Cultures<br>2. Spacewise<br>3. Languages<br>4. Survival<br>5. (any) Piloting (not Starship) | **Calling Skills**<br>1. Alien Cultures<br>2. <u>Jedi Lore</u><br>3. Languages<br>4. Spacewise<br>5. Starship (any) |
| **Special Resources:**<br>+ 25point Droid or Pet | **Special Resources:**<br>+ Small Vehicle | **Special Resources:**<br>+ Small Starship |

| SCIENTIST | | |
|---|---|---|
| AFFILIATIONS: Republic, Empire, Fringer | | |
| The SCIENTIST is learned and active in a broad range of scientific fields, both natural and technological. They are often at the forefront of new projects for their side-- perhaps a cure for a fast-spreading disease, or perhaps a new super-weapon… | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| *Scientist* | *Scientist* | *Scientist* |
| **Calling Skills**<br>1. Medicine<br>2. Droid Tech<br>3. Systems Tech<br>4. <u>Tech Design</u><br>5. Search | **Calling Skills**<br>1. Medicine<br>2. Alien Cultures<br>3. Spacewise<br>4. <u>Tech Design</u><br>5. Survival | **Calling Skills**<br>1. Medicine<br>2. Bureaucracy<br>3. (any) Tech<br>4. <u>Tech Design</u><br>5. Command |
| **Special Resources:** | **Special Resources:**<br>+ 25point Droid or Pet | **Special Resources:** |

| SCOUT | | |
|---|---|---|
| AFFILIATIONS: Republic, Empire, Fringer | | |
| With so much unknown terrain, the SCOUT is invaluable to their army or group, running reconnaissance to spot hidden dangers or enemies in ambush. The Scout often takes dangerous missions, going behind enemy lines alone. | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| *Scout* | *Scout* | *Scoutmaster* |
| **Calling Skills**<br>1. Survival<br>2. Search<br>3. Hide/Sneak<br>4. Climb/Jump<br>5. Beast Riding | **Calling Skills**<br>1. Survival<br>2. Search<br>3. Languages<br>4. Swim<br>5. Walker Piloting | **Calling Skills**<br>1. Survival<br>2. Search<br>3. Alien Cultures<br>4. Climb/Jump<br>5. Spacewise |
| **Special Resources:**<br>+ Beast Mount | **Special Resources:**<br>+ Walker | **Special Resources:**<br>none |

| SECURITY GUARD | | |
|---|---|---|
| AFFILIATIONS: Republic, Empire, Fringer | | |
| Most all advanced civilizations and facilities have a security force or law enforcement agency, and the SECURITY GUARD is a member of that policing force. The guard answers to their government or organization's authority, be it aligned with the Republic, the Empire, or a neutral party. | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| *Security Guard* | *Guard Captain* | *Security Chief* |
| **Calling Skills**<br>1. Melee<br>2. Blaster<br>3. Bureaucracy<br>4. Search<br>5. Dodge | **Calling Skills**<br>1. Melee<br>2. Blaster<br>3. Bureaucracy<br>4. Speeder Piloting<br>5. Command | **Calling Skills**<br>1. Bargain/ Bribe<br>2. Blaster<br>3. Bureaucracy<br>4. Con/ Gamble<br>5. Command |
| **Special Resources:**<br>+ Helmet, Blast Vest | **Special Resources:**<br>+25point Squad: Security Guards | **Special Resources:**<br>+50point Squad: Guard Captains |

| SENATE GUARD/ IMPERIAL GUARD | |
|---|---|
| AFFILIATIONS: Republic, Empire | |
| Both the Republic Senate and the Empire maintain a force of elite GUARDS that protect the highest-ranking leaders of their side-- the Senators, Supreme Chancellors, and Emperors of the greatest governments of the galaxy. | |
| *NOTE:  Senate and Imperial Guards are recruited from EXPERIENCED level characters, and is therefore only a MASTER level callin*g. | |
| | **MASTER** |
| | *Senate Guard*<br>*or Imperial Guard* |
| | **Calling Skills**<br>1. Melee<br>2. Bureaucracy<br>3. Search<br>4. System Tech<br>5. Hide/Sneak |
| | **Special Resources:** |

| | Elite Guard Armor |
|---|---|

| SENATORIAL | | |
|---|---|---|
| AFFILIATIONS: Republic, Empire, Fringer | | |
| Most all civilized planets and organizations have a system of government, replete with leaders-- the SENATORIAL is among them, a representative, diplomat, governor, and lawmaker. A great deal of them serve in the Galactic Senate in some capacity. Senatorials may be aligned with any faction, and come in all types-- some are even brave and honest. | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| *Senatorial or Imperial Advisor* | *Galactic Senator or Moff* | *Chancellor or Grand Moff* |
| **Calling Skills**<br>1. Bureaucracy<br>2. Command<br>3. Alien Cultures<br>4. Starship (any)<br>5. Languages | **Calling Skills**<br>1. Bureaucracy<br>2. Command<br>3. Alien Cultures<br>4. Starship (any)<br>5. Con/Gamble | **Calling Skills**<br>1. Bureaucracy<br>2. Command<br>3. Alien Cultures<br>4. Starship (any)<br>5. Bargain/Bribe |
| **Special Resources:** | **Special Resources:**<br>+ 25point Droid<br>+ Diplomatic Cruiser | **Special Resources:**<br>+ Capital Escort Starship |

| SHAMAN/ WITCH DOCTOR | | |
|---|---|---|
| AFFILIATIONS: Fringer | | |
| Traditional societies have wise people and healers among them, whom they rely on for health and guidance. The SHAMAN provides their tribe with spiritual leadership, guiding belief and decision-making. Sometimes those decisions involve worshiping golden protocol droids, or killing lots of Stormtroopers. | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| *Shaman* | *Shaman* | *Shaman* |
| **Calling Skills**<br>1. Rituals<br>2. Medicine<br>3. Survival<br>4. Alien Cultures<br>5. Con/Gamble | **Calling Skills**<br>1. Medicine<br>2. Survival<br>3. Beast Riding<br>4. Search<br>5. Con/Gamble | **Calling Skills**<br>1. Medicine<br>2. Survival<br>3. Beast Riding<br>4. Stamina<br>5. Con/Gamble |
| **Special Resources:** | **Special Resources:**<br>+ Beast Mount | **Special Resources:** |

| SHIPJACKER | | |
|---|---|---|
| AFFILIATIONS: Fringer | | |
| The SHIPJACKER is a thief dealing in starship robbery. An expert at hotwiring hyperdrives, the Shipjacker is also a skilled (if reckless) pilot. | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| *Shipjacker* | *Expert Shipjacker* | *Master Shipjacker* |
| **Calling Skills**<br>1. Systems Tech<br>2. Hide/Sneak<br>3. Starship Piloting<br>4. Starship Tech<br>5. Starship (any) | **Calling Skills**<br>1. Systems Tech<br>2. Hide/Sneak<br>3. Starship Piloting<br>4. Spacewise<br>5. Starship (any) | **Calling Skills**<br>1. Systems Tech<br>2. Hide/Sneak<br>3. Starship Piloting<br>4. Search<br>5. Starship (any) |
| **Special Resources:**<br>+ Systems Tech Kit<br>+ Flightsuit (Basic) | **Special Resources:**<br>+ Sub-capital Starship (stolen) | **Special Resources:**<br>+ 2 Sub-capital Starships (stolen) hidden away on backwater planets. |

| SITH ALCHEMIST | | |
|---|---|---|
| AFFILIATIONS: Empire, | | |
| The mysterious Sith Alchemy is a Dark Side technique that unlocks strange powers using the Force, often combined with twisted real-world technology. Force-sensitive practitioners of this art, SITH ALCHEMISTS, attempt to expand their powers into unknown realms, no matter what the cost. | | |
| *NOTE: While Sith Alchemists are Force-sensitive and train in ALTER, they do not know CONTROL or SENSE.* | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| *Sith Alchemist Student* | *Sith Alchemist* | *Master Sith Alchemist* |
| **Calling Skills**<br>1. Sith Alchemy<br>2. Tech Design<br>3. Systems Tech<br>4. Sith Lore<br>5. Alter | **Calling Skills**<br>1. Sith Alchemy<br>2. Tech Design<br>3. Systems Tech<br>4. Droid Tech<br>5. Alter | **Calling Skills**<br>1. Sith Alchemy<br>2. Tech Design<br>3. Systems Tech<br>4. Demolitions<br>5. Alter |
| **Special Resources:** none | **Special Resources:** + Killdroid | **Special Resources:** +50point Squad: Alchemists |

| SITH MINION | | |
|---|---|---|
| **AFFILIATIONS: Empire** | | |
| SITH MINIONS are non-Force-sensitive warriors trained in the art of Lightsaber combat. Usually trained by actual Dark Jedi, Sith Minions are often used for dangerous spy and assassination missions, and even to go toe-to-toe with Jedi in combat. | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| *Sith Minion* | *Sith Minion* | *Sith Minion* |
| **Calling Skills**<br>1. Lightsaber<br>2. Melee<br>3. Brawl<br>4. Resist Mind Trick<br>5. Climb/Jump | **Calling Skills**<br>1. Lightsaber<br>2. Hide/Sneak<br>3. Search<br>4. Dodge<br>5. Swim | **Calling Skills**<br>1. Lightsaber<br>2. Beast Riding<br>3. Starship (any)<br>4. Demolition<br>5. Sith Lore |
| **Special Resources:**<br>+ Lightsaber<br>+ Battle Armor (Basic) | **Special Resources:**<br>none | **Special Resources:**<br>none |

| SLICER | | |
|---|---|---|
| **AFFILIATIONS: Republic, Empire, Fringer** | | |
| Information systems abound in the galaxy, and the SLICER can hack through them all. The Slicer breaks into computer systems, holonet networks, and virtually any electronic information system created. | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| *Slicer* | *Expert Slicer* | *Master Codebreaker* |
| **Calling Skills**<br>1. Systems Tech<br>2. Con/ Gamble<br>3. Hide/ Sneak<br>4. Droid Tech<br>5. Search | **Calling Skills**<br>1. Systems Tech<br>2. Con/ Gamble<br>3. Hide/ Sneak<br>4. Starship Tech<br>5. Demolition | **Calling Skills**<br>1. Systems Tech<br>2. Con/ Gamble<br>3. Hide/ Sneak<br>4. Tech Design<br>5. Bureaucracy |
| **Special Resources:**<br>none | **Special Resources:**<br>none | **Special Resources:**<br>none |

| SMUGGLER | | |
|---|---|---|
| **AFFILIATIONS: Fringer** | | |
| SMUGGLERS are merchants in the black market galactic economy, moving contraband from planet to planet past the watchful eye of the Galactic Authority. A wily and daring group, Smugglers often reap great rewards, or devastating consequences. | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| *Smuggler* | *Smuggler* | *Smuggler* |
| **Calling Skills**<br>1. Starship Piloting<br>2. Con/Gamble<br>3. Blaster<br>4. Spacewise<br>5. Starship Guns | **Calling Skills**<br>1. Starship Piloting<br>2. Bargain/Bribe<br>3. Dodge<br>4. Starship Tech<br>5. Starship Shields | **Calling Skills**<br>1. Starship Piloting<br>2. Con/Gamble<br>3. Brawl<br>4. Spacewise<br>5. Starship (any) |
| **Special Resources:**<br>+ Stock light Freighter | **Special Resources:**<br>+ 25 points for Starship Modifications | **Special Resources:**<br>+ 50 points for Starship Modifications |

| SOLDIER | | |
|---|---|---|
| AFFILIATIONS: Republic, Empire, Fringer | | |
| SOLDIERS are as varied a lot as any in the galaxy, but all share a common stock-in-trade: war. Enlisted in one of a vast number of armies, the Soldier fights in every hellhole backwater planet imaginable, and hopes to live another day. | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| *Soldier* | *Sergeant* | *General* |
| **Calling Skills**<br>1. Blaster<br>2. Grenade<br>3. Survival<br>4. Melee<br>5. Mounted Weapons | **Calling Skills**<br>1. Blaster<br>2. Brawl<br>3. Search<br>4. Stamina<br>5. Command | **Calling Skills**<br>1. Blaster<br>2. Hide/Sneak<br>3. Command<br>4. Bureaucracy<br>5. Beast Riding |
| **Special Resources:**<br>+ Helmet<br>+ Blast Vest | **Special Resources:**<br>+ 25point Squad: Soldiers | **Special Resources:**<br>+ 50point Squad: Sergeants<br>+ Special Weapon |

| SPY | | |
|---|---|---|
| AFFILIATIONS: Republic, Empire, Fringer | | |
| Intergalactic espionage is a tangled web of secrets and deceit, with every side engaging in shady dealings and blaster shots to the back. The SPY is the head practitioner of this war of information, bringing secret plans or stolen data that could spell victory for their side. | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| *Spy* | *Expert Spy* | *Spymaster* |
| **Calling Skills**<br>1. Hide/Sneak<br>2. Systems Tech<br>3. Disguise<br>4. Con/Gamble<br>5. Search | **Calling Skills**<br>1. Hide/Sneak<br>2. Systems Tech<br>3. Blaster<br>4. Starship (any)<br>5. Search | **Calling Skills**<br>1. Hide/Sneak<br>2. Systems Tech<br>3. Languages<br>4. Demolition<br>5. Search |
| **Special Resources:**<br>+ System Tech Kit | **Special Resources:**<br>+ Old Buddy | **Special Resources:**<br>+ Old Buddy on every heavily populated planet (an espionage contact) |

| STORMTROOPER | | |
|---|---|---|
| AFFILIATIONS: Empire | | |
| STORMTROOPERS are the frontline assault forces of the Imperial Military. In their signature white armor, Stormtroopes are feared across the galaxy as the enforcers of the Emperor's draconian will. | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| *Stormtrooper* | *Stormtrooper Sergeant* | *Stormtrooper Commander* |
| **Calling Skills**<br>1. Blaster<br>2. Brawl<br>3. Grenade<br>4. Stamina<br>5. Search | **Calling Skills**<br>1. Blaster<br>2. Brawl<br>3. Grenade<br>4. Stamina<br>5. Search | **Calling Skills**<br>1. Blaster<br>2. Brawl<br>3. Grenade<br>4. Stamina<br>5. Search |
| **Special Resources:**<br>+ Stormtrooper Armor (Basic) | **Special Resources:**<br>+ Special Weapon<br>+ 25point Squad: Stormtroopers | **Special Resources:**<br>+ 50point Squad: Stormtrooper Sergeants |

| STORMTROOPER: SPECIAL ASSAULT | | |
|---|---|---|
| **Stormtrooper Types:**<br>- **PATROLTROOPER Urban Enforcement Stormtrooper \*Bureaucracy**<br>- **RANGETROOPER Alpine Assault Stormtrooper \*Climb/Jump**<br>- **SANDTROOPER Desert Assault Stormtrooper \*Stamina**<br>- **SCOUTTROOPER Scout Stormtrooper \*Speeder Piloting**<br>- **SNOWTROOPER Cold Assault Stormtrooper \*Mounted Weapons**<br>- **SWAMPTROOPER Wetland Assault Stormtrooper \*Swim**<br>- **SHOCKTROOPER Hydrostatic Environment Assault Stormtrooper \*Search**<br>- **SCORCHTROOPER Arson Assault Stormtrooper \*Demolition**<br>- **SHIELDTROOPER Rayshield Assault Stormtrooper \*Systems Tech**<br>- **STUNTROOPER Stun Assault Stormtrooper \*Mounted Weapons**<br>- **SLAVETROOPER Prison Industrial Stormtrooper \*Melee**<br>- **SUMMITTROOPER High Altitude Assault Stormtrooper \*Climb/Jump**<br>- **STRATOTROOPER Flightpack Assault Stormtrooper \*<u>Jetpack Piloting</u>**<br>- **SEALTROOPER Sea Air Land Assault Stormtrooper \*Swim**<br>- **SPLASHTROOPER Riparian Environment Assault Stormtrooper \*Swim**<br>- **SMOKETROOPER Volcanic Environment Assault Stormtrooper \*Demolition**<br>- **SLIMETROOPER Toxic Environment Assault Stormtrooper \*Stamina**<br>- **SEATROOPER Oceanic Assault Stormtrooper \*Swim**<br>- **STEAMTROOPER Vaporous Environment Assault Stormtrooper \*Search**<br>- **SKYTROOPER Airborne Assault Stormtrooper \*Climb/Jump** | | |
| AFFILIATIONS: Empire | | |
| The Empire deploys its STORMTROOPERS into a wide range of hostile environments, each necessitating its own specialized fighting force. SPECIAL ASSAULT STORMTROOPERS fit this bill, with an ever-expanding range of soldier sub-types. | | |
| *NOTE: A Special Assault Stormtrooper PC changes their Stormtrooper type for every level they advance, becoming a specialist in at least 3 different Stormtrooper types by the time they attain MASTER level)* | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| *(Choose 1st Stormtrooper Type)* | *(Choose 2nd Stormtrooper Type)* | *(Choose 3rd Stormtrooper Type)* |
| **Calling Skills**<br>1. Blaster<br>2. Brawl<br>3. Grenade<br>4. Survival<br>5. (\*) | **Calling Skills**<br>1. Blaster<br>2. Brawl<br>3. Grenade<br>4. Survival<br>5. (\*) | **Calling Skills**<br>1. Blaster<br>2. Brawl<br>3. Grenade<br>4. Survival<br>5. (\*) |
| **Special Resources:**<br>+ Stormtrooper Special Armor (Custom: varies) | **Special Resources:**<br>+ Stormtrooper Special Armor (Custom: varies) | **Special Resources:**<br>+ Stormtrooper Special Armor (Custom: varies) |

| TECHNICIAN | | |
| --- | --- | --- |
| AFFILIATIONS: Republic, Empire, Fringer | | |
| The galaxy is full of technology, and the TECHNICIAN is there to operate, build, fix, modify and otherwise deal with the dizzying array of gizmos and hardware required to get things done. Being a technician may seem unglamorous, but you're always in demand-- just ask Chewbacca, Rose Tico, or our little friend Artoo. | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| *Technician* | *Technician* | *Technician* |
| **Calling Skills**<br>1. Droid Tech<br>2. Systems Tech<br>3. Speeder Tech<br>4. Starship Tech<br>5. Walker Tech | **Calling Skills**<br>1. Droid Tech<br>2. Systems Tech<br>3. Speeder Tech<br>4. Starship Tech<br>5. Walker Tech | **Calling Skills**<br>1. (any) Tech<br>2. (any) Tech<br>3. Speeder Piloting<br>4. Starship (any)<br>5. Walker Piloting |
| **Special Resources:**<br>none | **Special Resources:**<br>none | **Special Resources:**<br>none |

| THIEF | | |
| --- | --- | --- |
| AFFILIATIONS: Fringer | | |
| The THIEF has a job description that is self-explanatory: they steal things. Thieves come in all types, from back alley bandits in Mos Eisley to high-tech cat burglars on Coruscant. Their skills come in handy in a variety of risky situations. | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| *Thief* | *Thief* | *Thief* |
| **Calling Skills**<br>1. Hide/Sneak<br>2. Systems Tech<br>3. Con/Gamble<br>4. Search<br>5. Spacewise | **Calling Skills**<br>1. Hide/Sneak<br>2. Systems Tech<br>3. Con/Gamble<br>4. Blaster<br>5. Climb/Jump | **Calling Skills**<br>1. Hide/Sneak<br>2. Speeder Piloting<br>3. Con/Gamble<br>4. Search<br>5. Spacewise |
| **Special Resources:**<br>none | **Special Resources:**<br>none | **Special Resources:**<br>none |

| THUG | | |
|---|---|---|
| AFFILIATIONS: Fringer | | |
| The THUG is a less-civilized alternative to the SECURITY GUARD, and uses their intimidating presence to enforce a certain (usually illegitimate) social order upon their environment. Through strongarming, extortion, and flat-out violence, the thug gets their way. | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| *Thug* | *Bodyguard* | *Enforcer* |
| **Calling Skills**<br>1. Brawl<br>2. Melee<br>3. Intimidate (PERCEPTION)<br>4. Blaster<br>5. Push/Pull/Lift | **Calling Skills**<br>1. Brawl<br>2. Melee<br>3. Search<br>4. Blaster<br>5. Bargain/Bribe | **Calling Skills**<br>1. Brawl<br>2. Melee<br>3. Command<br>4. Blaster<br>5. Push/Pull/Lift |
| **Special Resources:**<br>+ Primitive Armor | **Special Resources:**<br>+ Special Weapon (melee) | **Special Resources:**<br>+ 25point Squad: Thugs |

| TREASURE HUNTER | | |
|---|---|---|
| AFFILIATIONS: Republic, Empire, Fringer | | |
| The vast galaxy is full of unclaimed riches, rare objects of immeasurable value. The TREASURE HUNTER combs the far reaches of the stars in search of those rare curios, exploring abandoned ruins, starship wrecks, and hostile wildernesses. Their finds could make them rich or powerful, or perhaps serve a more noble purpose. | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| | | |
| **Calling Skills**<br>1. Search<br>2. Bargain/ Bribe<br>3. Climb/ Jump<br>4. Alien Cultures<br>5. Beast Riding | **Calling Skills**<br>1. Search<br>2. Bargain/ Bribe<br>3. Blaster<br>4. Spacewise<br>5. Survival | **Calling Skills**<br>1. Search<br>2. Bargain/ Bribe<br>3. Dodge<br>4. Languages<br>5. (Any Piloting) |
| **Special Resources:**<br>none | **Special Resources:**<br>+ OBSCURE rarity item or weapon | **Special Resources:**<br>+ Treasure stash worth the price of a Large Starship |

| TRIBESMAN | | |
|---|---|---|
| AFFILIATIONS: Fringer | | |
| TRIBESMAN make up the millions of remote, traditional societies around the galaxy, often existing blissfully unaware of the decades-long struggle between the Republic and the Empire. Often seen as "primitive" by outsiders, the Tribesman has a strong fighting spirit and resourcefulness that surprises more "advanced" would-be foes. | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| *Tribesman* | *Tribesman Chief* | *Tribesman Elder* |
| **Calling Skills**<br>1. Melee<br>2. Survival<br>3. Hide/Sneak<br>4. Beast Riding<br>5. Grenade | **Calling Skills**<br>1. Melee<br>2. Survival<br>3. Search<br>4. Beast Riding<br>5. Grenade | **Calling Skills**<br>1. Melee<br>2. Survival<br>3. Climb/Jump<br>4. Beast Riding<br>5. Grenade |
| **Special Resources:**<br>+ Primitive Armor | **Special Resources:**<br>+ Beast Mount | **Special Resources:**<br>+ 50point Squad: Tribesman Chiefs |

| VETERAN | | |
|---|---|---|
| AFFILIATIONS: Republic, Empire, Fringer | | |
| The galaxy is old with forgotten wars, and the VETERAN has seen their share of action in them. Bearing the many scars of battle, the Veteran leaves the enlisted military order and sets out on more personal adventure. | | |
| *NOTE: There is no BEGINNER level for this Calling. The BEGINNER level for VETERAN should be another soldierly Calling.* | | |

|  | **EXPERIENCED** | **MASTER** |
|---|---|---|
|  | *Veteran* | *Veteran* |
|  | **Calling Skills**<br>1. Blaster<br>2. Command<br>3. Grenade<br>4. Survival<br>5. Mounted Weapons | **Calling Skills**<br>1. Blaster<br>2. Command<br>3. Grenade<br>4. Con/Gamble<br>5. Brawl |
|  | **Special Resources:**<br>+ 25 points for Cybernetics | **Special Resources:** |

| | | |
|---|---|---|
| AFFILIATIONS: Republic, Empire, Fringer | | |
| | | |
| **BEGINNER** | **EXPERIENCED** | **MASTER** |
| | | |
| **Calling Skills**<br>1.<br>2.<br>3.<br>4.<br>5. | **Calling Skills**<br>1.<br>2.<br>3.<br>4.<br>5. | **Calling Skills**<br>1.<br>2.<br>3.<br>4.<br>5. |
| **Special Resources:** | **Special Resources:** | **Special Resources:** |

# CHARACTER ARCHETYPE

Every PC must be based on an **archetype**, or a kind of model character type. This archetype helps to define the PC's role, personality, qualities and actions in the storyline. For any given archetype there are countless examples from every culture and time period in literature, film, fairy tales, legends, myth and art.

The characters in Star Wars are modeled on myth in this way: for example, Han Solo could be considered the OUTLAW archetype, with COWBOYS and PIRATES as examples that he is based on. Likewise, Luke is the ORPHAN HERO based on examples like KING ARTHUR and TELEMACHUS.

Some possible Archetypes as well as examples of them are listed in the chart below. Players may choose from these, mix and match them, or develop their own at the GM's approval. *For further information on archetypes, see the work of Carl Jung.*

### A NOTE ON PLAYING YOUR CHARACTER ACCORDING TO THEIR ARCHETYPE

One of the things that elevates STAR WARS QUEST beyond other hack-and-slash games is its focus on character. Just like in the movies, your Star Wars story will have a greater richness when you play your character according to their underlying archetype.

When faced with decisions both minor and major, ask yourself, *What would my character do, according to their archetype? Would they make the right decision, or one that is disadvantageous? Would they do the obvious, or the opposite?*

Often, this process of inquiry, and a quick reflection on your character's archetype, will give you great ideas that elevate your roleplay and make the story more meaningful for everyone.



## BRIGHT ARCHETYPES AND SHADOW ARCHETYPES

Players may choose an archetype for their character that is largely positive ("bright") or one that is buried within the subconscious, and largely negative ("shadow"). Note that every character has both sides, but players choose the dominant side.

Note that if by chance a character should undergo a massive transformation, either falling to darkness or finding redemption and enlightenment, a player can switch the PC's archetype to its opposite, with the GM's discretion.

| BRIGHT ARCHETYPES (for Heroic Characters) | |
|---|---|
| **ARCHETYPAL CHARACTER** | **EXAMPLES** |
| BELIEVER<br>works and fights for a cause, higher ideal, despite odds | JYN ERSO, L3-37, Joan of Arc, Job, Don Quixote |
| CAREGIVER<br>helps those in need, protects and serves bonds, friendship, and belonging | BAZE MALBUS, AUNT BERU, Fairy Godmother, Mary, Momotaro, Aesculapius |
| CREATOR<br>creates or re-creates art, stories, life, new beings | GALEN ERSO, Pygmalion, Daedalus, Hephaestus, Sheherezade, Gepetto, Quetzalcoatl, Ilmarinen |
| CULTURE HERO<br>discovers, invents, founds or steals something for his/her people | JYN ERSO, QUI-GON JINN, Prometheus, Coyote, Noah, Aeneas, Osiris, Triptolemos |
| DISCOVERER<br>explores new knowledges, travels to uncharted worlds, raises questions, guides heroes | HAN SOLO, GALEN ERSO, Odysseus, Theseus, Moses, Dante, Gulliver, Jason of the Argonauts |
| EVERYMAN<br>is seemingly common in his/her background yet does the extraordinary | LUKE SKYWALKER, BODHI ROOK, Cinderella, Jack the Giant-killer, Ali Baba, Aladdin, Mario and Luigi, |
| JESTER<br>plays the fool or comments on deep truths through wit | C3PO, JAR JAR BINKS, Mercutio, Sun Wukong/Monkey, |
| INNOCENT<br>brings a natural and pure approach to adventure | R2D2, PAPLOO THE EWOK, Little Red Riding Hood, |
| LOVER<br>does brave and great deeds compelled by love | PADME AMIDALA, Romeo & Juliet, Beauty, Helen of Troy, Paris, Saint Francis of Assisi |
| MAGICIAN<br>manipulates reality and fools the senses | YODA, Merlin, Faust, |
| MEMBER/ SIDEKICK<br>completes/augments another hero to create a whole | CHEWBACCA, K2SO, Enkidu, Little John, Lakshmana, |
| ORPHAN<br>of mysterious origin and fated for greatness | LUKE SKYWALKER, REY, Q'IRA, King Arthur, Telemachus, Hansel & Gretel, |
| OUTLAW<br>rebels against common roles and expectations | HAN SOLO, SAW GERRERA, Robin Hood, Jesse James, Lucifer, Grendel, The 47 Ronin, |
| PHORIC HERO<br>carries important loads, transports heroes | CHEWBACCA, Atlas, Hanuman, Charon the Ferryman, Saint Christopher, Paul Bunyan, Hermes Psychopompos |
| RULER<br>uses power to influence others and change the world | PRINCESS/GENERAL LEIA, MACE WINDU, Gilgamesh, Agamemnon, Hamlet, |
| SAGE<br>exercises wisdom and judgement and brings secret insight | OBI-WAN KENOBI, CHIRRUT IMWE, MAZ KANATA, LOR SAN TEKKA, Solomon, Utnapishtim, Mohammed, Jesus, Buddha |
| SHAPESHIFTER<br>changes roles, appearances and loyalties to reveal true nature | LANDO CALRISSIAN, FINN, CASSIAN ANDOR, ENFYS NEST, The Beast, Sleeping Beauty, |
| TRICKSTER<br>uses wit and secret knowledge to challenge assumptions | YODA, Anansi the Spider, Puss In Boots, Loki, Sisyphus, Reynard the Fox, |
| WARRIOR<br>takes direct action and fights for greater ideas or goals | ANAKIN SKYWALKER (EP.2), POE DAMERON (EP.7), Achilles, Siegfried, Samson, Macbeth, Beowulf, Brunnhilde |

| SHADOW ARCHETYPES (for Dark Characters) | |
|---|---|
| **ARCHETYPAL CHARACTER** | **EXAMPLES** |
| ZEALOT<br>Blindly believes in a twisted cause, denying all ethics and perspective | GENERAL HUX, |
| PAINGIVER<br>hurts the vulnerable, endangers and destroys the home and family | VICEROY NUTE GUNRAY, Fairy Godmother, Mary, Momotaro, Aesculapius |
| DESTROYER<br>destroys bonds of culture and society | SUPREME CHANCELLOR PALPATINE, Pygmalion, Daedalus, Hephaestus, Sheherezade, Gipetto, Quetzalcoatl |
| BETRAYER<br>undermines the strength of his/her people | COUNT DOOKU, Prometheus, Coyote, Noah, Aeneas, Osiris, Triptolemos |
| EXPLOITER<br>expands influence to uncharted worlds, seeking to plunder them | JABBA THE HUTT, Odysseus, Theseus, Moses, Dante, Gulliver, Jason of the Argonauts |
| GOON<br>is common or unprivileged in his/her background and follows a covetous and selfish ambition | DIRECTOR KRENNIC, STORMTROOPER, Cinderella, Jack the Giant-killer, Ali Baba, Aladdin, Mario and Luigi, |
| DARK JESTER<br>plays the fool or seeks to demoralize and incite dischord | SALACIOUS CRUMB, Mercutio, Sun Wukong/Monkey, |
| ENFANT TERRIBLE<br>brings an angry impetuousness and seeks to overthrow | KYLO REN, Little Red Riding Hood, |
| DARK LOVER<br>does terrible deeds compelled by a selfish, destructive love | ANAKIN SKYWALKER (EP.3), KYLO REN (EP.8), Romeo & Juliet, Beauty, Helen of Troy, Paris, Saint Francis of Assisi |
| DARK MAGICIAN<br>manipulates reality and seduces others to doom | EMPEROR PALPATINE, Merlin, Faust, |
| DARK FOIL<br>embodies the dark side of another hero to create a dichotomy | DARTH VADER, Enkidu, Little John, |
| NOBODY<br>of mysterious origin and fated for oblivion | JANGO FETT, King Arthur, Telemachus, Hansel & Gretel, |
| CRIMINAL<br>rebels against the law for selfish motivations | BOBA FETT, TOBIAS BECKETT, Robin Hood, Jesse James, Lucifer, Grendel, The 47 Ronin, |
| HOARDER<br>kidnaps, steals, and amasses treasure, jealously guards power | DRYDEN VOS, WATTO, Atlas, Hanuman, Charon the Ferryman, Saint Christopher, Paul Bunyan, Hermes Psychopompos |
| TYRANT<br>uses power to oppress others and stifle freedom and creation | GRAND MOFF TARKIN, Gilgamesh, Agamemnon, Hamlet, |
| HERETIC<br>espouses bitter opposition and false wisdom | SNOKE, Solomon, Utnapishtim, Mohammed, Jesus, Buddha |
| CHANGELING<br>changes roles, appearances and loyalties to sow distrust | DJ, ZAM WESELL, The Beast, Sleeping Beauty, |
| VANDAL<br>uses sabotage to instill chaos and disarray | GENERAL GRIEVOUS, Anansi the Spider, Puss In Boots, Loki, Sisyphus, Reynard the Fox, |
| DARK WARRIOR<br>takes direct action and fights without insight | CAPTAIN PHASMA, Achilles, Samson, Macbeth, Beowulf, Brunnhilde |

## DARK SIDE POINTS

DARK SIDE POINTS measure how far a Force-sensitive character has gone towards the Dark Side. For full information, see THE FORCE: DARK SIDE POINTS.

> Most beginning characters start with 0 DARK SIDE POINTS.
> Dark Jedi characters start with 1 DARK SIDE POINT.

## OLD BUDDY

*Beginning characters do not usually start with OLD BUDDIES.*
*For rules on acquiring Old Buddies, see CHARACTER ADVANCEMENT.*

An OLD BUDDY is a character that the PC shares an extended history with, as well as a friendly bond. Old buddies are usually NPCs, but may in some circumstances, be PCs. They are considered EXPERIENCED, with a skillset to match. An Old Buddy is generally inclined to do favors for the PC, join them in dangerous ventures, and maybe even fight for them. An Old Buddy's loyalty and generosity varies, however, from character to character. Some might even end up flat-out hating the PC if things go wrong (such as ruining their prize Correllian freighter).

## NEMESIS

*Beginning characters do not usually start with a NEMESIS.*
*For rules on acquiring a Nemesis, see CHARACTER ADVANCEMENT:NEMESIS*

Some PCs acquire a NEMESIS. A Nemesis is a character that is deeply connected to the character, in an adversarial relationship.

## DROID/PET/ETC.

*For rules on upgrading a Droid/Pet, see CHARACTER ADVANCEMENT: DROID/PET.*
Some PCs acquire a DROID/PET/ETC. This is a non-living sentient, or semi-sentient lifeform, that accompanies the PC as a loyal companion. The Droid/Pet is usually an NPC. Usually a Droid/Pet has some finite skillset or capacity that complements the PC, and can "help out" with various tasks. Most Droid/Pets won't fight for their owner (at least not very capably), and even less of them would lay down their life for the PC.
Droid/Pets can be advanced with Skill Points.

## SQUAD

*Beginning characters do not usually start with a SQUAD.*
*For rules on acquiring a Squad, see CHARACTER ADVANCEMENT: SQUAD.*

Once a PC gains some rank and status, they may acquire a SQUAD.
A Squad is a team of 3 NPCs that follow orders from the PC.

They are subordinates: lower-rank soldiers, employees, followers, etc.
Squad members will act according to their job description, so fighting Squads will fight to the death if following their leader.

Squads can be advanced with Skill Points.

# WEAPONS AND GEAR

Characters often carry specific items that help them in their adventures, are necessary for their line of work, or accentuate their character somehow.

Beginning Characters have **33** Skill Points to spend on weapons and gear.

Beginning Characters also get any Special Resources listed in their Calling Table, which may include additional weapons and gear.

Below is a quick reference table of a few of the most common weapons available. For a complete list, see WEAPONS AND GEAR SPECIAL RULES.

| COMMON WEAPONS (see WEAPONS AND GEAR SPECIAL RULES for complete list) | | | |
|---|---|---|---|
| **WEAPON** | **DAMAGE** | **RANGE** | **SKILL POINT COST** |
| Blaster Pistol | 7 | SHORT | 14 |
| Blaster Rifle | 10 | LONG | 24 |
| Hand Weapon | 2 | (NONE) | 2 |
| Ancient Missile Weapon | 2 + STRENGTH | SHORT | 10 |
| Vibroaxe | 6 | (NONE) | 6 |

# GAMEPLAY

## GAME TIME

Time in the Roleplaying Game is separated into **Turns, Rounds, Scenes, Episodes, Campaigns and Sagas**.

A *turn* is what any one given character does when it is their turn to act as determined by their INITIATIVE roll. This includes moving, speaking, fighting, etc. There can be a large amount of turns in a *round*.

A *round* is a space of time that includes all of the actions and turns within one cycle of INITIATIVE rolls. Any given character might have more than one turn in a round.

A *scene* is a more subjective amount of time and rounds that comprises all the action around one plot point, sub-conflict, or setting.

An *episode* is one session of gameplay (e.g. one evening spent playing the game) or one adventure.

A *campaign* is one contiguous series of episodes (e.g. a five-week campaign of five Thursday afternoon episodes.) A campaign comes to a close when either all the PCs complete one CHARACTER ADVANCEMENT SCHEMA SHEET, or a story arc is completed, and the GM determines that it is over.

A *saga* is a series of three or more campaigns that may span several years of real time. A series of campaigns can be said to be in the same saga if they share continuing characters and are in the same "reality" or "world".
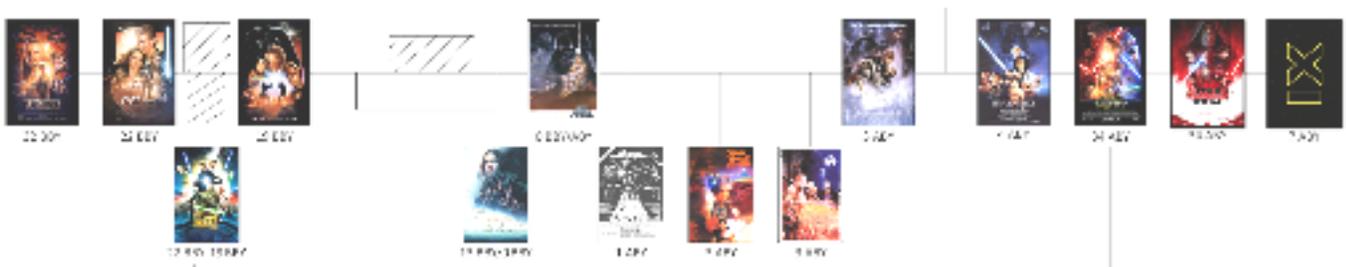


## SAGA DATE
When does your saga take place in the history of the Star Wars universe? Is it some time before the birth of Anakin Skywalker, say 50 BBY (Before the Battle of Yavin)? Is it during the times of the Great Jedi Purge (19-1 BBY) or after the death of Darth Vader (4 ABY)? Your GM will determine this in designing the saga, but keep it in mind when picking your character (you can't be a Stormtrooper in 44 BBY, they didn't exist yet!)

## RECOMMENDED SAGA DATES
Using one of the **below eras in boldface type** is recommended for this game, in order to maximize its rules and content supplements. Staging your saga between the major trilogies also liberates the PCs to carve their own epic story in the galaxy, without being so overshadowed by the exploits of Anakin, Luke, Rey, and their associates.

| (THE PREQUEL ERA) | 19 - 1 BBY<br>**THE DARK TIMES/<br>THE GREAT JEDI<br>PURGE** | (THE ORIGINAL TRILOGY) | 4 - 24 ABY<br>**THE FALLEN<br>EMPIRE/<br>RISE OF THE NEW<br>REPUBLIC** | (THE SEQUEL ERA) |
|---|---|---|---|---|

# ROLEPLAYING

Playing your character well is what brings the game to life. Here are some guidelines for roleplaying your Player Character.

**ACTING YOUR ARCHETYPE**
You will be awarded Skill Points for playing your Character Archetype personality. Make your dialogue and actions reflect this.

**SPEAKING IN YOUR CHARACTER'S VOICE**
Whenever you talk about the game at hand, *speak as your character, in-game*. Avoid meta-gaming!

**USE THE CUE CARDS**
If you don't know what to say, use a Cue Card. Or say your Famous One-Liner.

**PLAY YOUR UNDERLINGS:** If the player's PC is not in a given scene, but there is a lower-ranking NPC member of their team/alignment in that scene, the player can play that character (with GM's approval). Actions are subject to the GM's veto.

**CHANGING YOUR AFFILIATION**
Most likely your character will stay the same affiliation for the entire Campaign. Nevertheless, a significant amount of Star Wars protagonists and antagonists have a change of heart at some point in their great story (Anakin even had two!)... **this however does not mean your PC should be constantly going back and forth from good to evil simply for kicks**. A character can only change affiliations once per campaign, and even then there should have been many clear steps on their road to either turning evil or gaining redemption.



# USING ACTION FIGURES
STAR WARS QUEST is designed to be played using 3 ¾" Action Figures as miniatures.

**ACTION**
Players cannot declare what they do if it can be demonstrated by using their action figure. Every action that your character makes, everywhere they run to, every time they fall prone, every time they duck away to play holochess in the ship's galley, *actually move and pose your action figure to reflect this*. Otherwise, the GM may say you didn't really do it!

**DIALOGUE**
To let us know their character is talking, whenever the Player voices their PC they must put their hand on their action figure, posing, moving, and puppeting it while "making it talk".
 *In other words, we're forcing you to play with your toys the way you did when you were a little kid. You're welcome.*

# ROLLS

## THE D20
STAR WARS QUEST uses the 20-sided die exclusively for all rolls.

## UNRESISTED ROLLS AND RESISTED ROLLS
Whenever a challenge occurs within the game, and the GM decides that there is a chance of failure in the effort, a ROLL must be made. There are two different types of rolls: UNRESISTED ROLLS and RESISTED ROLLS.

### UNRESISTED ROLLS
Unresisted rolls are used when a character is trying to do something of some difficulty, but they are unopposed. No one is trying to stop them. For example, they're shooting at a static target, trying to climb a wall, or repairing a busted droid motivator.

For Unresisted rolls, determine the SKILLor TRAIT to roll on, and roll UNDER the rating to succeed.

*Daraka Shree is trying to find her lightsaber, which she dropped into a murky, knee-deep pond. The GM tells her to roll her SEARCH skill. Her SEARCH is 9. On the D20, she rolls a 17… in frustration, she continues to search, because she hasn't found anything but mud and the occasional moop frog.*

#### CRITICAL SUCCESSES AND FAILURES ON UNRESISTED ROLLS
When a challenge is nearly impossible to succeed, or nearly impossible to fail, there is still a chance of either.
If a character cannot mathematically succeed a roll, but the GM still lets them try:
On a roll of 1, roll again:
if the subsequent roll is under the remaining difficulty, the roll is successful. This is best explained by example:

*Atolat Dimstar is trying to leap from his burning starfighter and land on an enemy starfighter flying a mile below him, activating his featherlight harness before impact. The GM rules this to be a nearly impossible task-- it will be a -50 to his CLIMB/ JUMP roll. Atolat has a CLIMB/JUMP of 36, for a resultant possibility of negative 14 to succeed! Luckily, he rolls a 1. He rolls again-- this time he must roll a 6 or lower (because 20 - 14 = 6). He rolls a 4… he lands on the ship!*

### RESISTED ROLLS
When two or more characters are actively competing, Resisted Rolls are made. All actors involved roll on the applicable SKILL or TRAIT.

Roll and ADD the Roll result to the applicable SKILL or TRAIT, then do the same for the opponent(s). Whoever has the highest result wins.

*Daraka is trying to sneak past a Gamorrean Guard, who is propped atop an observation tower, watching for intruders. The Gamorrean rolls a 5 and adds it to his SEARCH rating of 4, for a total of 9. Daraka rolls a 12 and adds the result to her HIDE/SNEAK, which is an 11… a total of 23. Daraka easily sneaks by while the guard picks at his pig snout with a rib bone.*

#### CRITICAL SUCCESSES AND FAILURES ON RESISTED ROLLS
When a contest is nearly impossibly mismatched, there is still a chance for the underdog.
If one character rolls a 20 and the other one rolls a 1, the character rolling a 20 always wins.

*2P99, or "Toopee", a little flying Guide Droid, is trying to attack the notorious bounty hunter Ozricus Mang. Toopee's BRAWLING Skill is 4, and Ozricus Mang, currently wielding his Vibroaxe, has a MELEE of 48. With a difference of 44 between the two skills, it would seem impossible for Toopee to hit Mang. But Toopee gets lucky and rolls a 20, and Mang rolls a 1… Toopee decks the burly bounty hunter by flying straight into his forehead!*

# DIFFICULTY MODIFIERS

Some actions are excessively difficult, or easy. The GM may apply a modifier to the roll to reflect this.

| DIFFICULTY | MODIFIER |
|---|---|
| Easy | +10 |
| Moderate | 0 |
| Difficult | -10 |
| Very Difficult | -20 |
| Extremely Difficult | -30 |
| Nearly Impossible | -50 |
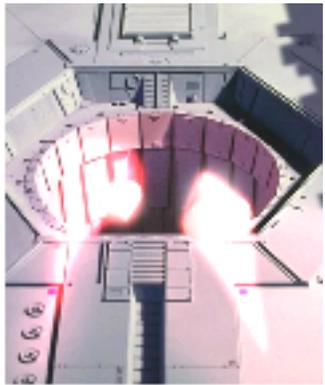
# ACTION AND COMBAT

Whether the characters are making plans, communicating with one another, or simply trying to go to Tosche station to pick up some power convertors, much of the gameplay time is spent in non-action scenarios. However, when things get hot, players follow the rules of ACTION AND COMBAT. In every turn, a character can MOVE, take ACTIONS, and TALK, in any order they choose.

## INITIATIVE

In combat, everyone involved must roll **INITIATIVE** to determine who goes first, and so on.

Everyone rolls the D20 and adds it to their INITIATIVE rating. Take first turns in descending order.

Characters with the same INITIATIVE result go in DEX order.

Anyone with a 0 or negative INITIATIVE result cannot act that round.

## ACTIONS

In combat, characters can both move and act. They can only move up to their full **MOVE"** total in one round, but they can take a virtually unlimited number of actions, depending on their skill ratings. Characters move their figure on their Initiative turn, and also take their first action at this time.

## MULTIPLE ACTIONS

A character attempting multiple actions suffers a cumulative -10 to all actions for each additional action taken. As such, a character taking two actions does each at -10, a character taking three actions does so at -20, and so on.
This modifier counts when a character must defend against multiple attacks as well.

Additionally, each subsequent action is taken at the character's INITIATIVE result -10, then -20, and so on.

*Sundog is in a shootout with three Stormtroopers. He's an expert gunman, so he decides to shoot them all in one round. Sundog rolls an INITIATIVE total result of 38. The Stormtroopers' INITIATIVE is 11. Sundog declares he'll shoot three times. First he shoots at Initiative 38, then at Initiative 28, then at Initiative 18, all before the poor Stormtroopers will even get a chance to shoot at 11... Sundog's BLASTER skill is 52. He will shoot three times at -20, therefore shooting with a modified BLASTER skill of 32 each time...*

## MELEE ATTACKS

Melee attacks are Resisted Rolls.

**(Attacker's Roll + MELEE, BRAWL or LIGHTSABER etc.)**
**VS.**
**(Defender's Roll + MELEE, BRAWL or LIGHTSABER etc.)**

If the attacker's result is higher, they hit. If the defender's result is higher, the attack is parried or avoided.

# RANGED ATTACKS

When an attacker tries to hit an opponent with a ranged weapon, a Resisted Roll is made.

**(Attacker's BLASTER, GRENADE etc.)**
**VS.**
**(Defender's DODGE (or SENSE if blocking with Lightsaber))**

If the attacker's result is higher, they hit. If the defender's result is higher, the attack is dodged or defended against.

**RANGE MODIFIERS**

| RANGE OF WEAPON | -10 TO HIT | -20 TO HIT | -30 TO HIT |
|---|---|---|---|
| THROWN STR+DEX" | (STR+DEX) x 2" | (STR+DEX) x 3" | (STR+DEX) x 4" |
| POINT BLANK 1-4" | 5-8" | 9-12" | 13-16" |
| SHORT 1-12" | 13-24" | 25-36" | 37-48" |
| MEDIUM 1-18" | 19-36" | 37-54" | 55-62" |
| LONG 1-24" | 25-48" | 49-72" | 73-96" |

## DEFENDING

Defending against attacks takes several forms:

**PARRYING** is for Melee attacks,

**DODGING** is for Ranged attacks,

and **TAKING COVER** helps prevent Ranged attacks.

### PARRYING

A defender can try to parry or block any Melee attacks made against them, using their MELEE or LIGHTSABER skill.
If the defender is Unarmed and trying to parry a Melee weapon, use the BRAWLING skill at -10.
There are two types of parry: the **REACTION PARRY** and the **FULL PARRY**.

#### - REACTION PARRY

A defender tries a Reaction Parry when they are attacked in a round where they are attempting to take other actions.
A Reaction Parry is what happens whenever a defender rolls to Resist a Melee Attack (*see above:MELEE ATTACKS*).
A Reaction Parry counts as an action.

#### - FULL PARRY

A defender may also dedicate their entire turn to parrying, making a Full Parry. Roll and add to their MELEE skill: the result is used as their Parry roll against ALL attacks on them, without any modifiers for multiple parries.

### DODGING

There are two types of dodge: the **REACTION DODGE** and the **FULL DODGE**.

#### - REACTION DODGE

A defender tries a Reaction Dodge when they are attacked in a round where they are attempting to take other actions.
A Reaction Dodge is what happens whenever a defender rolls to Resist a Ranged Attack (*see above:RANGED ATTACKS*).
A Reaction Dodge counts as an action.

#### - FULL DODGE

A defender may also dedicate their entire turn to dodging, making a Full Dodge. Roll and add to their DODGE skill: the result is used as their Dodge roll against ALL attacks on them, without any modifiers for multiple dodges.

NOTE: A character making a Full Dodge *cannot make any attacks* in that round.

Also, a character who makes a Full Dodge must either:
1) Move their full MOVE" and/or
2) End their turn behind COVER, or PRONE, having scrambled, dived or ducked into a safer position.

### TAKING COVER

A character can move to cover whenever they are able to move. They can also fall PRONE if there is no available cover.
The table below shows the increased difficulty modifiers for hitting a character who has taken cover.

| COVER TYPE | TO HIT MODIFIER |
|---|---|
| Running/ Crouching/ Kneeling | -5 |
| Prone/ Crawling | -10 |
| Light Cover/ Doorway/ Corner/ Post | -20 |
| Medium Cover/ Window/ Bush | -30 |
| Heavy Cover/ Arrowslit/ Submerged | -50 |

## DAMAGE

Normal DAMAGE is also called MORTAL DAMAGE to distinguish it from Stun Damage.
Damage is calculated differently for Ranged and Melee attacks.

### RANGED WEAPON DAMAGE

Attacker rolls D20 and adds the DAMAGE of the ranged weapon. Defender rolls D20 and adds
their STRENGTH and any armor ratings.

**(Attacker's Roll + WEAPON DMG)**
**- (Defender's Roll + STRENGTH + ARMOR)**

### MELEE WEAPON DAMAGE

Attacker rolls D20 and adds their STRENGTH and the DAMAGE of the melee weapon.
Defender rolls D20 and adds their STRENGTH and any armor ratings.

**(Attacker's Roll + STRENGTH + WEAPON DMG)**
**- (Defender's Roll + STRENGTH + ARMOR)**

## DAMAGE STATUS

Determine DAMAGE STATUS according to result number.

| -10 or less NO EFFECT | -9...0 STUNNED | 1...9 WOUNDED | 10...19 DOWNED | 20...29 DYING | 30...39 DEAD |
|---|---|---|---|---|---|
| Character is not affected by the hit at all. | Character loses all remaining attacks for the round. Can either stumble back or fall prone. | -10 to all physical rolls, ½ move rate until healed. | Semi-conscious or unconscious. Falls prone, cannot act. Can barely speak. | Unconscious, mortally wounded. Will die without medical attention. | Dead, plain and simple. |

## STUN DAMAGE STATUS

Many weapons do STUN DAMAGE. Stun damage is calculated the same as normal damage, except that a target rendered DOWNED,
DYING or DEAD is actually very alive and in little danger of dying, but rather stunned into unconsciousness. Stun Damage accumulates
just like normal damage, so a character can be STUN WOUNDED in one round and receive another Stun Wound the next round,
becoming STUN DOWNED. Stun Damage and Normal Damage progress separately.

## USING THE DAMAGE STATUS BAR

Players can keep track of their Damage Status on their character sheet in the following way: mark an **X** for their normal/mortal Damage
Status, and an **S** for their Stun Damage Status.

*Rechi is in a blaster fight with some Smokelands Bandits outside of Cindercoil City. After a brief laser volley, she's been WOUNDED*
*by a blaster shot. Not looking for a higher price on his head, the Bandit Chief orders his men to set for stun-- another hits her for 17*
*higher Stun Damage than her STRENGTH roll result-- Rechi falls over, STUN DOWNED.*
*When she wakes up, she'll still need to take care of that nasty blaster wound on her shoulder as well.*

## EXTENDED DAMAGE STATUS

Occasionally, it is necessary to calculate "just how dead" a character is, that is to say, how totally their body was destroyed. Whether it is to ascertain if your droid's blackbox remains intact or if you've violated Lord Vader's "no disintegrations" edict. extended damage determines the damage sustained beyond mortal blows. The table below continues right where the "DEAD" on the normal DAMAGE STATUS table leaves off.

| (+40...49 DAMAGE) DEAD: MANGLED | (+50...59 DAMAGE) DEAD: SPLATTERED | (+60… DAMAGE) DEAD: DISINTEGRATED |
|---|---|---|
| Dead body is only recognizable with difficulty due to being shredded, broken or burned beyond immediate recognition. | Dead body is in bits and pieces, burnt skeleton or melted slime, and cannot be identified or even collected easily. | Dead body is reduced to its most basic chemical components, totally digested, melted or disintegrated to ashes, liquid, or gas. |

## HEALING AND MEDICINE

Characters can get well in one of two ways: they can hope to heal naturally, or they can apply or receive medical attention.

**HEALING NATURALLY**
After a full night's sleep, a character can make a Healing Roll.
Roll their STRENGTH on the D20. A successful roll under their base STRENGTH rating means they heal one Damage Status rank.

**FIRST AID**
A character can try to heal a wounded comrade by applying first aid.
When using a Medkit, Roll MEDICINE.
When using a Medical Bay, Roll MEDICINE +10
When using a Bacta Tank, Roll MEDICINE +20
When attempting First Aid without proper supplies, Roll MEDICINE -20

| If Roll Succeeds by | # of Damage Status ranks Healed |
|---|---|
| 1-9 | 1 |
| 10-19 | 2 |
| 20- | 3 / Fully Healed |

# STAR WARS QUEST 2019
# THE FORCE

*Life creates it, makes it grow. Its energy surrounds us and binds us.*
*Luminous beings are we, not this crude matter.*
*You must feel the Force around you; here, between you, me, the tree, the rock, everywhere, yes.*
*- Yoda*

The Force is an energy that penetrates and binds all living things. The Jedi, among others, have learned how to sense, control, and even alter the Force to change the universe around them.

## FORCE-SENSITIVE BEINGS

Some select beings and entities within the universe are especially attuned to the presence of the Force. While it remains a mystery as to why or exactly how someone is chosen to be "Force-sensitive", much knowledge has been gathered on this phenomenon, and it has become clear that, simply put, the Force is "with" some people more than others.

Only a small fraction of Force-sensitive beings become Jedi; while most of the remainder never train in any Force-related discipline, some do seek out training in using the Force from non-Jedi sources.

A Character with a FORCE of **7** or higher is considered to have the Force, and can be trained by a Jedi in the Skills of CONTROL, SENSE and ALTER.

## THE JEDI ORDER

For thousands of years, the Jedi were the protectors of peace and justice in the galaxy. Force-sensitive individuals, the Jedi are practitioners of Force powers and followers of the Jedi Code.

THE JEDI CODE (Traditionalist translation)

> *There is no emotion, there is peace.*
> *There is no ignorance, there is knowledge.*
> *There is no passion, there is serenity.*
> *There is no chaos, there is harmony.*
> *There is no death, there is the Force.*

THE JEDI CODE (Spiritual translation)

> *Emotion, yet peace.*
> *Ignorance, yet knowledge.*
> *Passion, yet serenity.*
> *Chaos, yet harmony.*
> *Death, yet the Force.*

The Jedi are sworn to peace, but wield lightsabers in defense of their ideals. They follow the Light Side of the Force, or simply the Force, and are posited against the Sith and Dark Side practitioners, who act out of selfishness and baser emotions.

# FORCE POWERS

The abilities of the Jedi, or POWERS, are not like individual "magic spells" that are learned; rather, a Jedi can attempt any of the Powers if they have the corresponding Force Skill. Furthermore, they can attempt different applications and variations on the listed Powers, or even develop new Powers, with the GM's discretion.

## PUSHING A POWER

PCs can attempt to push their Powers and feats beyond their abilities. This can be highly strenuous, and the effort can even kill the Jedi.

A Jedi can temporarily add to all their Force Skill ratings but automatically takes Damage in D20 rounds according to the following:



+20 to all Force Skills… WOUNDED
+30 to all Force Skills… DOWNED
+40 to all Force Skills… DYING
+50 to all Force Skills… DEAD

## PROXIMITY AND RELATIONSHIP

Many Jedi Powers are modified by PROXIMITY and/or RELATIONSHIP. This is noted in each Power's rules with a **/PR**, **/P** or a **/R.** (Relationship only).
The chart below details this:

| FORCE DIFFICULTY CHART | |
|---|---|
| **PROXIMITY** <br> User and Target are… | **RELATIONSHIP** <br> User and Target are… |
| in physical contact …0 <br> in line of sight but not touching…-10 <br> not in line of sight, but on same game map/ within 48"...-20 <br> in same region/city but not on same game map…-30 <br> on same planet but 100s or 1000s of km away…-50 <br> in same star system but not same planet…-80 <br> not in same star system…-100 | closely connected/ close friends and relatives...0 <br> familiar/ old buddies, acquaintances…-10 <br> known of/ slight acquaintances, or known by reputation…-20 <br> unfamiliar/ complete strangers…-30 <br><br> ...also alien in nature/ of a different species…-20 more |

## CONTROL-BASED POWERS



### *Control, control… you must learn control!*

*-Yoda*

CONTROL-BASED POWERS are mostly concerned with mastery of the Jedi's internal processes, such as feelings, metabolism, health etc.

Advanced applications of some powers deal with enacting this sort of control over others, and incorporate other FORCE Skills.

**CONTROL PAIN (SELF OR OTHERS)** The character can take an action to control the effects of pain inflicted, but not the actual damage. When used successfully, the user or target ignores the effects of their WOUND STATUS rating, while remaining at that status.

| *Wound Status…* | *… Roll…* | *… Effect* |
|---|---|---|
| STUNNED | Self: CONTROL<br>Others: CONTROL, ALTER /PR | Stun ignored. No attacks lost. |
| WOUNDED | Self: CONTROL -10<br>Others: CONTROL -10, ALTER -10 /PR | No minus to Skills.<br>(Target Wound Status is still WOUNDED) |
| DOWNED | Self: CONTROL -20<br>Others: CONTROL -20, ALTER -20 /PR | Target is conscious, acts as WOUNDED.<br>(Target Wound Status is still DOWNED) |
| DYING | Self: CONTROL -30<br>Others: CONTROL -30, ALTER -30 /PR | Target is conscious, acts as WOUNDED..<br>(Target Wound Status is still DYING) |

**DYING STASIS (SELF OR OTHERS)** When at DYING Wound Status, the Jedi can enter a static state in which they will not die from their current wounds. This extends a dying Jedi's chance of not dying before receiving medical care. Roll CONTROL -30. User cannot take any other actions this round.

**HEAL (SELF OR OTHERS)** The Jedi can accelerate natural healing, raising the target's Wound Status by one rank. This can only be done once while the target is hurt to any degree (they cannot be healed multiple times in a row to go from DOWNED to WOUNDED, then to HEALTHY.) Once a target is completely healthy, if they are damaged again, they can be healed one rank again.
Self: Roll CONTROL -20
Others: Roll CONTROL -20 /PR, ALTER -20 /PR
User cannot take any other actions this round.

**HIBERNATION TRANCE (SELF OR OTHERS)** User or a willing target enters a deathlike hibernation state, with breathing and metabolism at bare minimum. Subject appears dead at casual inspection, and requires no sustenance for (STAMINA or CONTROL) amount of days, and must wake after that time. User determines any special conditions that wake the target up. Forcing someone into a Hibernation trance requires resisted rolls.
Self: Roll CONTROL -10
Other (Willing): Roll CONTROL -10
Other (Resisting): Roll CONTROL -10 vs. Target's PERC or CONTROL /PR
User cannot take any other actions this round.

**HOLD DEATH**
When the user is killed, reaching Damage Status DEAD or lower, they can use this power to enter a static state, holding one last breath to take a final passive action (speak a sentence, make a bodily gesture) before dying The player determines the special conditions when this state will be broken and they take their final action, uttering their dying words or making their final gesture before collapsing, lifeless.

DEAD: Roll CONTROL -20
DEAD:MANGLED: Roll CONTROL -30
DEAD:SPLATTERED: Roll CONTROL -50
DEAD:DISINTEGRATED: Roll CONTROL -100

**INFLICT PAIN** WARNING: Using this Power for the first time will gain the user 1 Dark Side Point. User stuns the target with debilitating pain.
Roll CONTROL, Roll ALTER -10 vs. Target's PERC or CONTROL.
Target is STUNNED. User can keep the power "up". Jedi targets can resist using CONTROL PAIN.

**PASS POISON AND DISEASE (SELF OR OTHERS)** The Jedi can ignore the effects of hostile agents within their body such as poison, alcohol, narcotics, illness and disease.
User cannot take any other actions this round.

| Toxin | CONTROL Roll |
|---|---|
| Weak Toxin/ Common Cold/ Caffeine | no modifier |
| Moderate Toxin/ Fever/ Alcohol | -10 |
| Considerable Toxin/ Flu/ Heavy drinking | -20 |
| Serious Toxin/ Tuberculosis/ Hallucinogen | -30 |
| Terminal Toxin/ Cancer/ Heavy Drug | -50 |

**PHYSICAL FEATS** The Jedi can perform a vast range of physical feats such as contorting, swallowing inedible objects, holding perfectly still, stopping breathing temporarily, standing on one hand while supporting Yoda, etc. The extent and scope of this power are up to GM discretion.
Roll CONTROL.

**QUIESCENCE** The Jedi assumes a passive, meditative state, "using the Force" to receive a bonus to another Skill while focused. This is likely how Luke Skywalker managed to fire a bullseye on the Death Star reactor. The User takes a full round or more to focus.
Roll CONTROL -20.
The next round, the user can only take one action in this subsequent round: the user adds their CONTROL rating to another Skill for this one action.

**RESIST ENERGY** The Jedi can absorb, deflect, or dissipate energy, resisting the effects of intense heat, fire, and even lasers. Once a successful Roll is made, the user can keep the power "up" unless they are DOWNED.

| Energy Form | CONTROL Roll |
|---|---|
| Twin Suns/ Intense Heat/ Mild Radiation | no modifier |
| Fire/ Solar Wind | -10 |
| Blaster bolt/ Flamethrower | -(10 + Weapon DAMAGE Result) |
| Radiation Storm/ Plasma Rain | -30 |
| Volcano/ Reactor Core/ Explosion | -50 |

**SUSTENANCE** This Jedi power allows the user to breathe poor air, go without food and water, and generally survive with much less than is usually necessary. User may make an extra roll on CONTROL whenever an applicable STAMINA roll is required.

**TRANSFER LIFEFORCE** In a desperate effort to save a life, the user transfers some of their own life force to the target. User takes damage status ranks, and replenishes them for the subject. User elects how many Damage Status ranks they take/give.
Roll CONTROL.
User receives one Damage Status rank for every Damage Status rank they heal for the target.
A user can sacrifice their own life to save another, and so long as they are conscious, give up Damage Status ranks all the way to DEAD:DISINTEGRATED status.

# SENSE-BASED POWERS

*Breathe. Reach out with your feelings. What do you see?*

*- Luke Skywalker*

SENSE-BASED POWERS focus on an expansion beyond natural perception: knowing one's own mind, the mind of others, and the goings-on across the universe. Advanced applications of some of these powers deal with influencing others and the outside world.



**COMMUNICATE** The Jedi can communicate with animals, plants and lifeforms with whom they do not share the same form of communication. This power is greatly limited by the capacities and perceptions of the creature being communicated with. It can be used to ascertain the state of the creature, whether it feels threatened, the nature of its suffering, what it wants to eat, etc.
Roll SENSE /P

**DETECT THE FORCE/ DARK SIDE** The Jedi senses the presence of the Force or the Dark Side, and the nature of its presence or connection to a certain place, object or phenomenon.
Roll SENSE /P

**FARSEEING** The Jedi can see the person or place they wish to see in their mind, as it currently is. Their vision is not specific, but leaves general overriding impressions, such as, "my friends are on Cloud City and they're in pain." The user can also look into the past or future, though future visions are always in motion, and provide only strong possibilities to consider.
Others (Willing): Roll SENSE -10, /PR
Others (Resisting): Roll SENSE -10 vs. target's PERC or CONTROL, /PR
...Viewing Past: Roll SENSE -20, /PR
...Viewing Future: Roll SENSE -30, /PR

**FORESEEING/ DANGER SENSE** The Jedi can predict finite occurrences that will likely take place in the very near future. In an action situation, the user takes an action to "Glimpse the near future," providing them with an advantage in reacting to coming actions.
Roll SENSE -10.
GM Secret Rolls (D20 -15) rounds until Power takes effect.
When power takes effect, user has +10 to all actions that round.

**FORCE BOND** Two or more characters can share a Force Bond that allows them to communicate, seeing each other, but not their surroundings. A user can also make two other targets communicate with each other, secretly forging the Force Bond between them while watching and listening in (this is the type of Force Bond that Snoke manipulated between Rey and Kylo Ren during THE LAST JEDI.) Note that all actions and dialogue by the characters while in Force Bond are done in real life, and are perceived by those around them.
Between Two Willing: User's SENSE -10, /PR
Between Two, One Willing and One Resisting: User's SENSE /PR. User's ALTER -10 vs. Target's PERC or CONTROL
Between Two, Both Resisting (Third party is User): User's SENSE -10 /PR vs. Target's PERC or CONTROL, repeat for each Target

**INSTINCTIVE ASTROGATION** A Jedi can navigate the cosmos in their mind, eschewing the technology of astronavigation computers. Using this power, they can make the jump to hyperspace without making the time-consuming calculations normally required. User cannot take any other actions this round.
Roll SENSE /R (the planet or destination is the Target)
Roll CONTROL -30

**JEDI MIND TRICK** The Jedi can hypnotically fool the target, convincing them of perceptions, opinions and decisions that they normally would not have.
Roll CONTROL, SENSE and ALTER, modified for intended effect as follows:

| | DURATION | |
|---|---|---|
| | … momentary effect/ one round... | (no modifier) |
| Roll CONTROL /P... | … several minutes/ entire scene… | -20 |
| | … several hours or days/ entire episode… | -50 |

| | ILLUSIONALITY | |
|---|---|---|
| | … minor perception... | (no modifier) |
| Roll SENSE /R... | … specific hallucination… | -10 |
| | … total hallucination… | -20 |

| | SIGNIFICANCE | | |
|---|---|---|---|
| | … minor opinion/ memory/ decision... | (no modifier) | vs. Target's PERC, CONTROL, or RESIST MIND TRICK Skill |
| Roll ALTER... | … significant choice with consequences… | -10 | |
| | … life-changing personal decision… | -20 | |

**LIFE SENSE** A Jedi can sense the presence of a specific person, as well as some general qualities about their condition, such as if they are in pain, sleeping, moving etc. A user can keep the power "up" to track and monitor the target.
Target Not Resisting: Roll SENSE /PR
Target Resisting: Roll SENSE /PR vs. Target's PERC or CONTROL

**MAGNIFY SENSES** The Jedi can see, hear, smell, taste or feel at seemingly superhuman ability while keeping this power "up". Having binocular or microscopic vision, hearing near-silent sounds, or tasting a trace of poison in a drink are some examples.
Roll SENSE, modified at GM's discretion.

**MANIPULATE EMOTIONS** The User can instill a range of feelings into the target, invoking peace of mind, joy, fear, desire, confusion, despair etc. Note that unscrupulous and sadistic uses of this power will earn the user a Dark Side point.
Target Not Resisting: Roll CONTROL, Roll SENSE, Roll ALTER.
Target Resisting: Roll CONTROL /P, Roll SENSE /R, Roll ALTER vs.Target's PERC or CONTROL or RESIST MIND TRICK Skill.

**OBJECT MEMORY** The Jedi can replay memories of an object when picking it up. The exact information and images revealed are up to the GM. Also, this power can be triggered instinctually, such as when Rey first touches Luke's lightsaber in THE FORCE AWAKENS. The user cannot take any other actions this round.

**PROBE MIND** The user can read another's mind-- their memories, emotions, desires and secrets. The user must declare what they are seeking when probing a mind, such as "memories of the map to Luke Skywalker". The user cannot take any other actions this round.
Target Not Resisting: Roll CONTROL /P, Roll SENSE /P.
Target Resisting: Roll CONTROL /P vs. Target's PERC or CONTROL, Roll SENSE /R vs. Target's PERC or CONTROL

**TELE-EMPATHY** *As if a thousand voices cried out in pain…* This is a passive power where the user is sometimes affected by large disturbances in the Force. Sometimes a massive event among living beings disturbs the Living Force, and sometimes the Cosmic Force is affected by tremendous changes in the order of being. The GM will introduce the use of this power when appropriate.
 User cannot take any other actions this round.

## ALTER-BASED POWERS

### *Power… unlimited POWER!*

*-   Darth Sidious*

With ALTER-BASED POWERS, Jedi manipulate matter and energy, exercising powers that seem magical in their phenomena. They can move and alter inanimate objects as well as living beings, and even affect their minds. Advanced applications and powers incorporate the other Force Skills to greater effect.



**FORCE FIRE** WARNING: Using this Power to harm someone will gain the user Dark Side Points. The user can generate friction and energy using the Force, resulting in heat, sparks and fire. Using Control, they can even aim and direct these elements to some degree.
To Hit, Roll CONTROL /P vs. Target's DODGE or applicable skill
DAMAGE = Roll ALTER /R -50 vs. Target's STRENGTH etc.

**FORCE LEAP** Using the Force, the Jedi can propel themselves great distances at blinding velocities. A user may only Force Leap once per round. Force leaping counts as an action, but does not use up the user's MOVE, so they can still move before or after Force-leaping.
Roll ALTER
Maximum Leap Distance = ALTER"

**FORCE LIGHTNING** WARNING: Using this Power to harm someone will gain the user Dark Side Points. The user can generate electricity from their fingers, or summon actual lightning from the sky, to strike a target. The lightning automatically hits unless it is blocked or caught.
DAMAGE = Roll ALTER vs. Target's PERC or CONTROL.
First 3 Damage ranks done are Stun Damage, then all subsequent Damage is Mortal Damage.

Blocking Force Lightning with a Lightsaber: Target Rolls SENSE +10 vs. the Damage result.
If Damage result is higher, the remainder is calculated as Damage as normal.

Catching Force Lightning in one's hands: Target Rolls ALTER -10 vs. the Damage result.
If Damage result is higher, the remainder is calculated as Damage as normal.

**JEDI RUNNING** This power allows a Jedi to run full speed over difficult terrain: surfaces that are uneven, slippery, snow-covered… even to run on water, with ease. Note that powerful Jedi could combine this power with RESIST ENERGY to run across molten lava.
Roll ALTER:
… rough or slippery terrain (no modifier)
… deep snow or ½ MOVE" terrain -10
… on water -20

**PROJECT SELF** The Jedi can project their presence to another location, manifesting a double of themselves in that place that is almost indistinguishable from the real one. The double can see, move and speak as normal, but is actually intangible.

The user must remain in full meditation while projecting, and their real body cannot take any other actions while the power is being kept up. An extremely powerful Jedi might be able to combine this power with other remote powers like TELEKINESIS to reinforce the illusion and actually affect the double's environment. This power can be extremely taxing, and many Jedi have died by pushing this power (see PUSHING POWERS), including Luke Skywalker himself.

Roll CONTROL /PR (Relationship being with the location projected to)

Roll SENSE /PR

Roll ALTER /PR

**NOISES** A Jedi can manipulate the Cosmic Force to generate actual indistinct noises, such as clamorous thunder, animalesque roars, a throbbing bass tone, or deafening white noise. Used for the proper dramatic effect, these noises can scare off simpler beings and distract anyone trying to focus on a task.

Roll ALTER

Anyone within earshot must make an Unresisted PERC or CONTROL test or flee and seek cover, acting at -10 to all Skills while the power is kept up.

**PARALYZE LIFE** The Jedi can manipulate the Living Force of another into a standstill, effectively paralyzing a foe. The paralyzed target remains static, and can speak with difficulty. This power can be kept up.

Note that attacking or killing someone while they are paralyzed is cause to gain Dark Side points.

Roll ALTER vs. Target's PERC or CONTROL

**STASIS** A Jedi using this power can "freeze" moving energy, holding it in stasis. Blaster bolts can be stopped mid-air, explosions can be held at bay mid-detonation, and fire can be frozen in place. Stasis is considered a Reaction just like a Reaction Dodge, and can be used immediately when the user is shot at etc. The power can be kept up, and the energy continues on its path when released.

Roll SENSE -20

Roll ALTER vs. DAMAGE result of energy to be contained.

**TELEKINESIS** The Jedi can move things with the Force, even causing them to float through the air. They can push, pull or lift objects, or manipulate moving parts with an additional related Skill test (for example, use DEMOLITION for opening a mechanical door.) Note that using Telekinesis to intentionally kill someone by throwing, dropping or crushing them will earn Dark Side Points.

WEIGHT AND TELEKINESIS

The actual mass of an object is ultimately irrelevant to the power of the Force to lift it, but the human mind must unlearn scientific assumptions, and the increased difficulty for lifting heavier objects reflects this prejudice of perception. As such there is no true formula for weight-to-difficulty modifier. The table below is a reference for common perceptions, but the GM may modify this.

Roll ALTER - WEIGHT RANK MODIFIER

Target Resisting: Roll ALTER - Target's PERC or CONTROL + WEIGHT RANK MODIFIER

| OBJECT | WEIGHT RANK MODIFIER |
|---|---|
| Blaster rifle | 1 |
| Stormtrooper | 10 |
| Speeder Bike | 20 |
| X-Wing Fighter | 50 |

**TELEKINETIC KILL** WARNING: Using this Power will gain the user Dark Side Points. Using the telekinetic power of the Force, the user causes internal harm to the target in any of a variety of ways, such as collapsing the trachea, squeezing the heart, stirring the brain, or snapping the spinal column. The power does only one rank of Damage per round, increasing until the target is DEAD or the user is interrupted. The user may also cap this power's damage, choosing any amount of damage less than the full damage rolled.

Roll CONTROL /P

Roll SENSE vs. Target's PERC or CONTROL

DAMAGE = Roll ALTER vs. Target's STRENGTH. Maximum Damage = DEAD:MANGLED.

# OTHER POWERS...

The powers of the Jedi are quite possibly limitless in scope and application. Surely many powers remain to be developed and rediscovered. Players and GMs can work together to expand upon the powers of the Jedi as the GM deems appropriate.

# THE DARK SIDE

*The dark side of the Force is a pathway to many abilities some consider to be… unnatural.*

*-	Darth Sidious*



## DARK SIDE POINTS

When a Jedi follows a path of hatred, selfishness and destruction, especially when overtly using the Force to do so, they step closer to the Dark Side. The Dark Side is, as Master Yoda says, a quicker, easier and more seductive way to power.
Every time a Force-sensitive character commits an act they understand to be evil, they are eligible for gaining DARK SIDE POINTS.

### GAINING DARK SIDE POINTS

Depending on how heinous and significant the act is, different amounts of Dark Side Points can be allotted:

| Act Committed | Dark Side Points Allotted |
|---|---|
| Acting and attacking out of deep hatred, using the Force to hurt or kill, intentionally causing pain or trauma, torturing, acts of great cruelty | 1 |
| Killing without remorse, for personal gain, or out of cruelty, anger, apathy or for pleasure | 2 |
| Killing groups of innocents, causing mass suffering, especially sadistic actions, killing a friend | 3 |
| Mass killings, diabolically cruel acts, killing an innocent loved one | 5 |

## DARK SIDE POINT BONUSES

For every Dark Side Point that a character gets,
**add 1 to their FORCE Trait,**
**and 5 each to CONTROL, SENSE and ALTER.**

## TURNING TO THE DARK SIDE

Every time a character is assigned more Dark Side Points, the GM rolls the D20.
 If the result is less than the character's new total Dark Side Points, the character has "turned to the Dark Side". **Their Dark Side Points total is capped** and they will no longer receive more Dark Side Points for subsequent evil acts.

## ATONEMENT: TURNING AWAY FROM THE DARK SIDE

Returning to the Light is no easy matter for a Dark Jedi. It involves a process of both roleplaying and game system changes.

As a general guideline, *a Jedi can only complete atonement once per campaign.* This means that if a PC turns to the Dark Side as a Jedi Knight, they cannot return to the Light until the next campaign when they are presumably a Jedi Master.

The process of atonement includes three facets: Abstaining From Evil Actions, Acting Without Dark Side Points, and finally, Redemptive Acts.

**Abstaining From Evil Actions**
While atoning, a PC cannot commit any acts that are considered evil, especially those detailed in the Dark Side Point Earning Chart.

**Acting Without Dark Side Points**
An atoning PC must make all Force Skill rolls without adding their Dark Side Point modifiers. This shows that they are "using the Force" without the aid of the Dark Side.

For every in-game Force Skill roll that a PC makes without Dark Side Points, **subtract one Dark Side Point from their current count.**

Note: If at any time an atoning PC violates one of the above dictates, they fall back into the seduction of the Dark Side and must start all over. Their Dark Side Points return to the full amount they had before beginning atonement.

**Turning Away**
When an atoning PC has reached 5 or less Dark Side Points, they can try to turn away from the Dark Side by performing Redemptive Acts (see below). Upon committing a Redemptive Act, the Player rolls the D20: if the result is equal to or above the PC's current Dark Side Points, the PC has successfully turned away from the Dark Side; **the PC's Dark Side points are reduced to 0**.

If the roll result is equal to or above the PC's current Dark Side Points, the PC must do more Redemptive Acts for more chances to turn away. During this time, they can continue to reduce their current number of Dark Side Points to a minimum of 1 by Acting Without Dark Side Points.

**Redemptive Acts**
An atoning PC must take part in one or more significant redemptive acts that demonstrate their willingness to return to the Light. These are good and selfless acts that often involve confrontations with allied evil forces, direct sacrifices of power, status, possessions etc., or perhaps even mortal self-sacrifice. These actions may be initiated by the Player, or posed as ultimatums by the Gamemaster.

In service to the plot and character appropriateness, the GM is free to modify the above terms on an individual basis.

# SITH ALCHEMY

An esoteric and dangerous practice for expanding the powers of the Dark Side of the Force, SITH ALCHEMY has been at the center of some of the most uncanny projects of Dark Side practitioners over known history.

The following occult practices, phenomena, and resources are shrouded in mystery, and any applications to gameplay are at the discretion of the GM and Players.



Anti-Chosen One: A process for finding and fostering the prophetic Sith messiah.

Call to Darkness: A legendary power, used for locating every Force-sensitive being in the galaxy and dominating them.

Cosmic Horror: Using Dark Side ritual to summon sentient manifestations of the Dark Side.

Dark Clones: A Sith-Alchemical process for creating an army of clones resistant to the Force.

Dark Illusions: A ritual for attacking enemies with Force Visions, driving them mad, or to the Dark Side.

Dream Powers: A power whereby a Sith can use their powers tenfold while they are sleeping.

Eternal Life: Manipulating the Living Force to achieve immortality.

Force Vampirism: Feeding off of Force-sensitive beings to gain power and vitality.

Genesis of the Void: Creating life with the Dark Side.

The Ghost Ship: a legendary capital starship drifting through the galaxy, piloted by the bound spirits of dead Dark Jedi.

Immolanta: A fabled Dark Side planetoid from which Dark Jedi can burn worlds across the galaxy, using their minds.

Korriban/ Moraband: The homeworld of the Sith, said to harbor countless secrets and dark resources.

Portal to the Spirit World: Finding a passage to the Spirit World of the Jedi afterlife in order to conquer it.

The Radiant Doom: A disease which is said to turn Jedi to the Dark Side.

Resurrection and Reincarnation: Bringing the dead back to life, or investing their being into a new body.

Sith Artifacts: Discovery and creation of Sith holocrons, channeling objects, and Dark Side objects.

Sith Architecture: Discovery and construction of Sith temples, shrines and monuments imbued with the Dark Side.

Sith Technology: Fusing real-world technology with Dark Side energies. (*see WEAPONS: KILLDROIDS)*

Spectral Offspring: Preserving one's spirit and persona in a ghostlike form to remain active after death.

Warwitches: The creation of Sith Alchemy-mutated beings powerful in the Dark Side.

The World Between Worlds: Accessing a mystical plane between time and space.

# FORCE GHOSTS

*"Eternal life…"*
*"The ultimate goal of the Sith, yet they can never achieve it; it comes only through the release of self, not the exaltation of self. It comes through compassion, not greed."*

*-   Qui-Gon Jinn*



After death, a Jedi becomes one with the Force. Nevertheless, their spirit can still hold some sway in the living world. Certain Jedi have the ability to cross the threshold from the spirit world back into the living. Those that do so appear as what is referred to as Jedi Spirits, or Force Ghosts. These Force Ghosts can still communicate with living Jedi, sending warnings, giving advice, etc. While the specific manners and techniques in which a Jedi achieves this form of life after death are mysterious, the following rules apply:

**RETURNING AS A FORCE GHOST**
A Player Character Jedi can freely return as a Force Ghost only if:

1.   They have achieved the Calling Level of Jedi Knight or higher.
2.   They were not turned to the Dark Side when they died.

A Jedi Knight (2nd campaign Jedi) can appear or communicate in-game once per episode.

A Jedi Master (3rd campaign Jedi) can appear or communicate in-game once per episode, and may also use their SENSE skill to obtain new knowledge about events occurring after their death. In this way, a player may be able to allow themselves to act on meta-game knowledge. It is possible that some great Jedi Masters can even still use their powers in the world of the living on rare occasions, at the GM's discretion.

**FORCE GHOSTS WITH DARK SIDE POINTS**
A Jedi with Dark Side Points finds it harder, or nearly impossible, to return as a Force Ghost. Every time a Force Ghost PC tries to appear in the living world, the player must roll *above* the number of Dark Side Points the character possesses, or their chance to return in that episode is lost.

*NOTE: When a Dark Jedi dies, their entity is banished from the material and immaterial plane, and they are forever lost. PCs who have turned to the Dark Side cannot come back as Force Ghosts.*

# CHARACTER ADVANCEMENT
## THE HERO'S JOURNEY



As a Player Character goes through more Episodes, they gain experience and resources through the many challenges and revelations that they encounter along the way. Many of the abilities on their Character Sheet get increased to reflect this-- this is called CHARACTER ADVANCEMENT. Through Character Advancement, even a common farmboy from Tatooine can rise to the revered rank of a Jedi Master.

# CHARACTER ADVANCEMENT SCHEMA

Character Advancement takes on a more meaningful level when applied to the HERO'S JOURNEY CHARACTER ADVANCEMENT SCHEMA.

Each step in a Player Character's advancement is applied to a subsequent stage of the *monomyth* as developed by the comparative mythographer Joseph Campbell.

After every Episode, Players complete another STAGE on the Schema, earning Skill Points for their character.

The Schema serves a secondary purpose of becoming a sort of campaign journal to commemorate the gameplay that was done.

Most Callings have three levels:
BEGINNER, EXPERIENCED and MASTER.

A character is at BEGINNER level when they are completing their first Schema, "DEPARTURE". Refer to this level on the PC's Calling Table for their Calling Skills, Special Resources, etc.

The PC attains EXPERIENCED level when they begin the second Schema, "INITIATION". Refer to this level on the PC's Calling Table for their Calling Skills, Special Resources, etc.

They rise to MASTER level when starting the "RETURN" Schema. Refer to this level on the PC's Calling Table for their Calling Skills, Special Resources, etc.

# SKILL POINTS

Skill Points are used to quantify a Player Character's accretion of experience, skill and wisdom over the course of their trials and adventures. Characters spend their Skill Points between Episodes during Character Advancement to attain higher ratings in their Skills, new attributes for themselves and their companion NPCs, new items such as weapons and gear, upgrading existing possessions, and other special advantages.

## EARNING SKILL POINTS

After completing an episode of gameplay and filling out the Character Advancement Schema for a stage of the Hero's Journey, a player usually earns between 10 and 30 Skill Points to be spent on improving their character. ***At least 1 Skill Point earned for each stage of the Hero's Journey must be spent on each of the Calling Skills.*** The remaining Skill Points can be spent on anything: Calling Skills, other skills, Gear, Companion and Vehicle improvement, etc.

## SPENDING SKILL POINTS

A character may be able to spend their Skill Points on any of the following things:

| | | |
|---|---|---|
| Advancing SKILL ratings | Getting Old Buddies | Upgrading Items, Weapons, Gear, Armor |
| New Items, Weapons, Gear | Getting a Droid/Pet/Etc. | Advancing Droid/Pet/Etc. |
| New Armor, Droid Systems | Getting a Squad | Advancing Squad |
| New Starship, Vehicle, Mount | | Upgrading Starships, Vehicles, Mounts |

**NOTE: Characters CANNOT advance TRAITS (DEX, STR, PERC etc.)**

## ADVANCING SKILL RATINGS

Characters can spend Skill Points to advance any Skill ratings. They must spend at least 1 Skill Point per Skill on each Calling Skill *(see CALLING TABLE: CALLING SKILLS.)*

### SKILL MARGIN

A character cannot advance one particular Skill too far without advancing related skills. This is called the SKILL MARGIN. For every Skill within a particular Trait, the Skill Margin is **20**. This means that no two Skills within any single Trait column can be more than 20 apart in their rating. This is better understood by example:

*For his PERC Skills, Captain Palacene wants to make his COMMAND Skill really high, but it's impossible to be really great at COMMAND without being at least competent at BARGAIN/BRIBE, CON/GAMBLE, HIDE/SNEAK and SEARCH (all of the other PERC Skills).*

*Captain Palacene has 12 SKILL POINTS to spend, but can't spend them all on COMMAND, or his COMMAND would be more than 20 higher than some of his other PERC Skills:*

| PERCEPTION | 6 |
|---|---|
| Bargain/Bribe | 16 |
| Command | 36 |
| Con/Gamble | 16 |
| Hide/Sneak | 28 |
| Search | 24 |
| _____ | __ |

*...So Captain Palacene spends 4 SKILL POINTS on BARGAIN/BRIBE, COMMAND, and CON/GAMBLE respectively.*

*This way, all of his Skill ratings in the PERC column remain within 20 points of each other:*

| PERCEPTION | 6 |
|---|---|
| Bargain/Bribe | 20 |
| Command | 40 |
| Con/Gamble | 20 |
| Hide/Sneak | 28 |
| Search | 24 |
| _____ | __ |

## FORCE SKILL ADVANCEMENT

Force-sensitive characters cannot easily learn more without aid, usually in the form of a Jedi Master. The following Skill Points Cost Modifiers apply to a PC advancing Force Skills:

| | |
|---|---|
| *Learning without a Master, or any Jedi materials...* | ...BEGINNER: x 3 Skill Point Cost to raise Force Skills.<br>...EXPERIENCED: x 2 Skill Point Cost to raise Force Skills.<br>...MASTER: no modifier. |
| *Learning with a Master...* | ...BEGINNER and EXPERIENCED: x 2 Skill Point Cost to raise a Force Skill above PC's Master's rating (to surpass their master)<br>...MASTER: no modifier. |
| *Learning with Jedi materials (holocrons, Jedi Library, the Ancient Jedi Texts, etc.)...* | ...BEGINNER: PC earns +3 Skill Points per Episode<br>(can only be used to raise Force Skills) |

## OLD BUDDY

A PC can develop an OLD BUDDY, an NPC who they have a longstanding, relatively positive relationship with. The Old Buddy can be called upon for favors, connections, and temporary resources once per campaign. Old Buddies will not always fight or make big sacrifices for the PC, but, with the proper roleplaying and a few successful CON rolls, might end up becoming a much greater part of the story.
**OLD BUDDY Skill Point Cost: 5**

*In meta terms, Dexter Jettster (the owner of Dexter's Diner in Attack of the Clones) was an NPC Old Buddy of the PC Obi-wan's, and Lando Calrissian in THe Empire Strikes Back was probably an NPC Old Buddy of the PC Han Solo, who at some point before Return of the Jedi was taken on by a player and became a PC.*

## NEMESIS

A Nemesis is a character that is deeply connected to the character, in an adversarial relationship. A character does not acquire a Nemesis through Skill Points (why would they want one?) but is rather assigned one by the GM. Often this happens organically, as the PC's actions in gameplay create this. Any further rules can be developed on a case-by-case basis.

## DROID/PET/ETC.

A Player character can acquire a companion through spending Skill Points. This companion can be a DROID, a PET, or some other less-privileged or less-capable being that accompanies the PC. Note that Droid/Pets have an INT (INTELLIGENCE) Trait, which replaces PERC, KNOW, MAN, and TECH.

**DROID/PET Skill Point Cost:**
**25point Droid**: 9 points to distribute between Traits, 25 points to add to Skills.
**50point Droid**: 9 points to distribute between Traits, 50 points to add to Skills.

**Droid/Pet Advancement**
All advancement cost ½ for Droid/Pets. The cost is less because a Droid/Pet is an NPC that the Player cannot control, and might be taken away at any time!

## SQUAD

A SQUAD is team of three NPCs that follow the command of the PC. Several Calling Tables grant a Squad to a PC at the EXPERIENCED or MASTER level. A Player character can also acquire a Squad through spending Skill Points. Note that Squad Members have an INT (INTELLIGENCE) Trait, which replaces PERC, KNOW, MAN, and TECH.

**SQUAD SKILL POINTS COST:**
**25point Squad**: 9 points to distribute between Traits, 25 points to add to Skills.
**50point Squad**: 9 points to distribute between Traits, 50 points to add to Skills.

**Squad Advancement**
Skill points multiply across all Squad members *(for example, to Advance every Squad Member's BLASTER SKILL by 2, only 2 Skill Points must be spent.)*

# CREDITS



**STAR WARS QUEST Role Playing Game**
**Written and Compiled by**
**Scott Stubbe**
**2019**

**Adapted from and Inspired by**

**The works of George Lucas and Lucasfilm**

**STAR WARS The Roleplaying Game by West End Games**
**Game Design by Greg Costikyan**

**The works of Joseph Campbell and Carl Jung**

**Wookieepedia, The Star Wars wiki**

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# QUICK REFERENCE: CHARTS AND TABLES

| ACTION AND COMBAT ROUND |
|---|
| **INITIATIVE:** Roll D20 + INITIATIVE. Take first turns in descending order, with second, third turns at -10 INIT per extra turn. |
| **MOVE":** Roll D20 + MOVE". Character can move cumulatively that many inches on the board during any of their actions. |
| **ACTIONS:** Multiple Actions: -10 to Skill per extra action. |
| **TALK:** Character can speak up to three sentences per turn. |

| DIFFICULTY | MODIFIER |
|---|---|
| Easy | +10 |
| Moderate | 0 |
| Difficult | -10 |
| Very Difficult | -20 |
| Extremely Difficult | -30 |
| Nearly Impossible | -50 |

## FORCE DIFFICULTY CHART (/PR)

| PROXIMITY<br>User and Target are… | RELATIONSHIP<br>User and Target are… |
|---|---|
| ...in physical contact …0<br>...in line of sight but not touching…-10<br>...not in line of sight,<br>but on same game map/ within 48"...-20<br>...in same region/cit<br> but not on same game map…-30<br>...on same planet<br>but 100s or 1000s of km away…-50<br>...in same star system<br>but not same planet…-80<br>...not in same star system…-100 | ...close friends and relatives...0<br><br>...old buddies, acquaintances…-10<br><br>...slight acquaintances,<br> or known by reputation…-20<br><br>...complete strangers…-30<br><br>...also of a different species…-20 more |

## FIRST AID/ MEDICINE

| If Roll Succeeds by | # of Damage Status ranks Healed |
|---|---|
| 1-9 | 1 |
| 10-19 | 2 |
| 20- | 3 / Fully Healed |

## MELEE ATTACKS

**(Attacker's Roll + MELEE, BRAWL or LIGHTSABER etc.)   VS.**
**(Defender's Roll + MELEE, BRAWL or LIGHTSABER etc.)**

If the attacker's result is higher, they hit. If the defender's result is higher, the attack is parried or avoided.

## RANGED ATTACKS

**(Attacker's BLASTER, GRENADE etc.)**
**VS.**
**(Defender's DODGE (or SENSE if blocking with Lightsaber))**

If the attacker's result is higher, they hit. If the defender's result is higher, the attack is dodged or defended against.

## MELEE WEAPON DAMAGE

**(Attacker's Roll + STRENGTH + WEAPON DMG)**
**- (Defender's Roll + STRENGTH + ARMOR)**

## RANGED WEAPON DAMAGE

**(Attacker's Roll + WEAPON DMG)**
**- (Defender;s Roll + STRENGTH + ARMOR)**

## PARRYING

**- REACTION PARRY** Roll to Resist a Melee Attack. Counts as an action.

**- FULL PARRY** Roll + MELEE: Result used vs. ALL melee attacks this round. Cannot take other actions.

## DODGING

**- REACTION DODGE** Roll to Resist a Ranged Attack. Counts as an action.

**- FULL DODGE** Roll + DODGE: Result used vs. ALL ranged attacks this round. Cannot take other actions.
Must either: Move their full MOVE" and/or end their turn behind COVER, or fall PRONE.

| COMMON WEAPONS | | |
|---|---|---|
| **WEAPON** | **DAMAGE** | **RANGE** |
| Blaster Pistol | 7 | SHORT |
| Blaster Rifle | 10 | LONG |
| Hand Weapon | 2 | (NONE) |
| Ancient Missile Weapon | 2 + STRENGTH | SHORT |
| Vibroaxe | 6 | (NONE) |



GRENADE SCATTER

| DAMAGE STATUS | | | | | |
|---|---|---|---|---|---|
| **-10 or less**<br>**NO EFFECT** | **-9...0**<br>**STUNNED** | **1...9**<br>**WOUNDED** | **10...19**<br>**DOWNED** | **20...29**<br>**DYING** | **30...39**<br>**DEAD** |
| Character is not affected by the hit at all. | Character loses all remaining attacks for the round.<br>Can either stumble back or fall prone. | -10 to all physical rolls, ½ move rate until healed. | Semi-conscious or unconscious. Falls prone, cannot act. Can barely speak. | Unconscious, mortally wounded. Will die without medical attention. | Dead, plain and simple. |

| | | | |
|---|---|---|---|
| CALL SOMEONE A SCOUNDREL | RADIO RENDEZVOUS | INSULT THE EMPIRE/ THE REPUBLIC | "I HAVE A BAD FEELING ABOUT THIS.." |
| "MAY THE FORCE BE WITH YOU." | "LOCK S FOILS IN ATTACK FORMATION." | "IT'S A TRAP!" | "THIS IS WHERE THE FUN BEGINS." |
| "NO!" | THE WILHELM | USE SPACEY TECHNICAL JARGON | REFERENCE AN ANIMAL (I.E. BANTHA, GUNDAR, DUCK, ETC.) |
| PULL RANK | GIVE SOMEONE A DIMINISHING NICKNAME (I.E. "FUZZBALL", "GOLDENROD" ETC.) | ACCUSATORY | SINCERE |
| PUSHY | HESITANT | STUBBORN | SULKING |

| | | | |
|---|---|---|---|
| QUARRELSOME | PLAYFUL | REMORSEFUL | BITTER |
| SINISTER | CUNNING | BIASED AGAINST ALIENS/DROIDS | FASTER/ MORE INTENSE |
| YEARNING | WISHFUL | FRUSTRATED | PESSIMISTIC |
| NERVOUS | FOCUSED | SARCASTIC | BRAGGING |
| OVERCONFIDENT | JEALOUS | COY | OMINOUS |

# THE HERO'S JOURNEY
## CHARACTER ADVANCEMENT SCHEMA

CHARACTER NAME

ARCHETYPE

PLAYER NAME

CAMPAIGN:     1ST     2ND     3RD

# DEPARTURE

ARCHETYPE   How did you play your character like its archetype?

_____

_____

_____

_____  + ___ / 5 SP

## STAGE 1
### THE CALL TO ADVENTURE

CUE CARD   Which did you use?

_____

_____  + ___ / 2 SP

SKILL   Which skills did you roll?

_____

_____

_____

_____  + ___ / 3 SP

GAMEPLAY SUMMARY   How did you fulfill this stage of the hero's journey? What specific actions and events fit this stage?

_____

_____

_____  + ___ / 10 SP

ARCHETYPE   How did you play your character like its archetype?

_____

_____

_____

_____  + ___ / 5 SP
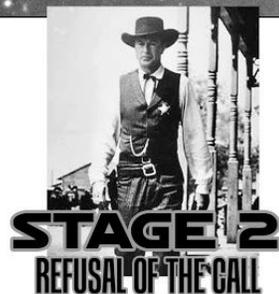
## STAGE 2
### REFUSAL OF THE CALL

CUE CARD   Which did you use?

_____

_____  + ___ / 2 SP

SKILL   Which skills did you roll?

_____

_____

_____

_____  + ___ / 3 SP

GAMEPLAY SUMMARY   How did you fulfill this stage of the hero's journey? What specific actions and events fit this stage?

_____

_____

_____  + ___ / 10 SP

# DEPARTURE

## STAGE 3
### SUPERNATURAL AID

**ARCHETYPE** How did you play your character like its archetype?

_____
_____
_____
_____
_____ + ___ / 5 SP

**CUE CARD** Which did you use?

+ ___ / 2 SP

**SKILL** Which skills did you roll?

_____
_____
_____
_____ + ___ / 3 SP

**GAMEPLAY SUMMARY** How did you fulfill this stage of the hero's journey? What specific actions and events fit this stage?

_____
_____
_____
_____ + ___ / 10 SP

## STAGE 4
### CROSSING THE THRESHOLD

**ARCHETYPE** How did you play your character like its archetype?

_____
_____
_____
_____
_____ + ___ / 5 SP

**CUE CARD** Which did you use?

+ ___ / 2 SP

**SKILL** Which skills did you roll?

_____
_____
_____
_____ + ___ / 3 SP

**GAMEPLAY SUMMARY** How did you fulfill this stage of the hero's journey? What specific actions and events fit this stage?

_____
_____
_____
_____ + ___ / 10 SP

## STAGE 5
### BELLY OF THE WHALE

**ARCHETYPE** How did you play your character like its archetype?

_____
_____
_____
_____
_____ + ___ / 5 SP

**CUE CARD** Which did you use?

+ ___ / 2 SP

**SKILL** Which skills did you roll?

_____
_____
_____
_____ + ___ / 3 SP

**GAMEPLAY SUMMARY** How did you fulfill this stage of the hero's journey? What specific actions and events fit this stage?

_____
_____
_____
_____ + ___ / 10 SP

# INITIATION

### STAGE 6
### THE ROAD OF TRIALS

**ARCHETYPE**  How did you play your character like its archetype?

_____

_____

_____

_____  + ___ / 5 SP

**CUE CARD**  Which did you use?

**SKILL**  Which skills did you roll?

_____

_____

_____

+ ___ / 2 SP          _____  + ___ / 3 SP

**GAMEPLAY SUMMARY**  How did you fulfill this stage of the hero's journey? What specific actions and events fit this stage?

_____

_____

_____

_____  + ___ / 10 SP

---

### STAGE 7
### MOTHER-GODDESS / FATHER-GOD

**ARCHETYPE**  How did you play your character like its archetype?

_____

_____

_____

_____  + ___ / 5 SP

**CUE CARD**  Which did you use?

**SKILL**  Which skills did you roll?

_____

_____

_____

+ ___ / 2 SP          _____  + ___ / 3 SP

**GAMEPLAY SUMMARY**  How did you fulfill this stage of the hero's journey? What specific actions and events fit this stage?

_____

_____

_____

_____  + ___ / 10 SP

---

### STAGE 8
### TEMPTRESS / TEMPTER

**ARCHETYPE**  How did you play your character like its archetype?

_____

_____

_____

_____  + ___ / 5 SP

**CUE CARD**  Which did you use?

**SKILL**  Which skills did you roll?

_____

_____

_____

+ ___ / 2 SP          _____  + ___ / 3 SP

**GAMEPLAY SUMMARY**  How did you fulfill this stage of the hero's journey? What specific actions and events fit this stage?

_____

_____

_____

_____  + ___ / 10 SP

# INITIATION

**ARCHETYPE**  How did you play your character like its archetype?

_____

_____

_____

_____ + ___ / 5 SP

## STAGE 9
### ATONEMENT: THE FATHER-DRAGON

**CUE CARD**  Which did you use?

+ ___ / 2 SP

**SKILL**  Which skills did you roll?

_____

_____

_____

_____ + ___ / 3 SP

**GAMEPLAY SUMMARY**  How did you fulfill this stage of the hero's journey? What specific actions and events fit this stage?

_____

_____

_____

_____ + ___ / 10 SP

---

**ARCHETYPE**  How did you play your character like its archetype?

_____

_____

_____

_____ + ___ / 5 SP

## STAGE 10
### APOTHEOSIS: NEW AWARENESS

**CUE CARD**  Which did you use?

+ ___ / 2 SP

**SKILL**  Which skills did you roll?

_____

_____

_____

_____ + ___ / 3 SP

**GAMEPLAY SUMMARY**  How did you fulfill this stage of the hero's journey? What specific actions and events fit this stage?

_____

_____

_____

_____ + ___ / 10 SP

---

**ARCHETYPE**  How did you play your character like its archetype?

_____

_____

_____

_____ + ___ / 5 SP

## STAGE 11
### THE ULTIMATE BOON

**CUE CARD**  Which did you use?

+ ___ / 2 SP

**SKILL**  Which skills did you roll?

_____

_____

_____

_____ + ___ / 3 SP

**GAMEPLAY SUMMARY**  How did you fulfill this stage of the hero's journey? What specific actions and events fit this stage?

_____

_____

_____

_____ + ___ / 10 SP

# RETURN

## STAGE 12 — REFUSAL OF THE RETURN

**ARCHETYPE**  How did you play your character like its archetype?

_____
_____
_____
_____ + ___ / 5 SP

**CUE CARD**  Which did you use?

+ ___ / 2 SP

**SKILL**  Which skills did you roll?

_____
_____
_____
_____ + ___ / 3 SP

**GAMEPLAY SUMMARY**  How did you fulfill this stage of the hero's journey? What specific actions and events fit this stage?

_____
_____
_____
_____ + ___ / 10 SP

## STAGE 13 — THE MAGIC FLIGHT

**ARCHETYPE**  How did you play your character like its archetype?

_____
_____
_____
_____ + ___ / 5 SP

**CUE CARD**  Which did you use?

+ ___ / 2 SP

**SKILL**  Which skills did you roll?

_____
_____
_____
_____ + ___ / 3 SP

**GAMEPLAY SUMMARY**  How did you fulfill this stage of the hero's journey? What specific actions and events fit this stage?

_____
_____
_____
_____ + ___ / 10 SP

## STAGE 14 — RESCUE FROM WITHOUT

**ARCHETYPE**  How did you play your character like its archetype?

_____
_____
_____
_____ + ___ / 5 SP

**CUE CARD**  Which did you use?

+ ___ / 2 SP

**SKILL**  Which skills did you roll?

_____
_____
_____
_____ + ___ / 3 SP

**GAMEPLAY SUMMARY**  How did you fulfill this stage of the hero's journey? What specific actions and events fit this stage?

_____
_____
_____
_____ + ___ / 10 SP

# RETURN



**ARCHETYPE** How did you play your character like its archetype?

_____
_____
_____
_____ + ___ / 5 SP

**STAGE 15**
**THE RETURN THRESHOLD**

**CUE CARD** Which did you use?

+ ___ / 2 SP

**SKILL** Which skills did you roll?

_____
_____
_____
_____ + ___ / 3 SP

**GAMEPLAY SUMMARY** How did you fulfill this stage of the hero's journey? What specific actions and events fit this stage?

_____
_____
_____
_____ + ___ / 10 SP

---

**ARCHETYPE** How did you play your character like its archetype?

_____
_____
_____
_____ + ___ / 5 SP

**STAGE 16**
**MASTER OF TWO WORLDS**

**CUE CARD** Which did you use?

+ ___ / 2 SP

**SKILL** Which skills did you roll?

_____
_____
_____
_____ + ___ / 3 SP

**GAMEPLAY SUMMARY** How did you fulfill this stage of the hero's journey? What specific actions and events fit this stage?

_____
_____
_____
_____ + ___ / 10 SP

---

**ARCHETYPE** How did you play your character like its archetype?

_____
_____
_____
_____ + ___ / 5 SP

**STAGE 17**
**FREEDOM TO LIVE**

**CUE CARD** Which did you use?

+ ___ / 2 SP

**SKILL** Which skills did you roll?

_____
_____
_____
_____ + ___ / 3 SP

**GAMEPLAY SUMMARY** How did you fulfill this stage of the hero's journey? What specific actions and events fit this stage?

_____
_____
_____
_____ + ___ / 10 SP

# STAR WARS QUEST
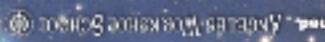
**Player Name**

## DAMAGE STATUS

| 5..0 | 10..19 | 20..29 | 30.. |
| STUNNED | WOUNDED | DOWNED | DYING | DEAD |

**Character Name**

**Calling**
Beginner                    Master

**Experience**

**Character Archetype**

**Affiliation**
Rebels    Empire    Fringe

**Homeworld :**

**Species :**                    **Sex :**

**Born:**              **Hgt./Abt**

**Weight Rank:**

**Force Die :**

### TECHNICAL
- Droid Tech
- Demolition
- Medicine
- Speeder Tech
- Starship Tech
- Systems Tech
- Walker Tech

### MANUAL
- Beast Riding
- Mounted Weapons
- Speeder Piloting
- Starship Piloting
- Starship Guns
- Starship Shields
- Walker Piloting

### KNOWLEDGE
- Alien Cultures
- Bureaucracy
- Languages
- Spacewise
- Survival

### PERCEPTION
- Bargain/Bribe
- Command
- Con/Gamble
- Hide/Sneak
- Search

### STRENGTH
- Brawl
- Climb/Jump
- Push/Pull/Lift
- Stamina
- Swim

### DEXTERITY
- Blaster
- Dodge
- Grenade
- Melee
- Lightsaber*

### FORCE
Control ____   Sense ____   Alter ____

### MOVE

### INITIATIVE

**DARK SIDE POINTS**

**SQUAD**
Unit Type
SKILLS
WEAPONS
DEX
STR
INT
DAMAGE STATUS

**DROID/PET/ETC.**
Serial # / Name
SKILLS and SYSTEMS
DEX
STR
INT
DAMAGE STATUS

**OLD BUDDY**
PLANET/LOCATION
1.
2.
3.

**NEMESIS**

**SPECIAL RULES**

**WEAPON**    **DAMAGE**

**ITEMS**

A long time ago, in a galaxy far, far away...



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