An Unofficial Star Wars© Fan Club

Featuring live action role-play events in the Calgary area, our story begins in the year 10ABY, After the Battle of Yavin (A New Hope), four years after Star Wars Episode VI: The Return of the Jedi, following the events portrayed in the Extended Universe (Legends) where there is a New Republic and a New Jedi Order with many enemies old and new.

Rules created by LAIRS Inc. Calgary AB

Based on Star Wars RPG, revised core book, by Wizards of the Coast and Lucas Books

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This rulebook is the basics of the Saga Continues LARP. For more information on the setting you can check out our websites or our Facebook Group. The rules within are “fluid” and may change at any time. We will have a changelog listed below, the date of the change and the basics of what has changed. As this is a Live Action game, we will learn through trial and error if something is overpowered, underpowered or not useful. Skills, powers and items may change over time. Things may be added or deleted as we go.

May the Force be with You!
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Thank you for your interest in The Saga Continues, a Star Wars LARP! Our rulebook is designed to be a simple representation of the main points of the Star Wars universe in a fair and balanced LARP system. This means that these rules do not include every detail of Star Wars and may make some changes that are not necessarily correct for Star Wars canon. Our interest is game-play balance and simplicity first and foremost.

**THE MOST IMPORTANT RULES**

You may see the page count of these rules and cringe. Understandable. There is a lot covered as far as skills, equipment, the Force, and so on. However, you don't have to read it all! There are only 2 sections that you should read in full:

1. General Rules / Combat
   This section covers all the basics that all players need to know to play the game. Everything in this section, including FX Calls, Combat, Theft, Health and Force Points, character death, and an Item overview, are important for the flow of the game.

2. Character / Creation
   You will need a character to play The Saga Continues and this section covers how to create one as well as character expectations at an event.

**THE REST OF THE RULES**

You only need to read about the specifics that pertain to you and your character. For example, if you chose the Computer Skill, you need to know how to use that Skill. If you are not playing a Force-user, you don't have to read the Force section at all. If you bought an Equipment or Augment, you need to read how those items work.

During an event, other players will use their Skills, Powers, and such on you and by understanding how Signature Calls work from the General Rules section, you will have a good idea of how to react. If you are not sure, you may always hold up the OOG hand Signal and ask the player about the effect.

**Contact STAFF**

If you have any questions, please feel free to contact Staff at:

http://www.thesagacontinues.space

**GENERAL RULES**

Every person who participates in this game is expected to read the rules to ensure that everyone is on the same level of safety and smooth game-play. You do not have to commit all these rules to memory, but please learn the section below as well as the areas that pertain to your character.

**CODE OF CONDUCT**

The Saga Continues, a Star Wars LARP, has a Code of Conduct that all participants are expected to abide by. Please take a moment to read the Code of Conduct on our website here.

**PRINCIPAL OF THE RULES**

If an action is not described in this book, then assume you cannot do it. This applies to actions that potentially affect the rules and/or safety. For example, there are no rules to cover climbing a tree. Therefore, climbing a tree is not allowed as being up in a tree would protect you from combat in an unintended way and raise safety concerns as you could fall out of the tree. While many scenarios...
are covered in this book, it is impossible to cover them all. If you have a question regarding the written rules, please contact Staff.

**GAME BOUNDARY / HOURS**

Game hours are posted on our event listings. During game hours and within the game boundary, the game is ‘on’ and you are now acting like your character, playing the game. Some of the sites we go to will have quiet times where outdoor play may be restricted.

**PAUSE THE GAME**

A “Pause the Game” call, usually in cases of rules misunderstanding or possible injury, where all persons stand still and quiet in place while the matter is attended to. Anyone can call a “Pause the Game” when there is an emergency situation and only that person can end it by calling out “Places, 3, 2, 1, Lay on!”

**ALCOHOL / DRUGS**

It should go without saying, but it needs to be said anyway; We do not allow alcohol or illegal drugs on site at events. If you are on any prescription medication that may hamper your ability to participate safely in combat, you may be asked to either Padawan, or leave the event altogether.

**PADAWAN**

If you are unable to be in combat due to an injury, medical condition or prescription medication, you can become a Padawan. This allows you to participate in the game but keep clear of all combat. If combat breaks out, you must leave the area as quickly, and safely as possible. Padawans must wear a Bright Blue headband to indicate their status. If a PC or NPC does have a Padawan in their site, they can engage in “mock combat” by pointing their weapon at the Padawan and calling damage, WITHOUT striking or shooting at the Padawan. The Padawan can call any defense they may have, but still are required to leave the area quickly and safely. Once combat is over, the Padawan may return to continue the story, help downed comrades etc.

**GRAPPLING / BODY CONTACT**

In the Saga Continues, we do not allow grappling, grabbing or otherwise putting your hands on another person is prohibited during combat (other than helping someone up or for RP purposes). Outside of combat you should always ask someone if they are okay with Physical Role-play before doing so.

**FIRE / FLASHLIGHTS**

Fire in designated fireplaces and pits are permitted with someone watching it at all times. Contact Combat is not allowed within 10 feet of an open fire. Wax candles and oil lamps are not allowed. Instead use battery/electric lighting sources producing any light color. You may replace bulbs in cabins with your own during an event. Dim lighting is highly encouraged. Please refrain from using white/bright flashlights, used only in emergencies, as they hurt night vision.

**CHARACTERS ALPHA AND BETA**

A fictional persona created by you to play the game represented by the costume you wear, and how you act and talk during Game Hours of an event. All characters must fit the Star Wars universe of the current game year as well as some other restrictions (see Creation) and be created online through our website and forms. You will be asked to make your character available either by downloading or printing a card that must be carried on your person at all times while you play that character. Only Staff may review your character information. Please do not lose your character sheet.

**ALPHA CHARACTER:** In the Saga Continues, a player can have an Alpha character (and its Short-Term character) as well as a Beta character (and its Short-Term character). Your Alpha character (also referred to as your Primary) is the character you wish to play the most. It gains 1PP per logistics period at an event (a weekend event will net you 2 PP) and can gain up to an additional 3PP through donations and volunteering.
Your Alpha also has the ability to have a Short-Term character attached to it (see STC here).

**BETA CHARACTER:** In the Saga Continues, we know that death is likely and harsh. We allow a player to have a Beta character (and an attached STC) that gains PP alongside the primary. This requires a donation per event (the donation is set on our website). This allows the Beta character to gain 1PP per logistics period as your Alpha. The difference is that there is no way to add more PP to the Beta character until it is in game. The Beta character may be activated the event AFTER the permanent death of the Alpha character. If that happens, the Beta becomes your Alpha, and again, you can have another Beta character. The Beta MUST be completely different from your Alpha, or any STC that you have attached to either. This means different Job, race, clothing, gear etc.

**COSTUME**

All participants must wear an appropriately Star Wars themed costume. Additional costume requirements may apply depending on Staff requirements as well as the character you choose to play. Certain Skills and effects require specific props, such as a weapons and bottles. If you have any questions or need ideas, ask our Staff.

**SIGNALS**

Signals are gestures/arm bands that players use to indicate certain actions. The following are not ‘seen’ by Characters and cannot be talked about between Characters.

**OOG:** crossed fingers, white headband, or fist/weapon above head. The player is to be ignored.

**Non-Combatant:** usually reserved for personal medical reasons, wear a yellow armband to indicate you do not want to be hit with the foam weapons used in the game. Use Parlor Combat instead.

**EYE PROTECTION**

The Saga Continues does not currently require mandatory eye protection, however, we strongly encourage all our players to wear eye protection whenever possible. To that end, we offer a bonus for anyone who wears eye protection during most of game. Protective equipment is entirely in-genre.

- Wearing eye protection will give you a +1 FP boost to your max FP pool.
- These +1 bonuses are full only the first time you put on eye protection in the event and it is the first point you use when using FP.
- Once consumed, the +1 continues to count towards your max total FP pool while wearing protection.
- This point may be refilled by normal means (meditation etc.) It cannot be refilled by removing and replacing the protection.
- Qualifying eye protection includes: glasses, goggles and face shields which cover both eyes. These must be made of hard plastic, glass or mesh which will not bend under the force of a direct shot with a foam dart/disc. Eye patches which only cover one eye do not count for the bonus.
- Only one form of eye protection counts for the bonus and cannot be stacked with any other forms of eye protection. (You can’t wear 16 pairs of glasses to get a +16 bonus)

**WAIVER**

Every participant in the Saga Continues must fill out our Waiver of Liability and Hold Harmless before they are allowed to participate in any event. This waiver states that you understand that there will be physical activity that could harm you and you hold no Liability towards the owners, operators or staff of the Saga Continues and/or LAIRs INC.

**PLOT / STORY COORDINATORS (SC)**

Throughout this document you may see the terms “Plot”, “Plot Team”, or “Story Coordinators”. We use these terms interchangeably but they all refer to the team of writers creating the story that players will be involved in.
**MARSHAL**

A Marshal is for all intents and purposes, a judge, or rules interpreter for the game. If questions arise, the Marshal on field can be asked for clarification should the need arise. The Marshal is the person who will call off a “Pause the Game” situation. Some of our players are rules marshals and will be noted as such if a full Marshal is not present or available. Our general rule of thumb is that if an effect or situation does not result in a permanent death of a character, the Marshal’s ruling will stand until such time as we can determine if it was incorrect. Even a death can be adjudicated or overruled by PLOT or the LARP owner.

**MONSTER CAMP (MC)**

This is the generic term for the place where the PLOT team and NPCs are. They store their gear here and run the event from here. Monster Camp is generally off limits to players unless there is a pressing need to be there for a PLOT reason, safety concern or NPC shift. If you are coming to Monster Camp as a PC, please knock on the door and announce “PC” as loudly as you can. Give MC a minute or so to answer as we may have to remove NPCs from the area if they are about to leave for an encounter.

**THE ARTEMIS SYSTEM**

The Saga Continues uses a computer simulator called the Artemis Bridge Simulator for “Ship to Ship” or specific “Ship” missions. This system uses several LAN linked computers as workstations for players to take roles such as Captain, Weapons, Communications, Engineer, Science, Helm and possibly Fighters. Players should familiarize themselves with this system by viewing some YouTube videos that you can find [here](#).

These will use custom computers, monitors and other devices. Players are expected to treat all the equipment with the greatest of care. More information on the Artemis System is detailed later in this manual.

**EFFECTS CALLS, AKA FX**

An FX Call is a statement you say to convey what Effect you are using so players know how to react. You can inflict one Effect at time, unless otherwise noted in the descriptions herein. Pause long enough between each Call to give the player time to react. FX Calls are OOG except where noted below:

- **"#"** - an attack inflicting Damage to deduct Health Points. The FX Call is not needed when using a Melee or Projectile weapon for base damage. Some Damage attacks include a modifier, such as “4 Fire”, to indicate a special defense is needed. Duration: instant.

- **“Zero”** - indicates that a Melee weapon attack does not inflict any Damage for use in sparring.

- **“Action”** - indicates the use of certain Skills, Techniques, free Actions, or the activation of certain Powers. Duration: instant.

- **“Cure”** - an effect to remove Status, Mental, or Disease, or to restore Health or FP. You cannot use Cures on yourself unless otherwise specified in a description herein. Duration: instant.

- **“Disease”** - an effect that inflicts Damage, Status, or Mental every 10 minutes for the next hour.

- **“Drain”** - an effect that deducts Health/FP from the target and restores Health/FP for the attacker. Duration: instant.

- **“Mental”** - Spoken In-Game. An effect that inflicts the mind to make the target say and/or act a certain way. You can be inflicted by only one Mental effect at a time where being inflicted by a new one replaces the old one. You cannot use Mental Effects on yourself unless otherwise specified in a description herein. Duration: 5 minutes or until the Mental Gesture is lowered, whichever is longer.

- **“Resist”** - a defense used to ignore one Effect of a specified type. Duration: instant.


**Scan** - a detection used to garner IG information about a character. Duration: instant.

**Status** - An effect that inflicts the body without causing Damage. You can be inflicted by only one Status effect at a time where being inflicted by a new one replaces the old one. You cannot use Statuses on yourself unless otherwise specified in a description herein. Duration: 60 seconds or until the Status Gesture is lowered, whichever is longer.

### IN-GAME (IG)

A term used to indicate an action between characters or an item in the Gameworld during an event. Examples, 1) when you act as your character, you are In-Game (IG), 2) a business card is just a card in real life, but IG that card might be money your character uses to buy things, and 3) asking a Staff member where to park your car is an OOG conversation, while asking a character for the cantina location is IG. During Game Hours, please stay IG as much as possible to help create a believable atmosphere.

### OUT-OF-GAME (OOG)

Out-of-Game (OOG) is a term to indicate that a player, item or area is not a part of the game while the game is currently 'on’. Players currently IG won’t interact with you while you are OOG, which is indicated by the OOG Hand Signal or wearing a white headband. Being OOG during Game Hours is permitted if you arrive late, ask a question about the game, ask a player to explain an effect, your character was killed, Character Switching, remind a player of proper rules use, are injured, sick or tending a personal issue. OOG areas are restrooms, the main parking lot, under bunks, Staff buildings, outside Game Boundaries, and Logistics.

### PHYSREPS

Physical Representations (physreps) are simply items that exist IG. Most physreps are decoration or belongings of a character but Tagged physreps are used to represent items with effects governed by the Rules herein. All physreps must fit within the aesthetic of the game, and you must be okay with other players using your Tagged physreps during an event. All player-provided physreps must be returned to their rightful owners at event end. Staff is not responsible for lost or damaged physreps.

### PACKET

Also called a birdseed packet, these are small, soft bean bags used to represent certain Projectile attacks. Since packets are thrown at other players, all packets must be made as described in Weapons.

### TAGS

A Tag is a small game-provided piece of paper indicating an effect. Tags must be attached to a single prop to exist IG, any exceptions are described herein. Tags are also considered IG labels so any Player can read a Tag and use the information IG. Before using a Tagged item, read the effect's description as there may be requirements. Tags cannot be removed from the prop unless the effect is used, or by other means described herein. You can take Tags home after an event, and Staff is not responsible for lost or damaged Tags.

### 360 DEGREE ILLUSION

“The 360 Degree illusion is a design ideal where the aim is to make the physical immersive experience as complete as possible, i.e. 360 degrees around you.” – Nordic LARP game design

Also referred to as ‘what you see is what you get’, everything you see within the designated game area is to be considered In-Game. For example, rather than someone describing a scene that you must pretend you see, you can physically interact with the scene because it is happening in real time in a real place with real items and real people. Even the fantastical elements described herein are represented by real items for your interaction. While some imagination is needed to pretend a foam sword is a real sword, or a friend wearing a costume mask is a real monster, props and costumes create a visual and physical simulation.
that require as little imagination as possible to immerse you into the game world. Ultimately, the 360 Degree illusion means that if you cannot represent an end result using actions, props, decoration, or costume, then you cannot do it. Any exceptions to the 360 Degree illusion are described herein.

**COMBAT DAMAGE**

- **Melee Weapon:** base 1 damage (sword, axe, Fist weapon, thrown dagger etc.)
- **Energy Weapon:** base 2 damage (lightsaber, vibro-weapon, etc.)
- **Projectile Weapon:** base 2 damage (arrow, blaster, etc.)
- **Artillery Weapon:** base 3 damage (multi round blasters listed below)
- **Effect use order:** Delivery Method > FX Call > spend Force Points, or tear a Tag, where described
- **No effect may increase the damage above 8 per hit.**

**CONTACT COMBAT**

The language of the Rules assumes Contact Combat is being used. Contact combat is where Players use toys to shoot foam darts/arrows at each other, and foam swords to tap each other hard enough to feel, but never hard enough to hurt. This form of combat resolution happens quickly and best simulates real combat.

**FLURRY 3 RULE**

A flurry is a series of melee swings or blaster bolts delivered at an enemy in combat with little or no pause. You can make no more than three consecutive attacks against a particular enemy where your weapon contacts an opponent or their weapons, including their shield, before you must reset. To reset your flurry, you must step out of weapon range between you and your opponent and stop all attacks on your previous target for at least a second.

Players pursuing enemies need not interrupt pursuit by stepping back to reset their Flurry. The pursuer needs only to pause for a second while at a distance just within their maximum weapon range.

- Blocked swings that contact a weapon or shield and successful hits that contact the body are counted as flurry swings. Feints and swings that do not make contact against weapons, shield, or body do not count as a flurry swing. You must reset your flurry after you have made three swings with contact before resuming attacks on that opponent.
- An opponent can't try to prevent you from resetting your flurry by advancing. If you have retreated to get out of weapon range but your opponent's advance has prevented you from doing so then you may reset your flurry after a full second pause.
- Incidental weapon contact and aggressively engaging an opponent's weapon with beat attacks or offensive parries can make flurry determination confusing. We realize it is difficult to determine if these types of weapon maneuvers count as a strike in a flurry. As a Rule of Etiquette, if both your elbow and the weapon tip move forward and contact an opponent's weapon then count that as one of your flurry strikes even if it was not your intention to launch an attack. This might mean that both combatants use up a Flurry swing during incidental weapon contact.
- Blasters should follow the same rules. If you are firing a “full auto” weapon, let off the trigger after 3-4 shots, give the player a second to call defenses and then you may fire again.

**HEALTH POINTS**

Health determines how much damage your character can take before being Unconscious and eventually Dead. All characters have a Health Rating that represents the maximum number of Health Points (HP) you can have. Your base Health Rating is 10. As you lose HP, deduct the specified
amount from your current amount of points. Health Points are restored at the beginning of each event as well as during game via various means described herein, but you cannot have more than your Health Rating. You gain an additional 3 HP per level of Mastery you purchase.

**BACTA TANKS**

A Bacta Tank is one of the fast and primary ways to gain health quickly. Although there are costs to using a tank, and depending on where you are, there may be a finite amount of them available. Using a Bacta Tank restores 5 Health per hour spent in the Bacta. This is IG time and you are free to change to your Secondary character during your time or help in Monster Camp for your time. Bacta tanks also remove all status effects, diseases or poisons with a treatment.

Donation Bonuses:

Copper: Recover 8 HP per hour, Silver: Recover 10HP per hour, Gold: Recover 6HP per 30 minutes, Platinum: recover 10 HP per 30 minutes. Bacta tanks also remove any negative status effects from poisons or disease. These levels of tanks are available through our Donation’s page.

**FORCE POINTS**

The Force is used to activate effects as described herein. All characters have a Force Rating (whether they can sense the Force or not) that represents the maximum number of Force Points (FP) you can have. Your base Force Rating is determined by your Mastery Level (see Character Creation). As you spend FP, deduct the specified amount from your current amount of points. Force Points are restored at the beginning of each event as well as during game via various means described herein, but you cannot have more than your Force Rating.

**ILLEGAL STRIKING AREAS**

Damage will not be counted against a character if the player is struck in the following areas: head/neck, hands, items held in hands other than a shield or melee weapon, and groin. Intentionally using an Illegal Striking Area to block/deflect a strike to avoid taking damage is not permitted.

**DELIVERY METHODS**

Delivery Methods, or Methods, are used as a visual indicator to a player that you are inflicting an effect on his character. The correct Method to use will be indicated herein as well as a FX Call, if needed.

- **Applied:** represented by a Tagged Bottle or hypodermic needle prop, this Method is used for effects meant for items only. Say the FX Call and pretend to apply the contents for at least 3 seconds then attach the Tag on the item.

- **Ingested:** represented by a Tagged Bottle, hypodermic needle prop, bottom of a cup, or edge of a plate. You may voluntarily ‘drink’ from a Bottle, cup or plate, or ‘inject’ yourself with the needle prop. Or a player may mime at least 3 seconds pouring the contents of a Bottle into your mouth or injecting you. You can resist the effect using an appropriate protective Effect based on the FX Call.

- **Melee:** when using a foam weapon, each strike must be a full 45-degree swing with a different striking area each attack. Never thrust the tip toward another Player. If you are hit by a foam weapon anywhere on your person including clothing, except Illegal Striking Areas, you can A) take the damage, B) ignore the damage using an appropriate protective Effect, or C) block the blow with a foam weapon or shield. You can also avoid the hit altogether by physically dodging the weapon swing.

- **Projectile/Packet:** when using an appropriate projectile weapon (foam darts, foam knives, packet, etc), throw or shoot one at a time at your opponent. If you are hit by a Projectile anywhere on your person including clothing, except Illegal Striking Areas, you can A) take the damage, or B) ignore the damage using an appropriate protective Effect based on the FX Call. Projectiles cannot be deflected or blocked
without the appropriate means described herein. You can also avoid the hit altogether by physically dodging the projectile.

**Touch:** touch the player on the shoulder, hand, forearm, foot, or shin then say the FX Call of the effect. This Method can be used on players not currently engaging in Combat. If you are the target, you can A)
- act out the effect for the duration determined by the FX Call, or B) ignore the effect using an appropriate protective Effect based on the FX Call.

**Gestures:** gestures are In-Game and used to indicate the effect your character is using against another character without touching the Player. Gestures are used for creating a dramatic scene and used by Non-Combatants. You can choose to use a Gesture to initiate an effect, but the Focus Skill is required to hold the Gesture unless otherwise described in the effect’s description.

### COURTESY CALLS

When engaging in Contact Combat in a low visibility situation, such as night time, please use a FX Call whether or not the attack is normally accompanied by a FX Call i.e. call out the damage each strike.

### PHASES OF INJURY AND DEATH

#### INCAPACITATED

When you have taken enough damage to reduce your Health Points to zero (or below), you are Incapacitated, where you must fall to the ground unable to move for 60 seconds. While Incapacitated, you may call out, or use an electronic device, in an attempt to get help. You can be healed by Cure Health. After 60 seconds you are Unconscious. Some skills allow you to extend this duration.

#### UNCONSCIOUS

If your Health is at 0, and you have passed the Incapacitated time, or you are inflicted by a Knock Out effect, fall to the ground and pretend to be unconscious for 5 minutes. You can do nothing except answer Scan inquiries with ‘Unconscious’. Please be aware of your surroundings and move out of the way of active combat.
restoring effect is not used on you by the end of 5 minutes, your character is Dead.

If your character is Knocked Out by an effect that does not cause any HP loss, your character awakens after the 5-minute duration. This is like a coma.

**DEAD**

When your Character dies, fall to the ground and pretend to be dead for at least 1 minute. You can do nothing except answer status inquiries with 'Dead'. Please be aware of your surroundings and move out of the way of active combat. After 5 minutes, you can remain playing dead for as long as you like. When you choose to stop, go OOG to Character Switch or volunteer to play NPC’s for the Story Coordinators. If a ‘Cure Death’ effect is not used before you go OOG, the character cannot be played again.

**CARRYING / MOVING AN INCAPACITATED CHARACTER**

**FX Call:** “Action, I’m picking you up”

Any character can move an immobile character. Say the FX Call and hold the player’s hand on your shoulder while you lead him around. You cannot run or engage in Combat while carrying a character. If a carried person is hit with an Effect, the player carrying them takes the effect. If the carried person is hit with a damaging attack, they take the damage, not the person carrying them.

**PHYSICAL ROLE-PLAY**

**FX Call:** “Do you accept physical role-play?”

As an option, you can forego the FX Call of an action and perform an action for real. For example, instead of saying the FX Call to pick up an immobile character and pretending to carry someone, you can pick the player up and carry them for real* (unless during combat. See below). However, you must ask that player’s permission before doing this. The intent is not to injure or make the game unsafe, but to allow folks to rehearse a scene with trusted friends for that added touch of realism. Such realism is nice, but please be safe!

*Physical contact during combat is never allowed. Even if you are capable of carrying someone, as an example, due to the safety concerns this is never allowed.

**DETAINING A CHARACTER**

Any character may detain another character while maintaining the safety of the Player. A Player’s movement OOG should never actually be impeded or restricted by a room, door, or binding.

- **Locked Room:** if a person in a Locked room is left unguarded for 30 minutes, he may leave the room if ‘there was a loose bar or open window’. The presence of a guard negates this form of ‘free’ escape. Actually, climbing out windows, breaking props, ignoring Locks (without the IG means of doing so) and Character Switching/NPCing is not permitted.

- **Bindings:** prevent a character from doing anything that requires hands by giving the rope/cuffs/shackles to the Player to hold and pretend to be tied up. The ‘bound’ Player can drop the bindings after 5 minutes. The duration is reset if a character mimes retightening the rope, and actively holding the bindings prevents escaping altogether. Please do not use real bindings such as handcuffs. Plastic bindings that can be removed with no key required may be used if both parties agree.

- **Long Term Detention:** If a character is to be detained for longer than four hours, then escort the character to the Game Boundary where the player can Character Switch.

**DISEASE**

**Method:** Touch

**FX Call:** “Disease X”

Diseases inflict an effect over an extended period of time until the disease runs its course, or the victim is cured, whichever comes first.
have a duration of six 10-minute phases that inflict a portion of the Disease’s effect. A character can be inflicted with more than one Disease at once, and the Player can choose to act the first phase of the Disease immediately or wait 10 minutes. A phase of a Disease can be resisted, but only that phase is resisted. To resist the entire Disease, each phase needs a resist. Resisting a Disease uses the same means for the type i.e. Damage-resisting methods resist the Damage Disease. Curing a Disease requires a specific effect described herein.

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Atrophy: FX Call: “Status disease atrophy”. Atrophy causes the victim’s body to wither until full paralysis sets in. Each phase withers an area of the body every 10 minutes in this order: 1) arm, 2) other arm, 3) leg, 4) other leg, 5) head, and finally 6) the torso. Items cannot be held in a withered arm, a leg prevents running while both legs prevent walking, the head prevents speaking, and the torso is full paralysis. Atrophy fully wears off 10 minutes after the final phase.

Dementia: FX Call: “Mental disease dementia”. Dementia causes the victim to lose memory until their mind is a blank slate with only the ability to speak. Each phase causes memory loss every 10 minutes in this order: 1) cannot use Powers, 2) cannot use Techniques, 3) cannot use Skills, 4) cannot use Items, 5) cannot remember friends and enemies, and finally 6) the victim cannot remember his or her own identity. Dementia fully wears off 10 minutes after the final phase.

Rotting: FX Call: “Disease rotting 2”. Rotting disease inflicts 2 Damage each phase every 10 minutes until the Disease runs its course, or the victim’s Health reaches zero and becomes Unconscious. Diseases are infectious, so if anyone touches you or you touch them, say the FX Call where X is the name of the Disease that your character has.

Thievery

This section refers to pretend theft. Real life theft of anything that does not belong to you, including food, will not be tolerated. Now let’s talk about how your Character can take items from other Characters.

In-Game Items

Only Tagged physreps, Credits and Credsticks, IG flags/banners, and books/papers containing IG information such as maps, notes and journals, are open to be taken. You cannot take anything else, including non-Tagged weapons and armor, unless you have explicit permission from the prop owner.

Handling Physreps

Using a Tagged physrep that is not your own is your responsibility while you have it. Intentional damage to physreps is expressly forbidden. You can move non-Tagged weapons and armor out of reach from a fallen foe or carry the items with you if you are moving the physrep owner’s Character elsewhere. All player provided physreps taken during an event must be returned to the physrep’s owner, who may allow your continued use, before you leave the event.

Carrying / Storing Items

In-Game Items can be carried anywhere on your person. Secret compartments are not permitted in clothing but are allowed in bags and boxes. You must store In-Game Items stolen and for the character you are actively playing in an In-Game area. In-Game Items for your other characters must be kept in an OOG area.

Thieving from Characters and Areas

Method: Touch

FX Call: “Action, I am searching your person”

Any character can search for In-Game Items. If an area, physically search the area. If a person, use the Method and say the FX Call. The player must
reveal all In-Game Items carried on their person, including in bags and boxes. Any Credstick or Tag can be taken, except Augments that require the appropriate Skill to remove. Secret compartments in bags and boxes must be detected via means described herein.

For personal security, no player may enter ANY personal sleeping quarters (whether it is a tent, cabin etc.) without the player, marshal or another person staying in the same area present. This is to ensure that any thieving in those areas have a person in authority to oversee any items or tags being removed. An area will have a Marshal board in the quarters where a supervising Marshal or player will write down what physreps have been taken.

Players must hand over any physrep by end of game to be given back to the original player. If the PC would like their physrep back immediately, they may ask a Marshal to retrieve it as soon as possible. If a player asks for the physrep back, they can no longer claim the tag from another party and will no longer be able to identify the item as theirs.

Entering a cabin without a Marshal or the player with authorization to be in that cabin or tent is considered cheating, and more so can lead to legal action being taken. We cannot stress this enough.

Any items not In-Game should be stored under your bed, or in a storage container (bag, sack, chest etc.) that is clearly marked as being out of game. This is usually done by fastening a white string, rope or ribbon on the pack. In the reverse, no In Game items may be stored in OOG containers. This is considered cheating and players will be removed if caught doing this intentionally or repeatedly.

<table>
<thead>
<tr>
<th>Description</th>
<th>PP</th>
<th>Description</th>
<th>PP</th>
<th>Description</th>
<th>PP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Job Skill</td>
<td>1</td>
<td>Job Technique</td>
<td>2</td>
<td>Mastery Level</td>
<td>5</td>
</tr>
<tr>
<td>Non-Job Skill</td>
<td>2</td>
<td>Non-Job Technique</td>
<td>4</td>
<td>500 Credits</td>
<td>1</td>
</tr>
<tr>
<td>Force Power</td>
<td>1</td>
<td>Change Force Path to Sith</td>
<td>1</td>
<td>Change Faction</td>
<td>3</td>
</tr>
<tr>
<td>Alien Ability, limit 1</td>
<td>3</td>
<td>Change Force Path to Jedi</td>
<td>3</td>
<td>Change Force Path to other</td>
<td>2</td>
</tr>
</tbody>
</table>

### Character

All participants of the game must have a character. Creating a character is easy! Just follow the steps below. Please refer to the Alpha and Beta character information.

### Character Creation

All characters must be submitted online on our website. Characters cannot portray a real person or published character (ex: Darth Vader or Mark Hamill), nor are time travel, other IPs (game universes), or genres allowed.
**STEP 1 - CREATE CHARACTER**

When you are ready to create a Character, visit our website and create a Profile on our Forums. From there, you will get a link to register through our form your character. This will currently be tracked by Google Sheets until our online database is ready to go.

Player Points (PP) are allotted during character creation and cannot be transferred to any other character or player. If there are any remaining PP when you finalize the character, the points are still available for you to spend on the character or in the Item Store.

For Character Creation, you receive 10 Player Points from which to build.

Your Job gives you 1 Free Skill and 1 Free technique at creation.

**STEP 2 - ITEM STORE**

- **New Character:** you can purchase any Tag for base cost. You start with 2,000 Credits to spend. You must spend your credits first, then you can spend Player Points. Once you have spent Credits on starting gear, your character is now in Standard mode.

- **Upgrading:** you can purchase Tags only if your character has a Tag-producing Skill or Technique. Otherwise access to the Item Store is denied.

- When creating your character, once you have spent all your credits, you may use Player Points to purchase starting equipment if you so choose.

  *This is the only time you may use PP instead of Credits for purchases.

  **You may only purchase 1 (one) of these items with either PP or Credits. Therefore, you may purchase 1 Force Relic and 1 Force Ritual, but not multiples.

**STEP 3 - DETAILS**

Once you submit your character, we will have a Google Spreadsheet where you can view it. This is not an editable sheet. Please print this out and bring to game.
If you submit a Character Concept (back story) and it is approved, you will receive 2 PP which you can spend after your first game.

The Spreadsheet will show your Current Mastery Level, Skills, Techniques, Force Powers and your current Credits that are in your IGB account.

If you have a photo of yourself as your character, please send it to us and we will add it to your profile.

### Step 4 - Logistics at Event

After your character has been created, you can register for events on our website using our registration forms. When you arrive at the event, visit Logistics. Registration is required as Logistics uses a tool to manage your event payment, character Tags, and other information for Logistics to check over. When Logistics confirms your registration:

- The Stipend is deposited into your registered character’s IGB account.
- Attendance Player Points is awarded.
- Any Player Points purchased after the posted deadline is awarded.

Once Logistics has confirmed your registration, you are done in Logistics for that event, no Points can be purchased, and no Tags can be collected. Have fun at the event!

<table>
<thead>
<tr>
<th>Lifestyle</th>
<th>Cost</th>
<th>Body</th>
<th>Force Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Luxurious</td>
<td>10,000</td>
<td>200% (Temp)</td>
<td>150% (Temp)</td>
</tr>
<tr>
<td>Wealthy</td>
<td>5,000</td>
<td>150% (Temp)</td>
<td>125% (Temp)</td>
</tr>
<tr>
<td>Comfortable</td>
<td>2,000</td>
<td>125% (Temp)</td>
<td>100%</td>
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<tr>
<td>Average</td>
<td>1,000</td>
<td>100%</td>
<td>100%</td>
</tr>
<tr>
<td>Struggling</td>
<td>500</td>
<td>75%</td>
<td>75%</td>
</tr>
<tr>
<td>Impoverished</td>
<td>200</td>
<td>50%</td>
<td>50%</td>
</tr>
<tr>
<td>Self-Sufficient</td>
<td>100</td>
<td>25%</td>
<td>25%</td>
</tr>
</tbody>
</table>

### Lifestyle

A Player’s Lifestyle can dictate how they have taken care of themselves from event to event. At each logistics a player must pay for their choice of Lifestyle. This will have in game effects. Temporary Body and Force points are removed first from a character. They may not be regained though medicine or meditation. Once gone, they are gone. Loss of Body and/or Force Points round down and can be recovered through medicine or mediation. Comfortable, Wealthy and Luxurious levels also remove any status effects between games (such as Radiation, disease or other toxins if the player so chooses).

### Player Points

Player Points (PP) are points that Players collect and are mainly used to upgrade their own characters. PP is collected by attending events, playing NPC’s, making donations, and more that may be announced by Staff. Player Points are not transferable to other players. Player Points are awarded when you check-in at an event, unless otherwise posted on the Saga Continues’ Facebook group.

For Character Creation, you receive 10 Player Points from which to build. After that time, you gain 1 PP per logistic period of an event you attend (a Single Day event or “Cantina” nets you 1 PP, where a Weekend, or “excursion” gives you 2PP.) You may also gain PP by donations or time volunteering, but the MAXIMUM any player will receive is 5 PP per weekend.

### Advancement

As you collect Player Points, you can buy Skills, Techniques, and Powers as you register for an event. You can do this anytime, even during an event allowing you instant use of the purchased stat! If you purchase a Tag-producing Skill or Technique during an event, you can buy Tags in the Item Store, but you can’t collect those Tags until the next event.
If you purchase a Skill or Technique that later becomes a “Job” Skill or Technique, you will be refunded the PP.

**Mastery Levels**

As you gain PP, you can gain more skills and techniques. But there is a limit to how many you can have at each Mastery Level. Some skills also require a certain Master Level to achieve. All players begin at Mastery Level 1. As noted above it costs 5 PP to gain a new level of Mastery.

**Rewrite**

Sometimes people make bad choices! After your first game, you can choose to change your character if you so wish. Once you play the character a second time, your choices are locked and cannot be changed. This option is only allowed on your first character. Secondary characters, or new characters for the same player do not have this option.

**Playing the Game**

Now that you have a character, you can use that character’s concept and goals to create intrigue and action for other players to interact with. Your story idea does not need Staff approval, but Staff holds the right to stop any story if it is destructive or does not fit in the game. Ideas not allowed:

- Target a player you do not like personally.
- Over target a character, based on player complaint.
- Portray a real person or published character (ex: Darth Vader or Mark Hamill).
- No time travel, or other IPs (game universes), or other genres.

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**Player Characters**

The character you just created is a Player Character (PC) and is intended to be played for long durations over many events. Also, referred to as ‘Primary Character’, a PC is stored by Logistics where Player Points can be spent on the character. You may be allowed multiple PCs, but your PCs cannot deliberately benefit each other. Any attempts to circumvent this by using intermediary characters is considered cheating. While it is possible for one of your characters to end up with an item from one of your other characters through innocent interactions, it should be avoided if possible and must never be intentional.

**Mastery Level**

<table>
<thead>
<tr>
<th>Mastery Level</th>
<th>Maximum # of Skills</th>
<th>Maximum # of Techniques</th>
<th>Power Level Access</th>
<th>Max. # of Powers</th>
<th>Force Rating</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>2 (1 Free from Job)</td>
<td>1 (free from Job)</td>
<td>1</td>
<td>5</td>
<td>10</td>
</tr>
<tr>
<td>2</td>
<td>3</td>
<td>2</td>
<td>2</td>
<td>8</td>
<td>15</td>
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<td>8</td>
<td>7</td>
<td>8</td>
<td>5</td>
<td>28</td>
<td>45</td>
</tr>
</tbody>
</table>

**Short Term Characters**

A Short-Term Character (STC) is a character created by you as part of your own storyline apart from anything the SCs are doing. STC’s and your stories do not require approval from Staff, but Staff reserves the right to halt a story if it does not meet the theme or the Playing the Game standards detailed above. To create an STC, use the above Character Creation steps with the following exceptions:

- STC’s are created under the Short-Term Characters heading on your Profile.
- You cannot spend Player Points on STC’s.
STCs do not get an IGB account, or access to the Item Store for Tags. You may use Tags and Credsticks from any of your other characters in order to offer ‘loot’ or to use in general for the STC.

CHARACTER SWITCHING

You must play a character, PC, STC, or NPC, a minimum of one hour before switching to another character, unless the character you are currently playing dies or is Long Term detained. You must remain IG until you reach an OOG area to change costumes and switch characters. Please speak with PLOT before coming into NPC camp though as certain times it may not be feasible to have you in Monster Camp.

CHANCE OF RECOUSE

If your character commits a crime, other characters may want retribution. Give them the chance by leaving stolen items in IG areas until the end of the event or stay IG longer then you need to. Play the villain later the same event, or at the next event, carrying any stolen items on your person. If your character is alive and not being chased, go to Game Boundary (not SC Camp or other OOG area) then go OOG. If chased, stay IG until no one is chasing you.

SPECIES

ALIEN

An alien is a humanocentric biological - and sometimes political - term to describe a sentient species other than a Human. It is often used interchangeably with the term Non-Human. The term may have been derived from the first impression of early Humans when they had their first contacts with species from other planets. However, it seems to have remained prevalent, even in subsequent millennia.

Since Humans are the most prominent sentient species, they are often considered to be a standard or average to which the biology, psychology, and culture of other species are compared. Thus, species with a body type roughly similar to Humans are often referred to as humanoid.

Aliens are sometimes victims of speciesism, being derided and avoided by Humans in certain societies. Prejudice against aliens led many aliens and alien planets to join the Confederacy of Independent Systems during the Clone Wars and Alliance to Restore the Republic during the Galactic Civil War, both times hoping for freedom and safety from prejudice.

Playing an Alien: List of Allowed Aliens.

Aliens must be portrayed with a realistic mask and/or makeup that represents the alien as accurately as possible. Only humanoid aliens with an average height of 5 to 7 feet (1.5 - 2.2 meters) can be played to keep with the 360 Degree illusion aspect of the game, but Staff can make exceptions upon request.

Abilities: Some aliens are known to have special abilities that humans do not. Should an alien you choose to play have an Ability listed on the above List of Allowed Aliens, you can buy it for 3 Player Points without requiring any normally associated prerequisites or counting toward Skill/Technique/Power maximums. An Ability that requires Force Points to use costs 1 Force Point per use, then follow the description for the effect.

Frightful Presence

Duration: 1 minute
FX Call: “Fear Me!”
Delivery: Gesture, Mental
Perquisite: Only available to specific Aliens
With this gesture and call, an opponent that can see AND hear the call retreat in fear for 1 minute. They will do whatever they can to escape the sight of you. If they cannot escape, such as they are in a confined space with no exit available, they will instead cower for the 1 minute, only defending themselves from attack. If they can exit the area, they will move as quickly away from you for 30 seconds. They then need to complete another 30 second count and then they may return to the area. This effect cost 2 FP per opponent. It may only be used once per encounter per opponent.

Droid

Droids, short for androids, are mechanical beings often possessing artificial intelligence. They are used in a variety of roles and environments, often those considered too menial or too dangerous for humans and other species. Droids are also used in fields that require extensive specialization and knowledge, such as medical droids, astromech droids, and battle droids.

Depending on the model and its corresponding purpose, droids are totally obedient, rugged, expandable, capable of vast memory recall, and mathematically precise. These characteristics make them well suited for many jobs, though the lack of independent thought in the cheaper, less advanced models limit their capability. This lack of autonomy is simultaneously a vast asset and a glaring weakness - an asset in terms of obedience and control, but a massive drawback in terms of effectiveness. Designers face a fundamental paradox - make the droids overly intelligent, and they might rebel; yet make the droids not intelligent enough and they would be ineffectual.

While many droids are subservient to an Alien or Human, some droids are completely independent, free-thinking individuals who work in various fields alongside their organic counterparts. Customarily, droid names are an arrangement of numbers and letters such as C3-PO or R2-D2, but independent droids may take on more organic sounding nicknames.

Playing a Droid: Like aliens, there are many kinds of droid. Therefore, you can choose any droid that you wish to portray with a realistic costume. As a general rule, only humanoid droids can be played to keep with the 360 Degree illusion aspect of the game, but Staff can make exceptions upon request. Complete List of Droids.

 Abilities: Droids are usually built with a specific purpose and selecting the appropriate Job covers most of this programming.

 Droid Program: Visit the Item Store and choose one Program for free.

 Mental Immunity: Without costing FP, say “Resist” to ignore the last Mental attack that hit you. Mental FX Calls modified with ‘Droid’ (ex: “Mental Droid command”) ignore this immunity and require the appropriate Effect to resist it.

 Cure Immunity: Droids require Antivirus, Oil, Repair Kit, or a Droid Mechanic to cure Damage, Status, and Mental effects. The FX Call must include ‘Droid’ (ex: “Cure droid status”) to work.

 Disease Immunity: Droids are not affected by Diseases. Without costing FP, say “Resist” to ignore the last Disease attack that hit you.

 Lightning Susceptibility: When struck by a Lightning effect that is not resisted, as denoted in the FX Call such as “4 lightning”, Droids suffer wracking pain. While under this effect, you can scream and speak during the 60-second duration but can do nothing else.
**HUMAN**

Humans are the galaxy’s most numerous and politically dominant sentient species with millions of major and minor colonies galaxy-wide. Believed to have originated on the galactic capital of Coruscant, humans can be found anywhere engaged in many different pursuits: spacers, mercenaries, smugglers, merchants, soldiers, assassins, farmers, crime lords, laborers, slaves, and many others, including Jedi and Sith. Since Humans are the most common sentient species, they are often considered to be a standard or average to which the biology, psychology, and culture of other species are compared.

- Playing a Human: Humans are the farthest spread throughout the galaxy and thus can be a part of any walk of life.
- Abilities: Humans do not possess any special abilities.

**JOBS**

A Job describes what your character does for a living. The Jobs listed below are the broad descriptions for more specific related jobs, such as Jedi is a specific job under Force-user. For each job there is a list of Skills and Techniques. You gain 1 starting skill for free at character creation as well as one Technique. The other Skills listed are your “Job Skills” and cost 1 PP to purchase. Any skill not listed are “Non-Job Skills” and cost 2 PP to purchase. A Job may also have its own special Skill. This is only available to that Job and must be purchased with PP.

**FORCE-USER**

**Restriction:** Droids cannot choose this job. A Force-user is a Force Sensitive individual who is able to sense the energy all around them as well as tap into the ways of the Force and its fantastical Powers. While Jedi and Sith are the most well-known group of Force-users, there are many other **Organized Force traditions** that are permitted in the game. A Force-user may even choose to be independent and use the Force for their own means as they please, but often run into opposition from other Force-users who belong to organizations that see such ‘untrained’ use of the Force as dangerous.

- **Skills:** Force-sensitive. Force Lore, Farsight, Empathy
- **Techniques:** Control, Sense, Alter
- **Starting Equipment:** Force Relic “Lightsaber”

**FRINGER**

The merchants and wanderers of the galaxy, Fringers make up the infrastructure of moving goods between cities and planets. Fringers are people who buy and sell various products. Although some do business legally, many do business illegally. Fringers can also be adept at constructing a number of goods, including weapons, furniture, and droids. Fringers who take part in constructing goods occasionally specialize in a specific field, such as munitions, structures, domestic goods, or engineering. Fringers set prices for goods based on supply, demand, and regulations placed by Trade Federation or the local economy.

**BARTERING (UNIQUE JOB.SKILL)**

**Duration:** Instant
**FX Call:** “Barter with me” (Mental)
**Delivery:** Gesture, Mental
**Prerequisite:** Wholesaler, Mastery Level 3
**Description:** With this ability a player can set a price for a “legal or restricted” item. If that price is within a range that is acceptable to the other Players (PC or NPC), that price is accepted with no need for further negotiation. This costs 2 FP per use. It may only be used once in an encounter. If the opposing players uses a Mental Resist, the initial player may not attempt to Barter again.

- **Skills:** Commerce, Manufacturing: any two, Security
- **Technique:** Wholesaler, Jury-Rigging.
- **Starting equipment:** Pick 3 of any non-weapon, non-explosive Consumable

**Noble**

Noble is a term that refers to individuals that serve as the dignitaries of the galaxy. Typically Nobles are members of the upper parts of galactic society, but socialites can also be individuals who control the criminal underworld. Some socialites are born into the upper classes, while others work their way up the social ladder via their political, diplomatic, military, commercial, artistic, media, or criminal careers. Nobles often use wits or charm rather than brute force and direct confrontation. They are typically well-versed in the arts of rhetoric and negotiation and are highly socially skilled. Some socialites are truly honest and honorable people, while others were sly and treacherous. Whether working in the Senate, as a criminal overlord, or as an entertainer, socialites use their skills to influence their audience.

**Inspire Confidence (unique Job Skill)**

**Duration:** Instant

**FX Call:** “Inspire Confidence X”

**Delivery:** Gesture, Mental

With this gesture and call, as many players that can see AND hear the player gain a modicum of confidence and courage. Each player receives 3 times X in Health and Force Points as Temporary increases. These expire after the encounter. FP spent is the X cost. As an Example: A Noble decides to Inspire Confidence before a boarding assault. She gathers her comrades before her and States “Inspire Confidence 9”. She expends 3 FP and all those that can see and hear her at that time, receive 9 Temp Health and Force Points.

- **Skills:** Empathy, Galactic Lore, Performance, Sincerity
- **Techniques:** Academic, Body Language
- **Starting Equipment:** Average Lifestyle, Comlink, Holovid recorder.

**Scoundrel**

This Job includes those that live outside the law by their own, often amoral, set of rules, or fight against the law outright. Smugglers, bounty hunters, thieves, assassins, pirates, scam artists, gamblers, criminals, and the like fall into this Job. Scoundrels typically employ bravado, trickery or cunning to accomplish tasks and many would not hesitate to lie, steal or cheat if the situation calls for it. They are known for their unpredictability, skill, and underhandedness in combat as well as contacts for black markets and criminal underworlds.

**Infamy (unique Job Skill)**

**Duration:** Instant

**FX Call:** “Status Infamous”

**Method:** Gesture, Mental

With the Gesture and FX Call, you subtly give the other player the information that you are Infamous. You are known for Crimes, or Evil Deeds (even if they are not true) and you use this to your advantage. Be forewarned, some players may not react well to having an infamous person across the table from them. Then again, they just might.

- **Skills:** Blaster Pistol, Brawling, Sincerity, Escape
- **Techniques:** Weapons Expert, Assassin
- **Starting Equipment:** Sabbac Deck and Blaster Pistol.
**SOLDIER**

Soldiers are individuals trained in a variety of martial skills and represent the core of any military force. Many of these individuals volunteer to fight for their government, but some are drafted into service. Those who fight for monetary payment are known as either mercenaries or bounty hunters and often work with Scoundrels. Soldiers receive basic training in a range of weaponry and combat tactics, from hand-to-hand combat to heavy weapons. Clone Troopers and Battle Droids are examples of well-known soldiers.

**METTLE (UNIQUE JOB SKILL)**

**Method:** Touch

**FX Call:** “Action, add 1 minute to the Knock Out count”

Use the Method, spend 2 FP, and say the FX Call to extend the current Knock Out count for yourself by 1 minute. This Skill can be used on yourself while Knocked Out.

- **Skills:** Blaster Pistol, Blaster Rifle, Defense, Shield
- **Technique:** Pick any 3 Combat Techniques
- **Starting Equipment:** Blaster Pistol or Rifle

**TECH SPECIALIST**

Tech Specialists combine expert training with natural genius to reach the top of their chosen field. They can be curious scientists, surgeons, brilliant technicians, master cyberneticians, droid repairers, expert slicers (hackers), or computer geniuses.

**RESEARCH (UNIQUE JOB SKILL)**

**Method:** Scan

**FX Call:** “Action, Research”

You have a knack for gleaning information from computers, datapads and even Droids. When you attempt to search for information on any of these devices, you are able to pull up something relevant in little time (will not work on the Artemis Simulator). Please inform the Marshal you are using this ability.

The extra information may take a while (OOG) to get to you depending on the encounter.

- **Skills:** Cyberneticist, Computer, Disguise, Droid Mechanic, Empathy, Group Counseling, Mechanic, Medic Manufacturing: Augments,
- **Technique:** Computer Specialist, Jury-Rigging, Tech Repair, Medical Surgeon
- **Starting Equipment:** Datapad, Repair Kit or Medical Kit

**SKILLS AND TECHNIQUES**

**LINGUIST- UNIVERSAL SKILL**

The Galaxy is filled with many species. Several of them are not capable of speaking Basic. Many do not understand them either. As such, Linguist allows anyone to learn several languages within the game. Protocol Droids will automatically learn all available languages. Anything else is up to you. When you learn this skill (considered a Job Skill for everyone) you may understand 3 of the listed Languages below. Every player knows Basic (whether you can speak it or just understand it) and if they have a race belonging to one listed below, that one as well.

- Binary
- Bocce
- Bothese
- Dosh
- Dug
- Durese
- Ewokese
- Gamorrese
- Geonosian
- Hapan
- High Galactic
- Huttese
You can fight with only one weapon at a time with any exceptions described below. See Weapons for construction/purchase details.

**ARCHERY (WEAPON)**

**Method:** Projectile (arrow)

You can use a Bow to fire a boffer safe Arrow and inflict Projectile Damage or use a boffer bow and packets. You may fire only one arrow at a time, as fast as you can safely pull and release. If an opponent is within 10-15 feet of you, you cannot use your boffer arrows against the opponent, but you may use packets. Bows and Arrows cannot be used as Melee weapons. Archery weapons are Tagged and cost Credits to buy/repair.

**BLASTER PISTOL (WEAPON)**

**Method:** Projectile (dart/ball)

You can use a foam dart shooter to fire foam darts and inflict Projectile Damage. With this Skill, you are limited to pump action 'pistol' or crossbow style shooters loaded with no more than 12 darts either via barrel or clip (magazine), not a drum or a belt. Blasters can be mounted on your arm but are still subject to being Fumbled and removed from your person. Blasters are Tagged and cost Credits to buy/repair. Some styles of pistols require the Rapid Shot Skill detailed below.

**BLASTER RIFLE (WEAPON)**

**Method:** Projectile (dart/ball)

**Prerequisite:** Blaster Skill. The same as the Blaster Skill but you can use any foam dart shooter to fire foam darts and inflict Projectile Damage. With this Skill, you can use any 'rifle', 'Gatling gun', or 'shotgun' type shooters that can be loaded with as many darts as the toy is designed to hold via barrel, clip (magazine), drum, or chain to a MAXIMUM of 35 “shots”. Battery-operated blasters may be used with this Skill so long as they are “semi-automatic”. Blasters are Tagged and cost Credits to buy/repair. Some styles of rifles require the Rapid Shot Skill detailed below.

**BLASTER ARTILLERY (WEAPON)**

**Method:** Projectile (dart/ball)

**Prerequisite:** Blaster Rifle, Rapid Shot. The same as the Blaster Rifle but you can use any foam dart shooter to fire foam darts and inflict Projectile Damage. With this Skill, you can use any 'rifle' that can hold 30 or more shots, has a tripod as part of the weapon, or only functions on a “full auto mode”. This includes any weapon that is belt fed or has the capability of using more than 35 shots. Battery-operated blasters may be used with this Skill with no limit on Rate of Fire. Examples would be the Nerf Vulcan, Rival Khaos, Rival Nemesis, Rhino Fire, Hail-Fire, Hyperfire, Rapidstrike or the Buzzbee Overlord. Blasters are Tagged and cost Credits to buy/repair. Please use common sense with these weapons. If the player being hit by it cannot track how many times they have been hit, let off the trigger.

These weapons are “heavy”. A PC may not run with this weapon, and MUST plant both feet, or have the weapon on a bi-pod / tri-pod or some other “mount” to fire the weapon.

**BRAWLING (WEAPON)**

**Method:** Melee
Your character’s hands are deadly weapons. This Skill allows you to fight with special melee weapons called Fist Weapons to inflict Melee Damage with each strike. You may fight with one or two Fist Weapons at a time, and the Fist Weapons cannot be Disarmed (say “Resist”). Additionally, while holding a Fist Weapon, you can block a Melee strike with your forearms (wrist to elbow) and not take Damage. Carry Fist weapons in a pouch/pocket when not in use.

**DEFENSE**

**Defense against:** Drain, Melee Damage

**FX Call:** “Resist”

Your character is ‘quick enough to evade a blow”. Say the FX Call and spend 1 FP to ignore the last Drain attack, normal Damage attack (ex: “2”), or modified Damage attack (ex: “4 Fire”) from any melee weapon. Damage combined with Mental or Status effects (ex: “Status agonizing pain 2”) cannot be resisted.

**KNOCKBACK**

**Duration:** Instant

**Delivery:** Packet, Melee Weapon, Heavy Blaster.

**FX Call:** “Knockback”

This pushes the target back 8 full steps (approx. 5m). If the user puts up their hand, the target is unable to approach within that distance of them until the hand is dropped. If the target can’t safely move back, they must move in a different direction away from the deliverer of the effect. Your active ability will indicate if you may put up your hand to extend the effect.

**LIGHTSABER WEAPON**

**Method:** Melee

**Prerequisite Skill:** Force-sensitive.

You can use a Lightsaber. When carrying the Lightsaber on your belt, you may use a full sheath to conceal the ‘blade’ portion, if you wish. Lightsabers are special Tagged items, called Relics, which cost Credits to own. This weapon will damage/disable a shield after the shield takes a combined total of 20 damage. A **TRAINING**

**RAPID SHOT**

**Prerequisite Skill:** Blaster Pistol.

This allows a player to use battery operated pistols. If you also have rifles, you can use battery operated rifles. Lastly, you must have this skill before you can purchase Blasters, Artillery. The list of blasters can be found here.

**SHIELD**

**Defense against:** Melee and Projectile Damage

You can use a shield to block normal (ex: “2”) or modified (ex: “4 Fire”) Damage from melee and projectile weapons when the strike hits your shield. The strike must hit your shield to be blocked. Damage combined with Mental or Status effects (ex: “Status agonizing pain 2”) cannot be blocked. Shields can be Fumbled, but cannot be used as, or combined with, a weapon in any way. Shields are for defense only and may not be used to strike with for any reason. Shields are Tagged and cost Credits to buy/repair. Build specs. **Because shields are very powerful in this game, any shield that takes a combined 20 points of damage from blaster and/or lightsaber attacks will be rendered inoperable until recharged or repaired.**

**STRIKING WEAPON**

**Method:** Melee

This is a catch-all Skill to use any standard melee weapons such as a knife, sword, club, axe, spear, staff, thrown daggers and the like to inflict Melee Damage each strike. Striking weapons are Tagged and cost Credits to buy/repair. These weapons do not damage a shield.

**TOUGHNESS**

**Prerequisite:** A level of Mastery

Toughness adds 2 extra Health Points per purchase. You may only purchase this once per level of Mastery you have (you can purchase at Level 1 Mastery).
**COMBAT TECHNIQUES**

You can use only one weapon of any kind at a time. Any exceptions are described below.

**BERSERKER**

**FX Call:** activate “Action Berserker”, use “Resist”

Spend 1 FP and say the activate FX Call. For the next 5 minutes, use your weapon and attack the nearest person until he falls then immediately move on to the next, regardless of friend or foe. Additionally, ignore all Mental attacks and Scans by saying “Resist”.

**DODGE**

**FX Call:** “Dodge”

You may purchase this skill and avoid any physical hit. This includes a Blaster, Archery or Melee skill. You cannot Dodge any force skill or mental skill. You may use this skill once per purchase per encounter and it costs 4 FP to activate. Example: If you have purchased 4 Dodges, you can use 4 per encounter for 16 FP.

**DUAL WEAPON**

**Prerequisite:** a weapon Skill. You may fight with any two weapons at the same time so long as you have the Skill(s) for those weapon(s). This Technique is needed to fight with a Brawling Fist Weapon and another type of weapon at the same time. You must use 2 FP to wield both weapons at the same time per encounter.

**DISARM STRIKE**

**Method:** Melee or Projectile (based on weapon)

**FX Call:** “Action Disarm”

**Prerequisite:** a weapon Skill. Use the Method with any weapon, spend 2 FP and say the FX Call to make the Player drop, or set down, any items in his/her hands, except Fists and Packets. The item(s) must lay untouched, including any straps, on the ground for 5 seconds before it can be picked back up. Damage is not dealt with this action.

**HEAVY STRIKE**

**Method:** Melee, Projectile or Heavy Blaster

**FX Call:** “X”

**Prerequisite:** a weapon Skill. Use the Method with any weapon, spend 2 FP, and say the FX Call to increase your base damage by 4 where X is the new damage amount of your next strike. This can be added to other Damage-increasing effects where allowed. **Example:** A Blaster shot (2) with Heavy Strike (+4) will inflict 6 Damage.

**PARALYZE STRIKE**

**Method:** Melee or Projectile (based on weapon)

**FX Call:** “Status paralyze”

**Prerequisite:** a weapon Skill. Use the Method with any weapon, spend 2 FP, and say the FX Call with the next strike to prevent the character from moving. The character can speak and use effects that do not require movement. Damage is not dealt with this action. This cannot be used on yourself.

**PARRY**

**FX Call:** “Parry”

You may purchase this skill and avoid any physical melee hit. You cannot Parry any force skill or mental skill. You may use this skill once per purchase and it costs 2 FP to activate. You must have a melee weapon in hand. You can also call a Parry for another player within reach of your weapon.

**STAMINA**

If you are inflicted with any Status or Mental effect from any source, the duration is reduced to 10 seconds for Status, 2 minutes for Mental, and 30 minutes for Diseases (ending after phase 3). This costs 1 FP per use.

**SUNDER**

**Prerequisite:** Mastery 4, Heavy Strike

**Method:** Melee or Projectile (based on weapon)

**FX Call:** “Sunder <item>”

This ability allows you to “Break” a weapon, equipment or armour with a very powerful blow. The item will remain broken until it is Jury-Rigged, or Tech Repaired. This costs 4 FP to use.
**Weapons Expert**

You can use any weapon without purchasing the weapon Skills separately. However, you cannot raise the Damage through any means unless you buy that weapon's Skill. To use a Lightsaber with this Technique, you must have the Force-sensitive Skill. This Technique only grants the ability to use a weapon. It cannot be used in place of a weapon Skill to meet any prerequisites. Using a weapon that you do not have a Skill in costs 1 FP per encounter or 10 minutes, whichever is shorter.

**Warrior’s Stance**

**Method:** Touch

**FX Call:** activate “Action Warrior Stance”, use “Resist”

Use the Method, spend 4 FP, and say the ‘activate’ FX Call as you plant one foot to the ground where you can attack and defend. For the next 5 minutes, say the ‘use’ FX Call to ignore Drain, normal (ex: “2”) and modified (ex: “4 fire”) Damage, but not damage combined with a Mental or Status effect. After 5 minutes or you move your foot, whichever comes first, your character is Knocked Out at zero HP.

**Force Skills**

Force skills are purchased as a “per use” skill. As an example. If you wish to use “Deflect” more than once per scenario, you must purchase it multiple times. When you use a skill, you subtract the Force Point (FP) cost from your pool. If you do not have enough FP to activate a skill, you cannot do so. You can recharge FP at a recharge station by Meditating.

**Force-Sensitive**

Force Sensitive is the prerequisite for most, if not all, of the Force Skills and techniques. If you wish to use the Force, you must take this skill.

**Restriction:** Droids cannot choose this Skill. As a Force-sensitive, your character can use Force Powers, Rituals, and Relics, with a Force Point cost per use based on your chosen Affinity Path where applicable.

- When you first buy this Skill, choose a Path below to define your Force alignments and determine the FP amount you must spend when you use a Power or Ritual. Then choose one level 1 Power of your choice from your Affinity for free.
- Changing a Path costs 1 Player Point to switch Affinity to Dark Side, 2 to switch Affinity to Universal, or 3 to switch Affinity to Light Side.

**Deflect (Control)**

**Defense against:** Drain, Projectile Damage

**FX Call:** “Resist”

**Prerequisite:** Force-sensitive Skill.

Your character is ‘swift enough to deflect a projectile down in flight’. Say the FX Call and spend 1 FP to ignore the last Drain attack, normal Damage attack (ex: “2”), or modified Damage attack (ex: “4 Fire”) from any projectile weapon. Damage combined with Mental or Status effects (ex: “Status agonizing pain 2”) cannot be resisted.

**Empathy (Sense)**

**Method:** Scan Gesture

**FX Call:** “Scan, X”

As a Force-user or not, your character is empathetic of the emotions and mental state of others. Use the Method, spend 1 FP, and say the FX Call where X is one of the following questions that the target Player must answer immediately and truthfully OOG.

- “Scan, what emotion are you feeling?”
- “Scan, are you afflicted by a Mental effect?”

**Farsight (Sense)**

**Prerequisite:** Force-sensitive Skill.

Any time during an event, you can ask the Story Coordinators a question regarding the plot of the game. First, excuse yourself from the game by
saying that you must meditate with the Force. Then go ask the SC’s your question. Come back into the game and convey to the other characters the answer you received as you see fit. You can ask the SC’s only once per event, and the SC’s are not responsible if their answer did not turn out to be correct as sometimes the Force is clouded.

**FOCUS**

**Prerequisite:** Force-sensitive Skill.

When using a Mental or Status type Force Power on another character, say the FX Call and visibly use the appropriate Gesture toward the opponent that he/she can clearly see. If the Power is not resisted, the Power will remain active on the character until you lower the Gesture thus overriding the normal duration of the Power. You cannot do anything, including talking, while Focusing.

Ex: Darth Vader uses Force Choke on Luke by saying the FX Call and holding up the Status Gesture. Luke does not resist the attack and is now afflicted with Force Choke until Vader lowers his hand no matter how long that may be.

**FORCE LORE (SENSE)**

**Method:** Scan Gesture

**FX Call:** “Scan, X”

**Prerequisite:** Force-sensitive Skill.

Your character has an understanding of the Force to ascertain information about people. Use the Method, spend 1 FP, and say the FX Call where X is one of the following questions that the target Player must answer immediately and truthfully OOG.

- “Scan, are you Force Sensitive?”
- “Scan, what is your Force Rating?”
- “Scan, what are your current Force Points?”

**GROUP COUNSELING (SENSE)**

**FX Call:** “Cure Force 2”

The galaxy is not an easy place to live in. Hearing words of wisdom empowers people to continue, thus restoring Force Points for up to five participants. Have each participant sit in a group together either in a circle or at a table. Start with the person on your left and recite at least one Moral to each participant. Then, spend 1 FP per participant and say the FX Call to restore 2 FP for each participant. Other Group Counselors in your session will receive only 1 FP. List of Morals. You do not have to recite a Moral word for word, and you can make up your own. You cannot use this on yourself.

**MIND TRICK (SENSE)**

“These are not the droids you are looking for.” - Obi Wan Kenobi to a Stormtrooper

**Method:** Touch or Mental Gesture

**FX Call:** “Mental X”

**Prerequisite:** Force-sensitive Skill.

Use the Method, spend 1 Force Point, and say the FX Call where X is a ten-word command that the inflicted character will believe and/or must obey immediately to the best of his ability. Commands cannot be used to extract truth, information, result in the character’s death, or take the place of other question-asking and Scan methods. You cannot use this on yourself.

**FORCE TECHNIQUES**

**ALTER**

**Method:** Passive

**Prerequisite:** Force-sensitive Skill.

Through this technique you have learned to use the Force to alter the environment around you. You may learn “Alter” based Force Skills and Powers. Once this is selected all Alter Based Skills are considered “Job Skills” and your costs are based appropriately. With this Technique you can use the following powers “untrained”. Using an “untrained” ability costs twice the FP as it normally would. To train a power, you must spend the appropriate Player Points.

- Mind Trick, Sap Strength, Force Grip, Force Lightning, Alter Damage, Heal Other, and Telekinesis.
**Balance the Force**

**Method:** Touch, Projectile (packet)

**FX Call:** to activate “Action, duel without interruption”, to use “Resist”

**Prerequisite:** Force-sensitive Skill.

Use the Method, spend 1 FP, and say the ‘activate’ FX Call to ensure that you and your opponent can duel without interruption. Both of you are immune to all attacks except from each other, but you must be actively inflicting Mental, Status, or Damage attacks on each other until one of you is Knocked Out, or you both stop fighting each other, whichever comes first.

**Channel the Force**

**Prerequisite:** Force-sensitive Skill, or be a Droid.

This does not grant the use of Equipment items that require a Skill to use, but when you use an Equipment item that normally calls for an Energy Cell, you can channel the Force spending 1 FP per use instead of the Energy Cell. Droids can buy this Technique to represent the use of their own energy to power an Equipment.

**Control**

**Method:** Passive

**Prerequisite:** Force Sensitive Skill

With this Technique you have learned to control your body through the Force. You may learn “Control” based Force Skills and Powers. Once this is selected all Control Based Skills are considered “Job Skills” and your costs are based appropriately. With this Technique you can use the following powers “untrained”. Using an “untrained” ability costs twice the FP as it normally would. To train a power, you must spend the appropriate Player Points.

- *Force Defense, Force Stealth, and Heal Self*

**Trance:** with this technique you can place yourself into a trance. While you are in this trance, you regain 4 Health and 10 Force Points per 30 minutes.

**Prolong Force:** With this technique you may continue to use skills and techniques that require the expenditure of Force Points when your total is 0. This comes at the cost of your Health Pool. For each Force Point you would spend, you lose Health instead. Your Force Point pool must be at 0 before you can use this skill. As well, you cannot use Heal Self or be affected by Heal Another until you discontinue using this ability and enter your Trance.

**Force Crafting**

**Prerequisite:** Force-sensitive Skill.

You can combine the Force and objects to create Force Relics. To do so, buy the Relic during registration or at Logistics, then trade-in 5 Consumables of your choice to Logistics when you check in. You will receive one Relic Tag of your choice from your Affinity Path, or a Lightsaber, per event.

- When you first purchase this Technique, visit the Item Store and select one Relic Tag of your choice from any Path for free.

**Force Defense (Control)**

**FX Call:** “Resist”

**Prerequisite:** Force-sensitive Skill.

Your character can resist any non-sustained Force Skill, Power or Technique. This can be either Mental or Physical. This costs 3 FP to use.

**Force Projection**

**FX Call:** “X”

**Prerequisite:** Force-sensitive Skill.

Your character can inflict any Mental or Status type Force Power through a media device on a single target character. You must be speaking live with the target via a phone call, walkie talkie, or video chat. State the target’s character name, then the FX Call of the Power. The Focus Skill cannot be used in this manner. This technique costs an Additional 2 FP above any other FP Cost to use.

**Force Rituals**

**Prerequisite:** Force-sensitive Skill and Mastery level 5.
Your character is able to invoke the full power of the Force and perform Force Rituals. Additionally, you may buy one Ritual Tag of your choice from your Affinity Path per event in the Item Store for 1,000 Credits.

- When you first purchase this Technique, visit the Item Store and select one Ritual Tag of your choice from any Path for free.
- Prop - Ritual Scroll props are 8.5 x 11 sheets of black or parchment paper with at least one symbol or design of your choice.

**Lightsaber Knight**

**Method:** Melee

**FX Call:** “X”

**Prerequisite:** Lightsaber Weapon Skill.

You can use a Lightsaber to deliver a single Mental or Status type Force Power instead of the Power’s normal delivery Methods. The Power’s FX Call is changed to add the weapon’s Damage amount at the end (ex: “Status agonizing pain 2”). You can use this on yourself. This technique costs an Additional 2 FP above any other FP Cost to use.

**One With the Force**

**Prerequisite:** Force-sensitive Skill.

Regain 2 additional Force Points when participating in Group Counseling. Additionally, reduce the cost of any Force Power by 1 FP, but the cost can never be lower than 1. This can be used in addition to other Force cost reducing effects, but for Powers only.

**Sense**

**Method:** Passive

**Prerequisite:** Force Sensitive Skill

With this Technique you have learned to sense the Force the binds the Galaxy. You may learn “Sense” based Force Skills and Powers. Once this is selected all Sense Based Skills are considered “Job Skills” and your costs are based appropriately. With this Technique you can use the following powers “untrained”. Using an “untrained” power costs twice the FP as it normally would. To train a power, you must spend the appropriate Player Points.

- Farsight, Fear, Force Illusion, and Telepathy

**Sense Force:** Through your connection with the Force, you sometimes will be given vague impressions of the Force. You may feel uneasy due to an unseen situation or sense the presence of a powerful emanations of the Dark Side (or Light Side). If 2 characters have this Technique and are very close (Siblings, lovers, or lifelong friends for example), one of them can sense if the other is injured, or in distress. This is of course up to the ability of a Marshal, Plot or SC to get this information to each person in an appropriate amount of time. Players going into an unknown area can ask the Marshal present if they feel any “disturbance in the Force”. If there is information to be given, it will happen at the appropriate time. It is up to the player to remember this ability, not the Plot team.

**Strong with the Force**

**Prerequisite:** Focus Skill.

While using a Power with the Focus Skill, you may use a second Power on a second opponent and implement the Focus Skill for the second Power as well. This technique costs an Additional 2 FP above any other FP Cost to use.

**Fringer Skills**

All Tags are purchased during registration for events on our website.

**Commerce**

This Skill represents your character’s ability to find goods, allowing you to buy any one Tagged item, except Force Relics and Force Rituals, in the Item Store per event.

**Computer**

Your character knows how to use a computer for obtaining and protecting information.

- To break into an account of another player or NPC, there is a fun little program called geektyper.com. This allows you to simulate
“hacking”. It will take an amount of time (in minutes) less your hacking software to “break into” the information. This is real time. We will have laptops set up, or you can download the app in the Android store (sorry, no Apple version yet) and use your own device. You must inform PLOT, a Marshal or SC that you are planning to hack another PC. When you complete the hack, we will give you options.

- “What is one of the character’s Skills?”
- “What is one of the character’s Techniques?”
- “How many Credits do they have?”
  - If you wish to transfer credits it will take you 10 minutes per Thousand to transfer to a maximum of 12,000 credits (two hours)

Logistics will answer with information as listed on the target character’s stats and may be random. The Credits are spent no matter what. The target number can be lowered by spending an additional 100 Credits per number per roll.

Slice Security Lock - Use your datapad, ‘plug’ in to the Security Lock. We suggest a “Lights off program, or Dots Out” where you have to make it through levels to break the lock. Certain locks will ask for certain amount of levels. This takes real time. Having a better “hacking program” will reduce the amount of levels you need to achieve.

Install/Uninstall Program - Alter Programs installed on a Droid, or an Alien or Human with the AJ^6 Cyborg Implant Augment. The recipient may be willing/unwilling, conscious or Knocked Out, but not yourself. Administer one Vecuronium Consumable to the recipient. Use a datapad to ‘plug’ into the recipient (have the Player hold the cord), and type on the datapad for 60 seconds. Then:
  - Say “Action, install program X” where X is the name of the Program and give the recipient the Program prop to wear as described under Program.
  - Or say “Action, uninstall program X” where X is the name of the Program the recipient has installed and must give to you.

**CYBERNETICIST**

Your character knows how to operate on an Alien or Human patient to Install or Remove cybernetic implants called Augments. Cyberneticist requires the use of your choice of the Conergin, Lidocaine, or Vecuronium Consumables, as described in its description. This Skill works on Aliens and Humans only, but not yourself.

- Install: The recipient may be willing/unwilling, conscious or Knocked Out. Administer one Consumable regardless of the recipient’s current status, then mime operating on the patient for 60 seconds to ‘remove’ the body part in question and ‘replace’ it with the Augment. Then give the Player the Tagged Augment prop to wear and use immediately when consciousness is regained.
- Remove: The patient may be willing/unwilling, conscious or Knocked Out. Administer one Consumable regardless of the patient’s current status, then mime operating on the patient for 60 seconds to ‘remove’ the Augment in question and ‘replace’ it with a prosthetic. Then remove the Tagged Augment prop. Regardless of your intent, it is assumed that you replaced the Augment with a prosthetic, so the recipient can use her normal body part (unless the Player can visually represent the dismemberment).

**DEMOLITIONS**

Your character knows how to build, set-up, and disable traps. Traps use Explosive Consumables as well as any Status Effect Consumable. This Skill allows you to perform the following one at a time:
Disable Trap - Detecting a trap is done via role-play and your ability to spot it. To disable it, spend 1 FP and mimic disabling the trap for 30 seconds, remove the Consumable Tag, and leave all the props of the trap as is. If you take the Tag, you must provide your own appropriate prop to use it.

Set Door Trap - put a pushpin above a door in line with the door handle and hang a string with a Packet, and attached Consumable Tag, making sure the Packet is on level with the door handle. When the door is opened, the Packet should swing around and hit the person. Include a small Tag-sized piece of paper to the Packet that reads, “If you are hit, tear Tag and take X” where X is the FX Call of the Consumable you are using.

Set Land Mine Trap - use a 6” x 6” piece of bubble wrap and place it underneath foliage, floor mat, under a pillow in a bunk, or any other appropriate cover. Attach a Consumable Tag to a 3 x 5 card that reads, “If bubble wrap pops, tear Tag and take X” where X is the FX Call of the Consumable you are using. Tape the card to a corner of the bubble wrap facing up.

Droid Mechanic

Method: Touch

Your character knows how to work on Droids to repair them or Install or Remove parts called Augments. Droid Mechanic requires the use of the Restraining Bolt Equipment, as described in its description, on Install and Remove. This Skill works on Droids only, but not yourself.

Install Augment: The recipient may be willing/unwilling, conscious or Knocked Out. Attach the Restraining Bolt regardless of the recipient’s current status, then mime working on the Droid for 60 seconds to ‘remove’ the part in question and ‘replace’ it with the Augment. Then give the Player the Tagged Augment prop to wear and use immediately when the Restraining Bolt is removed and/or consciousness is regained.

Remove Augment: The Droid may be willing/unwilling, conscious or Knocked Out. Attach the Restraining Bolt regardless of the Droid’s current status, then mime working on the Droid for 60 seconds to ‘remove’ the Augment in question and ‘replace’ it with a normal part. Then remove the Tagged Augment prop. Regardless of your intent, it is assumed that you replaced the Augment with a normal part, so the Droid can use her normal body part (unless the Player can visually represent the dismemberment).

Repair Droid: Since Droids can’t be cured by methods meant for living tissue, a Droid Mechanic fills in as a medic for Droids.

Assess: Hold up the Scan Gesture and ask one of the following questions without costing FP:
- “Scan, how many Health points do you have?”
- “Scan, are you afflicted by a Status effect?”
- “Scan, are you Knocked Out or Dead?”

Cure Health: Using tools, mime repairing the Droid and after an uninterrupted 30 seconds, say “Cure droid health 2” to restore HP without costing FP. If you administer a Repair Kit, 5 HP is restored instead of the normal amount.

Fence Item

While Logistics is open, you can trade in one Tag for its worth in Credits according to the Item Chart in Character Creation. You can trade only one Tag per event with this Skill.

Illicit Bartering

Duration: Instant

FX Call: “Barter with me” (Mental)

Delivery: Gesture, Mental

Perquisite: Wholesaler, Barter Mastery Level 5
With this ability a player can set a price for any item (no matter the legality). If that price is within a range that is acceptable to the other Players (PC or NPC, usually within 50% of the actual price), that price is accepted with no need for further negotiation. This costs 4 FP per use. It may only be used once in an encounter. If the opposing players uses a Mental Resist, the initial player may not attempt to Illicit Barter (or Barter as above) again.

**Manufacturing**

Your character is skilled at making products from a chosen Category. When you buy this Skill, choose one Category: Augment, Consumable, or Equipment. Each Category costs a purchase of this Skill. To receive Tags each event, visit the Item Store. Prices vary for specific items. You are limited to the number of Tags you can buy by the amount of Credits you must spend. Merchandise descriptions.

- When you first buy this Skill, you will get 1 Augment, 10 Consumables, or 2 Equipment of your choice based your chosen Category for free. Maximum credit value is capped at 2500 for game balance.

**Mechanic**

**Method:** Touch

This Skill allows a character to determine some characteristics of a Tech related item or device. Use of this skill requires a Diagnostic Scanner or datapad.

To use Tech Diagnosis, the character must spend 10 seconds studying the item with the Diagnostic Scanner. After 10 seconds the character may ask the following questions:

- Is this item usable or does it require maintenance?
- How long until this item requires maintenance?
- Is this item of Superior Quality?
- Has this item been Jury-Rigged?
- What material is this item crafted from?
- What is the intended purpose of this item?
- What are the basic functions of this item?

**Medic**

Your character is a field medic and can treat basic injuries of Aliens and Humans. You cannot use this Skill on yourself nor does it work on Droids.

- Assess - Hold up the Scan Gesture and ask one of the following questions without costing FP:
  - “Scan, how many Health points do you have?”
  - “Scan, are you afflicted by a Status effect?”
  - “Scan, are you Unconscious or Dead?”

- Cure Health - wrap bandages around the arm of the Player and, after an uninterrupted 30 seconds, say “Cure Health 2” to restore the patient’s Health points, without costing FP. If you use a “Cure Health” Power or Tagged item along with the bandages, 5 HP is restored instead of 2.

**Security**

Your character makes Locks. There are three types of Locks as described under Items; the electronic Security Lock, the mechanical Door Lock, and the Padlock. To receive Tags, buy them in the Item Store. Standard prices are 200 Credits for a Security Lock, 100 Credits for a Keycard, or 100 Credits for one Door/Pad Lock and Key set. Locks are assigned a number and any Key with that number can be used to open the Lock. Keys will be numbered with a matching number on a Lock you present to Logistics.

- When you first buy this Skill, visit the Item Store and select 1 Lock and 1 Key of your choice for free.
- To Pick a Lock: Door Locks and Padlocks can be picked with this Skill. Touch the Lock Tag and use appropriate props (lock picks, hairpins, etc.) to mime picking the Lock for 10 seconds. Then open the door/box. Security
Locks cannot be picked with this Skill as you must be hacked with the Computer Skill or the Scomp Link Augment instead.

**Noble Skills**

**Cleanse**

*Duration:* Instant

*FX Call:* “Cleanse <effect name>” or “<all>”

*Delivery:* Gesture, Mental

“Cleanse <effect name>” rids the target of the named effect immediately. “Cleanse All” will rid the target of all present effects on the target creature, but not items or creatures in their possession. This can remove any Mental effect, but it cannot remove the Sundered effect on an item. This costs 1FP per Mental effect Cleansed, or 3FP for Cleanse All

**Commanding Presence**

*Duration:* Instant and/or Until Removed

*Delivery:* Packet

*FX Call:* “Obey <command>”

The character must attempt to follow the <command> given. The exact wording of the <command> is less important than the apparent intent behind the <command>. All <commands> should be followed immediately and then effectively unless explicitly indicated otherwise. An afflicted character will use active abilities, passive abilities, Force Points, Items, and put themselves in harm’s way to complete the <command>, though they are not required to expend defensive skills to resist a “Remove” effect. Commands will either contain one or more specific actions, an explicit completion condition, or are assumed to be completed once the subject (“me,” “it,” “your allies,” etc) is no longer conscious or accessible. Obey will temporarily override Race roleplay restrictions. A player must expend 4 FP to use this ability.

**Disguise**

*Method:* Touch

*FX Call:* “Action, polymorph”

Your character can use ‘surgery’ to alter the appearance of another Alien or Human character. Alterations can be subtle or dramatic, such as removing horns or looking like another Species entirely. The player can be willing or unwilling, conscious or not. Administer a Conergin and mime operating on the patient for 60 seconds to ‘alter’ the body part in question. Then administer a Bacta Patch and say the FX Call. Work with the Player to best represent the feature with realistic makeup/mask/costuming. Only one feature can be changed per use of this Skill: hair/tendrils, ears, horns, skin color, skull shape, hands, wings, and tail. No character can begin an event with an altered appearance. You cannot use this on yourself, and this does not work on Droids.

**Escape**

If you are Bound, you can drop the Bindings after an uninterrupted 30 second count. No FX Call or Force expenditure is needed. You cannot use this Skill on others, or to drop Augment Inhibitor or Force Inhibitor bindings.

**Galactic Lore**

*Method:* Scan Gesture

*FX Call:* “Scan X”

Your character has studied the following in depth, knowing enough to recognize what another character is. Use the Method, spend 1 FP, and say the FX Call where X is a question below. The target player must answer immediately and truthfully OOG.

- Species - “Scan, what Species are you?”
- Job - “Scan, what is your Job?” The Player must answer with one the Jobs listed in Character Creation.
- Droid - “Scan, what type of Droid are you?” The Player’s answer is based on an installed Program, or Job if no Program is installed.

**Inspire Greatness**

*Duration:* Instant

*FX Call:* “Inspire Greatness X”
**Delivery:** Gesture, Mental

**Perquisite:** Inspire Confidence, Mastery Level 5

With this gesture and call, as many players that can see AND hear the player gain a modicum of confidence and courage. Each player receives 5 times X in Health and Force Points as Temporary increases. These expire after the encounter. FP spent is the X cost. As an Example: A Noble decides to Inspire Greatness before a boarding assault. She gathers her comrades before her and States “Inspire Greatness 20”. She expends 4 FP and all those that can see and hear her at that time, receive 20 Temp Health and Force Points.

**INTIMIDATION**

**Method:** Touch or Mental Gesture

**FX Call:** “Mental provoke X”

Use the Method, spend 1 FP, and say the FX Call where X is fear, or any emotion of your choice (fear, hate, love, happiness, etc.) that you want the character to feel. You cannot use this on yourself.

**NO SURVIVORS!**

**Duration:** Until Removed

**Delivery:** Packet

**FX Call:** “No Survivors”

**Prerequisite:** Mastery Level 5

Character takes double damage from all attacks until this effect is removed. This effect only increases damage taken; it never increases the effectiveness of Remove, Restore, Cripple, Condemn, or Knockback. This effect may increase damage beyond 5 points. This costs 2FP per use.

**PERFORMANCE**

**FX Call:** “Mental, I dedicate this performance to X”

Your character can create performances that touch the hearts of others influencing them to grant you a gift. Choose a performance you are willing to actually do (dance, instrument, song, etc.). Spend 1 FP and say the FX Call where X is the name of the character you wish to be affected, not yourself. The target player must hear the FX Call and witness your performance, which must last at least 60 uninterrupted seconds. When your performance is done, tell the target character the item you want, that must be fulfilled as soon as possible to the best of the character’s ability.

**SINCERITY**

**Method:** Touch or Mental Gesture

**FX Call:** “Mental, Sincerity X”

Use the Method, spend 1 Force Point, and say the FX Call where X is the next sentence you speak that the target character will believe is the truth. This cannot be used on yourself. This ability cannot be used to alter prices on “The Big List” or “Starships” guides.

**TORTURE**

**Method:** Touch

**FX Call:** “Status agonizing pain”

This Skill is used to inflict a wracking pain, often used to extract information. First, find an item that could cause pain, such as an LED candle. Second, the victim must be Bound (this is a non-combat Skill). Finally, use the Method with the item of pain, spend 1 FP and say the FX Call to make the character writhe in agony. He can scream and speak during the 60-second duration but can do nothing else. You cannot use this on yourself.

**FRINGER, TECH AND NOBLE TECHNIQUES**

**ACADEMIC**

Using the Scan Method via any Skill, Technique, Power, Item, or Ritual does not cost Force Points.

**ASSASSIN**

**Method:** Applied

**Prerequisite:** Striking Weapon Skill or Archery Skill.

Take any one Ingested Method Consumable and use the Applied Method on your weapon to add the Consumable’s effect to your next attack. Attach the Consumable Tag to the handle of your weapon and you can have only one Consumable Tag attached.
at a time. The Consumable’s FX Call is modified to add the weapon’s Damage amount at the end (ex: “Status agonizing pain 2”). Destroy the Consumable Tag each use.

**Body Language**

Your character has studied body language enough to know if a character resisted an effect. Thus, when you hear the Resist FX Call, you can take that information In-Game as your character’s knowledge.

**Computer Specialist**

**Prerequisite:** Computer Skill.

When using the Computer Skill, this Technique offers the following alterations to the Skill:

- Breaking into an account takes ½ the stated time.
- Slice Security Lock - When using the Computer Skill to open a Security Lock, only require ½ the amount of levels in the Lights Out app.
- Install Program - Install one additional Program into a Droid, or Alien or Human with the AJ^6 Cyborg Implant. Use the Computer Skill to install/remove the second Program as described. No more than 2 Programs can be installed on a character at a time.

**Forensics**

**Prerequisite:** Medic

**Method:** Scan

This Skill allows a character to determine some basic facts about a character’s cause of death (beyond what everyone can tell).

A player being examined by a character with Forensics should never volunteer information, only those questions asked should be answered. This ability only works on dead bodies; it cannot be used to examine Wounds of the living. After examining a dead body with a diagnostic scanner for 10 seconds the player may ask the following questions:

- Were you killed by a blunt weapon, a bladed weapon, claws, etc.?
- Did you die while under the effects of an Poison?
  - If so, what kinds (injected, ingested, blade, or contact)
  - Were you killed by a Poison?
  - If so, what kind of Poison was it? (injected, ingested, blade, or contact)

- Did you die of apparently natural causes?
- Did you die of drowning, suffocation, etc.?

Forensics may only be performed in the presence of a SC. Forensics involves a detailed examination of a body using a scanner but does not involve harming the body in any way; therefore, performing Forensics on a living individual will not kill it. A character with this skill can determine the exact nature of a Poison that affected a character, assuming the character has been dead less than one hour.

**Hall of Peace**

**FX Call:** “Action, hall of peace”

Use a minimum 3x5 card, write ‘Hall of Peace, no Action, Damage, or Status attacks inside until X’ where X is the end time. This lasts for one hour per FP spent, up to 4. Say the FX Call when you attach the card to the middle of a door at eye level. Anyone can come and go from the room. This Technique is limited to a room with a single access door only, not for large rooms with several doors.

**Jury-Rigg**

**Prerequisite:** Mechanic

**Method:** Touch

**FX Call:** “Rigged <item>”

This Skill allows a character to keep technology functional, even if it should otherwise be useless. By expending one use, an item that requires Maintenance or is Broken will function normally until dusk of that day. If the item suffers a Break effect, this effect ends, though another use will return the item to a functional state. This effect requires 1 minute of work on the item in question.
At a marshal’s discretion, this ability may have other uses in a module situation. This technique costs 2 FP to use.

**MEDICAL SURGEON**

**Prerequisite:** Medic Skill.

Restore an Alien or Human patient’s HP with the Surgery Kit after 60 seconds. If you use a “Cure Health” Power or Tagged item along with the Surgery Kit, you will instantly restore 10 HP instead of the normal amount. You can use the Scan Gesture and say, “Scan, are you afflicted by a Mental effect?” without costing FP. You cannot use this on yourself, and this does not work on Droids. This technique costs 2 FP to use. You can only cure damage to the “Base HP” of the target. This does not repair armour.

**TECH REPAIR**

**Prerequisite:** Mastery 4, Jury-Rigg

**Method:** Touch

**FX Call:** “Repair <item>”

This skill allows a Technician to completely repair a broken item with 1 minute of role-play fixing of fixing it. This repairs all damage to an item, weapon or armour. It cannot fix a ship’s system currently. This technique costs 2 FP to use.

**WHOLESALER**

**Prerequisite:** Manufacturing Skill.

When used in conjunction with the Manufacturing Skill, Wholesaler reduces the cost of items by half rounded down. Prices are detailed in Appendix A and B. Please note: This skill cannot be used at Character creation as, you do not have this skill until after your character is finalized.

**WILLPOWER**

**FX Call:** “Resist X”

**Prerequisite:** Mind Trick Skill or Sincerity Skill.

If a character uses the Galactic Lore, Mind Trick or Sincerity Skill on you, spend 1 FP and say the FX Call to resist the effect. If you have Mind Trick or Sincerity and it is the same as the Skill used on you, you may choose to inflict the same Skill back on the attacker without costing additional FP. You must use Mind Trick against Mind Trick, and Sincerity against Sincerity.

<table>
<thead>
<tr>
<th>Mastery</th>
<th>Light Side</th>
<th>Dark Side</th>
<th>Universal</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Dream Walk</td>
<td>Force Fear</td>
<td>Force Punch</td>
</tr>
<tr>
<td></td>
<td>Heal Other</td>
<td>Force Grip</td>
<td>Force Push</td>
</tr>
<tr>
<td></td>
<td>Force Stop</td>
<td>Sap Strength</td>
<td>Fortify Armor</td>
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<td></td>
<td></td>
<td></td>
<td>Telepathy</td>
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<tr>
<td>2</td>
<td>Detoxify Poison</td>
<td>Force Crush</td>
<td>Battle Meditation</td>
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<tr>
<td></td>
<td>Force Blindness</td>
<td>Force Rage</td>
<td>Droid Disable</td>
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<tr>
<td></td>
<td>Force Illusion</td>
<td>Malacia</td>
<td>Flashburn</td>
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<tr>
<td></td>
<td>Heal Self</td>
<td></td>
<td>Tutaminis</td>
</tr>
<tr>
<td>3</td>
<td>Cleanse Mind</td>
<td>Deadly Sight</td>
<td>Center of Being</td>
</tr>
<tr>
<td></td>
<td>Cure Disease</td>
<td>Force Choke</td>
<td>Force Armor</td>
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<tr>
<td></td>
<td>Force Stun</td>
<td>Force Lightning</td>
<td>Pyrokinesis</td>
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<tr>
<td></td>
<td></td>
<td></td>
<td>Telekinesis</td>
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<tr>
<td>4</td>
<td>Battlemind</td>
<td>Chain Lightning</td>
<td>Alter Damage</td>
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<tr>
<td></td>
<td>Breath Control</td>
<td>Force Drain</td>
<td>Circle of Fire</td>
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<tr>
<td></td>
<td>Protection Bubble</td>
<td>Force Plague</td>
<td>Force Paralyze</td>
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<td></td>
<td></td>
<td>Reflect Damage</td>
<td></td>
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<tr>
<td>5</td>
<td>Force Light</td>
<td>Force Kill</td>
<td>Alter Form</td>
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<tr>
<td></td>
<td>Revitalize</td>
<td>Force Stealth</td>
<td>Force Body</td>
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<td></td>
<td>Sever Force</td>
<td>Phantom</td>
<td>Impenetrable Mind</td>
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<td></td>
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<td>Shatterpoint</td>
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</table>
**The Force**

**Force Powers**

To use a Force Power, you must have the Power listed on your Character Card, or have an IG means of using it. Then use the delivery Method (Contact Combat) or Gesture (Parlor Combat), say the FX Call, and spend an amount of Force points based on your Force Path alignments i.e. Affinity Powers cost 1 Force Point each use, Deficiency Powers cost 3 FP, and Neutral Powers cost 2 FP. See the chart below for Force Paths and their Affinity/Deficiency paths.

For Cure, Mental and Status Powers, you can NOT use them on yourself unless otherwise specified. You can also choose to use Gestures regardless of Combat styles selected for the event. Say the Power’s FX Call and visibly use the appropriate Gesture toward the opponent that he/she can clearly see.

The Projectile Method for Powers means that you must use a Packet, or Elemental option (Weapons), ONLY to deliver the Power unless otherwise stated in the description.

You can buy and use Powers of your Mastery level or lower. Ex: if your Mastery level is 2, you can buy and use level 1 and 2 Powers. You can only purchase powers if you have the Skill associated (Alter, Control or Sense).

<table>
<thead>
<tr>
<th>Path</th>
<th>Affinity</th>
<th>Neutral</th>
<th>Deficiency</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jedi</td>
<td>Light Side</td>
<td>Universal</td>
<td>Dark Side</td>
</tr>
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<td>Light Side</td>
<td>Dark Side</td>
<td>Universal</td>
</tr>
<tr>
<td>Sith</td>
<td>Dark Side</td>
<td>Universal</td>
<td>Light Side</td>
</tr>
<tr>
<td>Light Sith</td>
<td>Dark Side</td>
<td>Light Side</td>
<td>Universal</td>
</tr>
<tr>
<td>Dark Adept</td>
<td>Universal</td>
<td>Dark Side</td>
<td>Light Side</td>
</tr>
<tr>
<td>Light Adept</td>
<td>Universal</td>
<td>Light Side</td>
<td>Dark Side</td>
</tr>
</tbody>
</table>

Some powers have an additional or separate cost. If you have a Neutral or Deficiency, you multiply the cost by 2 or 3 respectively.

**Power Descriptions**

**Alter Damage (Alter)**

**Method:** Melee

**FX Call:** “X”

**Prerequisite:** Lightsaber Skill. Use the Method, spend FP, and say the FX Call to increase your damage by 2 where X is the new damage amount of your next strike with a Lightsaber. Damage can be added to other damage increasing effects, where allowed. Example: a Lightsaber strike (2) with Heavy Strike (+4) and Alter Damage (+2) will inflict 8 Damage. This ability cannot “stack” upon itself.

**Alter Form (Alter)**

**FX Call:** activate “Action, polymorph”, use “Resist”

There are two versions of this Power as follows that you can use only on yourself:

- **Beast:** Say the ‘activate’ FX Call, spend the appropriate FP, and put on a realistic creature mask of your choice, but that does not resemble any intelligent Alien species. While wearing the mask, you can use Fist weapons and resist Status attacks without costing additional FP.

- **Mist:** Say the FX Call, spend the appropriate FP, and use the Protection Gesture (crossed arms over your chest). While holding up the Gesture, you are immune to any type of Damage (Drain, normal, modified, combined), Status, and Action attack without costing additional FP, say the FX Call each strike. You can speak, walk, and run, but cannot do anything else.

**Battle Meditation (Control)**

**Method:** Touch

**FX Call:** “Action, take half damage”
This Power requires the use of a timer, either something you hand out or on the recipient’s smartphone. Use the Method, spend the appropriate FP, and say the FX Call to reduce by half, rounded down, the amount of Damage from any source taken by the recipient for the 5 minutes. Set the timer to sound an alarm when the duration is up. You cannot use this on yourself.

**BATTLEMIND (CONTROL)**

**FX Call:** to activate “Action, circle resist Damage”, to use “Resist”

Draw a 3 to 10-foot diameter circle on the ground, stand in the middle, spend the appropriate FP, and say the ‘activate’ FX Call. You, and anyone standing in the circle with you, can resist Drain, normal (ex: “2”), and modified (ex: “4 fire”) Damage attack during the next 5 minutes or until you step out of the circle, whichever comes first.

**BREATH CONTROL (CONTROL)**

**Method:** Touch or Mental Gesture

**FX Call:** “Mental, sleep”

Use the Method, spend the appropriate FP, and say the FX Call to induce a sleep on the recipient, which can be yourself, for 5 minutes or until you wish to awaken. Answer “Dead” to Scan inquiries on your status. You can be attacked that does not break the Power. Effects used on Death will not work, but HP and Force restoratives will.

**CENTER OF BEING (CONTROL)**

Defense against: Scan, Mental

**FX Call:** “Resist”

Say the FX Call, spend 1 FP, to ignore the last normal (ex: “Mental daze”) or combined (ex: “Mental daze 2”) Mental attack, or Scan effect, that hits you. **This ability DOES NOT cost extra for Neutral or Deficiency paths.**

**CIRCLE OF FIRE (ALTER & CONTROL)**

**Method:** Projectile (packet)

**FX Call:** to activate “Action, circle of fire”, to use “4 fire”

**Prerequisite:** Pyrokinesis Power.

Draw a 3 to 10-foot diameter circle on the ground, stand in the middle, spend the appropriate FP, and say the ‘activate’ FX Call. Then use the Pyrokinesis Power, without costing additional FP, up to 10 times while standing in the circle. You can be attacked, and you can defend, but if you leave the circle the Power ends.

**CHAIN LIGHTNING (ALTER)**

**Method:** Projectile (packet)

**FX Call:** to activate “Action, circle of lightning”, to use “4 lightning”

**Prerequisite:** Force Lightning Power.

Draw a 3 to 10-foot diameter circle on the ground, stand in the middle, spend the appropriate FP, and say the ‘activate’ FX Call. Then use the Force Lightning Power, without costing additional FP, up to 10 times while standing in the circle. You can be attacked, and you can defend, but if you leave the circle the Power ends.

**CLEANSE MIND (CONTROL)**

**Method:** Touch or Cure Gesture

**FX Call:** “Cure mental effect”

Use the Method, spend the appropriate FP, and say the FX Call to remove any Mental effect currently inflicting the recipient. You cannot use this on yourself.

**CURE DISEASE (ALTER)**

**Method:** Touch or Cure Gesture

**FX Call:** “Cure disease”

Use the Method, spend the appropriate FP, and say the FX Call to remove all Diseases currently afflicting the recipient. You cannot use this on yourself.

**DEADLY SIGHT (CONTROL)**

**Method:** Projectile (packet)

**FX Call:** “Status, agonizing pain”

Use the Method, spend the appropriate FP, and say the FX Call to make the character fall to the ground in agony. He can speak, scream and
defend against attacks, but is unable to do anything else. You cannot use this on yourself.

**DETOXIFY POISON (ALTER)**

**Method:** Touch or Cure Gesture

**FX Call:** “Cure status effect”

Use the Method, spend the appropriate FP, and say the FX Call to remove any Status effect currently inflicting the recipient. You cannot use this on yourself.

**DREAM WALK (SENSE)**

**Method:** Touch

**FX Call:** “Action, you may speak”

Use the Method, spend the appropriate FP, and say the FX Call to enable a character currently in Knock Out, Death, or Feign Death to hear and speak for as long as you maintain the Touch Method. The character cannot see or move but will remember the conversation if revived via any method.

**DROID DISABLE (ALTER)**

**FX Call:** “Mental, Droid X”

Spend 1 additional Force point when you use any Disease or Mental Type Power to add the ‘Droid’ descriptor to the Power’s FX Call to inflict those effects on Droids, who are normally immune. Ex: “Mental Droid feign death”. If the target character is not a Droid, the Power still works, and the Force points spent. You cannot use this on yourself.

**FLASHBURN (ALTER)**

**Method:** Touch or Mental Gesture

**FX Call:** “Mental, forget the X 5 minutes”

Use the Method, spend the appropriate FP, and say the FX Call where X is either the ‘last’ or ‘next’ 5 minutes you wish the character to permanently forget as if it never happened. You can use this on yourself.

**FORCE ARMOUR**

Without costing Force points, if you wear a plate mantle, your Health Rating increases by 4. If you wear a pair of plate bracers, your Health Rating increases by 2. Wearing both the mantle and bracers increases your Health Rating by 6. The bonus can be combined with other means of adjusting the rating. Like Armor, adding the mantle/bracers does not change your current HP (needing a cure Health effect). Removing the mantle/bracers lowers your HP only if it is currently higher than the new Health Rating after the mantle/bracers were removed. These armor pieces must be separate and removable. Since they do not cover the torso, these pieces do not count as Armor for purposes of stacking.

**FORCE BLINDNESS (ALTER)**

**Method:** Touch or Status Gesture

**FX Call:** “Status blindness”

Use the Method, spend the appropriate FP, and say the FX Call to prevent the character from seeing. The Player is allowed to squint to see for safety reasons but must otherwise act blind. You cannot use this on yourself.

**FORCE BODY (CONTROL)**

**Method:** Touch

**FX Call:** “Action, add 1 minute to the Knock Out count”

Use the Method, spend the appropriate FP, and say the FX Call to extend the current Knock Out count for yourself, or another character, by 1 minute. This Power can be used on yourself while Knocked Out.

**FORCE CHOKE (ALTER)**

**Method:** Projectile (packet) or Status Gesture

**FX Call:** “Status choking silence”

Use the Method, spend the appropriate FP, and say the FX Call to prevent the character from speaking, screaming, or saying FX Calls, except when using an effect that can be used on their own person. You cannot use this on yourself.

**FORCE CRUSH (ALTER)**

**Method:** Projectile (packet) or Status Gesture

**FX Call:** “Status, take double damage”
Use the Method, spend the appropriate FP, and say the FX Call to make the recipient take double Damage for the next 60 seconds. You cannot use this on yourself.

**FORCE DRAIN (ALTER)**
Method: Touch

FX Call: “Drain force 1”

Without costing FP, use the Method, say the FX Call to take 1 FP from the character and instantly restore 1 FP to you. This cannot be used if the target character does not have any Force Points to spend.

**FORCE FEAR (SENSE)**
Method: Touch or Mental Gesture

FX Call: “Mental provoke X”

Use the Method, spend the appropriate FP, and say the FX Call where X is fear, or any emotion of your choice (hate, love, happiness, etc) that you want the other character to feel. You cannot use this on yourself.

**FORCE GRIP (ALTER)**
Method: Touch, Projectile (packet), or Status Gesture

FX Call: “Status, your X is unusable”

Use the Method, spend the appropriate FP, and say the FX Call where X is a single limb (arm, leg, finger, hand, etc), including an Augmented limb and its associated effect. You cannot use this on yourself.

**FORCE ILLUSION (SENSE)**
Method: Touch or Mental Gesture

FX Call: “Mental, illusion you see X”

Use the Method, spend the appropriate FP, and say the FX Call where X is an illusion the recipient will believe to be real. You can describe anything you wish such as a beautiful sunset or that everyone they see are monsters. The recipient can attack and defend as normal, and the Player is free to act out the illusion as she wishes. You cannot use this on yourself.

**FORCE KILL (CONTROL, SENSE © ALTER)**

FX Call: “X 2”

When using Force Grip, Force Push, or Force Choke, spend 1 additional Force Point to add 2 Damage to the Power’s FX Call (ex: “Status silence 2”). When used in conjunction with the Focus Skill, repeat the FX Call every 10 seconds costing 1 FP per Call to add the Damage to each.

**FORCE LIGHT (ALTER)**
Method: Touch

FX Call: “Action, Phantom, I banish you back to the Force”

Use the Method, spend the appropriate FP, and say the FX Call to force a Phantom to immediately dissipate back into the Force, and the Phantom Player goes OOG.

**FORCE LIGHTNING (ALTER)**
Method: Projectile (packet)

FX Call: “4 Lightning”

Use the Method, spend the appropriate FP, and say the FX Call to inflict 4 lightning Damage.

**FORCE PARALYZE (ALTER)**
Method: Projectile (packet) or Status Gesture

FX Call: “Status paralyze”

Use a Method, spend the appropriate FP, and say the FX Call to prevent the character from moving. The character can speak and use effects that do not require movement. You cannot use this on yourself.

**FORCE PLAGUE (ALTER)**
Method: Touch

FX Call: “Disease X”

Use the Method, spend the appropriate FP, and say the FX Call where X is the name of the Disease you wish to inflict.

**FORCE PUNCH (CONTROL)**
Method: Melee
Without costing Force Points, you can use Fist weapons as per the Brawling Skill. This Power only grants the ability to use Brawl Boffers. This Power cannot be used to meet any prerequisites.

**FORCE PUSH (ALTER)**

**Method:** Projectile (packet) or Status Gesture

**FX Call:** “Action, knock back”

Use the Method, spend the appropriate FP, and say the FX Call to make the opponent immediately take 3 steps back. If the Player was in mid-swing and strikes you anyway, ignore the hit. You cannot use this on yourself.

**FORCE RAGE (CONTROL)**

**Method:** Touch or Mental Gesture

**FX Call:** “Mental, Berserker”

Use the Method, spend the appropriate FP, and say the FX Call to inflict the Berserker Technique on an opponent. You cannot use this on yourself.

**FORCE STEALTH (SENSE)**

Spend the appropriate FP to answer Force Lore questions with any answer you wish. However, this Power is ineffective against the Sensory Amplification ritual where the Scan FX Call is modified to include ‘Ritual’ (Ex: “Scan ritual, are you Force sensitive?”).

**FORCE STOP (ALTER)**

**Method:** Projectile (packet) or Status Gesture

**FX Call:** “Status pin”

Use the Method, spend the appropriate FP, and say the FX Call to make the character hold a foot of his choice firmly on the ground. You cannot use this on yourself.

**FORCE STUN (ALTER)**

**Method:** Projectile (packet) or Mental Gesture

**FX Call:** “Mental daze”

Use the Method, spend the appropriate FP, and say the FX Call to inflict a trance-like state on a target character. While unaware of her surroundings, the character is unable to speak or attack, but can defend. You cannot use this on yourself.

**FORTIFY ARMOR**

Without costing Force Points, wearing Light Armor will increase your Health Rating by 4, instead of the normal 2. You must have at least 1 FP in your pool to apply this bonus.

**HEAL OTHER (ALTER)**

**Method:** Touch or Cure Gesture

**FX Call:** “Cure Health 2”

Use the Method, spend the appropriate FP, and say the FX Call to restore 2 Health Points for the recipient. You cannot use this on yourself.

**HEAL SELF (CONTROL)**

**Method:** Touch or Cure Gesture

**FX Call:** “Cure Health 2”

Use the Method, spend the appropriate FP, and say the FX Call to restore 2 Health Points to yourself.

**IMPEMETRABLE MIND (SENSE)**

Defense against: Scan, Mental

**Method:** Touch or Mental Gesture

**FX Call:** “Reflect X”

Use the Method, spend 1 FP, and say the FX Call to ignore the last normal (ex: “Mental daze”) or combined (ex: “Mental daze 2”) Mental attack that hits you and reflect that Mental attack back to the opponent where X in the FX Call is the FX Call of the Mental attack.

**MALACIA (ALTER)**

**Method:** Projectile (packet) or Status Gesture

**FX Call:** “Status, take 1 Damage each step”

Use the Method, spend the appropriate FP, and say the FX Call to inflict 1 Damage each time the target character takes a step. If afflicted character stands still, no Damage will be inflicted. You cannot use this on yourself.
**PHANTOM (SENSE)**

**FX Call:** “Action, ritual summon phantom”

Shape the Dark Side of the Force into a tangible being of pure shadow. This Power requires pre-game preparation as you must find a Player willing to play the Phantom and acquire an appropriate costume. During the event at a time and place determined by you and the Phantom Player, draw a 3 to 10-foot diameter circle on the ground and have the Phantom Player wait nearby OOG. Spend 60 seconds meditating or further preparing the circle as you wish i.e. adding candles, polished stones, and the like. After 60 seconds of role-play, spend the appropriate FP, and say the FX Call. The Phantom Player then steps into the circle In-Game with full Health. Phantom statistics are described in Antagonists.

**PROTECTION BUBBLE (ALTER ◊ CONTROL)**

Defense against: Action, Status

**FX Call:** to activate “Action, circle resist Status”, to use “Resist”

Draw a 3 to 10-foot diameter circle on the ground, stand in the middle, spend the appropriate FP, and say the ‘activate’ FX Call. You, and anyone standing in the circle with you, can resist Status and Action attacks during the next 5 minutes or until you step out of the circle, whichever comes first.

**PYROKINESIS (CONTROL)**

**Method:** Projectile (packet)

**FX Call:** “4 Fire”

Use the Method, spend the appropriate FP, and say the FX Call to inflict 4 fire Damage.

**REFLECT DAMAGE (CONTROL)**

Defense against: Projectile Damage

**Method:** Melee

**FX Call:** “Reflect X”

**Prerequisite:** Lightsaber Weapon Skill. Use the Method, spend 1 FP, and say the FX Call to ignore the last normal (ex: “2”) or modified (ex: “4 Fire”) Damage attack from any projectile weapon and reflect that Damage back to the opponent. You must have a Lightsaber in your hand to use this defense. This call may only be used once per single attack. This ability DOES NOT cost extra for Neutral or Deficiency paths.

**REVITALIZE (ALTER)**

**Method:** Touch or Cure Gesture

**FX Call:** “Cure Force 1”

Use the Method, spend the appropriate FP, and say the FX Call to restore 1 Force Point to the recipient. You cannot use this on yourself.

**SAP STRENGTH (ALTER)**

**Method:** Touch

**FX Call:** “Drain health 2”

Without costing FP, use the Method and say the FX Call to inflict 2 Damage to the character. You instantly restore 2 HP regardless of the actual amount of Damage the character takes. This does not work if the target character does not have any remaining Health Points.

**SEVER FORCE (SENSE)**

**Method:** Touch, Projectile (packet), or Status Gesture

**FX Call:** “Status, you cannot use Force points”

Use the Method, spend the appropriate FP, and say the FX Call to prevent the recipient from using Force points, only if the recipient does not resist this Power. You cannot use this on yourself.

**SHATTERPOINT (ALTER)**

**Method:** Touch

**FX Call:** “Action shatter”

Use the Method to touch or hold a Tagged item for at least 10 seconds. Then spend the appropriate FP and say the FX Call to remove the Tag from its prop and destroy the Tag.

**TELEKINESIS (ALTER)**

**Method:** Projectile (packet) or Status Gesture

**FX Call:** “Status, X”
This is a Power that can be used for three effects that cannot be used on yourself. Use the Method, spend the appropriate FP, and say the FX Call where X is:

- "stay 10 feet away from me" - to make the opponent stay approximately 10 feet from you as allowed by obstacles such as walls and tables.
- "come here" - to make the opponent come up to within 3 feet of you.
- "ignore lock" - to ignore a Door Lock or Padlock on a door or box and open it.

**TELEPATHY (ALTER)**

**Method:** Touch or Mental Gesture

**FX Call:** “Mental telepathy”

Use the Method, spend the appropriate FP, and say the FX Call to speak ‘telepathically’ with up to two characters where each of you holds up the Mental Gesture and speaks in a whisper until you lower the Gesture. The conversation is OOG for everyone else.

**TUTAMINIS (CONTROL)**

Defense against: Action, Status

**FX Call:** “Resist”

Say the FX Call and spend 1 FP to ignore the last Action attack, or normal Status attack (ex: “Status agonizing pain”), or combined Status attack (ex: “Status agonizing pain 2”), that struck you. **This ability DOES NOT cost extra for Neutral or Deficiency paths.**

**FORCE RITUALS**

Rituals are powerful abilities of the Force to accomplish feats beyond a normal Power. Only characters with the Force Rituals Technique can buy and perform a Ritual.

**Performing a Ritual**

1. You must obtain the Ritual Scroll for the Ritual you wish to perform.
2. Collect the components listed in the Ritual’s description.

3. When you are ready to perform the Ritual, follow the instructions of the Ritual and spend an amount of Force points based on your Affinity Alignment i.e. Affinity Rituals cost 4 Force Points, Deficiency Rituals cost 8 FP, and all other Rituals cost 6 FP.

- Props described are bare minimums. Please feel free to elaborate on the Ritual set up.
- Characters that these Rituals target can be willing or unwilling, conscious or Knocked Out.

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**ALCHAKA**

**Components:** Recharging Area (Temple), Currency or Tag, zero FP

The Alchaka meditations are a rigorous series of highly personal, highly repetitive exercises using both physical and Force skills to focus the mind and attune the body to the strength of the Force. Consisting of a high number of repetitions performed in complex positions and dizzying movements spaced between the positions, completing the meditations correctly typically leaves the practitioner on the brink of exhaustion. Draw a 3 to 10-foot diameter circle on the ground either inside the Temple building or around the Temple prop. Carry the Tagged Ritual scroll on your person and, without costing FP, spend 60 seconds performing a series of movements of your choice, alone or with observers. Then put an amount of Credsticks, or any type of Tag (not props), into the Temple box and regain Force Points at the rate of 5 FP per 100 Credits. Destroy the Ritual Tag. If you leave the circle before destroying the Ritual Tag, you will have to redo the Ritual from the beginning.
**COLLABORATION**

**FX Call:** activate “Action, ritual collaboration”, use “X”  

**Components:** another Force-user Participant(s), 1 FP  

This Ritual allows you to collaborate with other Force-users who assist you in channeling the Force to amplify the use of a Force Skill, Technique, or Power. You must be the one to perform this Ritual as well as have the Force Skill/Technique/Power in question listed on your character sheet. Draw a 3 to 10-foot diameter circle on the ground and stand or sit in the middle holding the Tagged Ritual scroll in your hand. If the target of the Force Skill/Technique/Power are character(s), have them stand/sit/lay in the circle with you. Then each Participant stands along the edge of the circle facing you and holding their palms out toward you, they do not spend any FP. Spend 1 FP, say the **activate** FX Call, and spend 60 seconds focusing however you wish to role-play the scene. After 60 seconds, say the **use** FX Call where X is the FX Call of the Skill/Technique/Power. Amplification is applied as follows:  

- **Scan:** on a single target, ask 1 additional question per Participant.  
- **Mental:** on a single target, increase the duration of the Mental effect by a rate of 5 minutes per additional Participant. Or, inflict a single effect on multiple targets at a rate of 1 additional target per Participant.  
- **Status:** on a single target, increase the duration of the Status effect by a rate of 60 seconds per additional Participant. Or, inflict a single effect on multiple targets at a rate of 1 additional target per Participant.  
- **Cure:** on a single target, multiply the Cure effect by the number of Participants (Example: you and three Participants would turn Cure Health 2 into Cure Health 8) . Or, inflict a single effect on multiple targets at a rate of 1 additional target per Participant.  

- **Circle effect Powers:** increase the number of uses by 5, or increase the duration by 5 minutes, per Participant.

**DARK ILLUSION**

**Components:** name of victim, the Force Lightning Power, Spice  

This ancient Sith ritual allows you to manipulate the Force visions, via the Farsight Skill, of a selected target to give a false vision, or sow the seeds of doubt in the Force or in one’s self. While on-site but before the event begins, visit the Story Coordinators and submit the Tagged Ritual scroll along with the number of Spice Tags equal to what this Ritual would cost in Force points. Include a written description of the vision you wish the target character to see when asking the SC’s a question via the Farsight Skill. Instead of answering the question, the SC’s will give the Player your vision.

**DEEP MEDITATION**

**FX Call:** activate “Action ritual deep meditation”, use “Cure Force 5”  

**Components:** participate in Group Counseling, zero FP  

Deep Meditation is a ritual that allows a Force-user to center on the Force and either calm the mind or charge the emotions. Draw a 3 to 10-foot diameter circle on the ground and stand or sit in the middle holding the Tagged Ritual scroll in your hand. Have up to 5 participants sit inside the circle with you, state the **activate** FX Call, then:  

- If you are using the Group Counseling Skill, start with the person on your left and recite at least one Moral to each participant. Then, spend 1 FP per participant and say the use FX Call to restore 5 FP for each participant, not yourself. Other Group Counselors in your session will receive only 1 FP. List of Morals. You do not have to recite a Moral word for word, and you can make up your own.  
- If you are participating in Group Counseling, after the Counselor states the Skill’s FX Call,
you say the use FX Call to increase the FP gained to 5 for non-Counselor participants.

Destroy the Ritual Tag. This can be used in conjunction with other bonus FP granting effects. The Ritual does not cost FP to perform. Force Ghosts and Phantoms cannot use this Ritual.

**FORCE GHOST**

**Components:** your character Death, zero FP

While most Force-users lose their bodily envelope and become one with the totality of the Force upon their death, some have learned this Ritual that allows them to retain their own identities separate from the Force for a time. These individuals linger in the physical world in the form of 'Force Spirits', non-physical entities that exhibit traits they had in life. Carry the Tagged Ritual scroll on your person and when your character dies, you can continue to play the character as a Ghost anytime beginning the next event, not during the same event. Visit Logistics while open at the next event and present the Tagged Ritual Scroll. Your Character will be updated online with the information on Force Ghosts in Antagonists. Force Ghosts and Phantoms cannot use this Ritual.

**GHOST BIND**

**FX Call:** “Mental ritual ghost bind”

**Components:** container (described below), Force Ghost, appropriate FP

Using the Dark Side of the Force, you can bind a Force Ghost to a container. The Ghost can be willing or not, conscious but not Knocked Out. Draw a 3 to 10-foot diameter circle on the ground and stand or sit in the middle holding the Tagged Ritual scroll in one hand and a container in other, open toward the Ghost. Spend 60 seconds ‘focusing’ however you wish to role-play the scene. Then spend the FP and say the FX Call. Write the name of the Ghost character and player on the Ritual Tag and attach the Tag to the container. Place a paper with ‘releasing the ghost’ instructions inside the container.

Increase Force Rating: As long as you carry the container on your person, your Force Rating is increased by double. Adding the container does not change your current Force Points. Removing the container lowers your FP only if it is currently higher than the new Force Rating after the container was removed. This does not work on Droids.

-Releasing the Ghost: The Ghost trapped inside the container can be released by opening the container and saying “X, you are released” where X is the name of the Ghost character. You must arrange a time and place with the Ghost Player where he/she must place their hand on the container when you say the FX Call long enough to appear IG.

The container must be something with a lid, such as a box (including a Holocron), bottle, tea pot, jar, and the like. The container must be 3 inches in length/height or larger, and only one Ghost per container.

**HEALING RITUAL**

**FX Call:** activate “Action ritual healing”, use “Cure all effect, restore HP to full”

**Components:** recipient, appropriate FP

This is the ultimate form of healing another character of all currently active effects and restoring Health to full. The recipient can be willing or unwilling but must be conscious. Draw a 3 to 10-foot diameter circle on the ground and have the recipient lie down while you kneel or sit beside them. Say the activate FX Call and for the next 60 seconds, hover your hands over the recipient. You may embellish by waving your hands, while humming or chanting, for example. At the end of 60 seconds, destroy the Ritual Tag, spend the FP and say the use FX Call to remove all effects from any source, including Ritual, and heal HP to full on one recipient. You cannot use this on yourself or Droids.

**MIDI-CHLORIAN MANIPULATION**

“Learn to know the Dark Side of the Force and you will be able to save your wife from certain death.” - Chancellor Palpatine to Anakin Skywalker.
**FX Call:** activate “Action ritual Midi-chlorian Manipulation”, use “X”

**Prerequisite:** Dark Side Affinity. Manipulating the Force to control life and death is considered an affront to the natural order by the Jedi. For the Sith, this is a highly sought-after ritual for its display of ultimate power that only the Dark Side can provide. The recipient can be willing or unwilling. Draw a 3 to 10-foot diameter circle on the ground and have the recipient lie down while you kneel or sit beside them. Say the **activate FX Call** and for the next 60 seconds, hover your hands over the recipient. You may embellish by waving your hands, while humming or chanting, for example. At the end of 60 seconds, destroy the Ritual Tag, spend the FP and say the **use FX Call** where X is described below:

- **Life:** use **FX Call:** “Cure Death heal 1”. Life must be used on a Dead character before the Player goes OOG to bring the character back to life, awake and with 1 Health point.
- **Death:** use **FX Call:** “Action, begin Death count”. Death can be used on a character conscious or Knocked Out to kill the character by skipping the Knock Out phase and immediately beginning the Death count.

**Ritual of Invocation**

**FX Call:** “Action, ritual X”

**Components:** holocron prop, appropriate FP

This Ritual allows a Force-user to create a Holocron, a device that records its maker’s memories and power that can be used by a Force-user. First, create a Memory on a sheet of 8.5 x 11 paper, recording your character name, a brief description of one of your character’s memories, and the following: “Bonus: + 5 Force Rating” or “Bonus: X” where is X is the name of one Force Power of your choice listed on your Character Card. Only one Bonus per Memory inside a single Holocron with a maximum of 5 Memories. Draw a 3 to 10-foot diameter circle on the ground, sit or stand in the middle, hold the Tagged Ritual scroll in one hand and the Holocron prop in the other. Then:

- Add Memory - Close your eyes in ‘meditation’. After 60 seconds, spend the appropriate FP, and say the FX Call where X is ‘Add Memory’ as you attach the Ritual Tag to the Memory paper and place it inside the Holocron prop.
- Alter Memory - Close your eyes in ‘meditation’. After 60 seconds, spend the appropriate FP, and say the FX Call where X is ‘Alter Memory’ as you remove a Memory and destroy the attached Ritual Tag. You can replace the removed Memory by attaching your Ritual Tag to the new Memory paper and place it inside the Holocron prop.
- Use Holocron - See Holocron in Force Relics for details on how to use a Holocron.

**Sanctuary**

**FX Call:** “Action, ritual sanctuary”

**Components:** appropriate FP

On a minimum 3x5 card, write ‘Ritual Sanctuary’ and the start date and time. Remove the Ritual Tag from the scroll and attach it to the card, spend the FP, and say the FX Call when you attach the card to a door in the middle at eye level on both sides. For the next 12 hours, no character may walk through the door from the ‘carded’ side, but you and only you can give express permission for a character to enter. Destroy the Tag when the duration is up.

**Sensory Amplification**

**Method:** Scan Gesture

**FX Call:** “Scan ritual X”

**Components:** target character, a Scan Skill or Power, appropriate FP

This ritual allows a Force-user to channel the Force through the senses, both physical and metaphysical, to detect the truth about a subject. The target character can be willing or not, conscious or Knocked Out. Draw a 3 to 10-foot diameter circle on the ground and have the target character lie/sit/stand in the middle with you. Use the Method, spend the FP, destroy the Ritual Tag,
and say the FX Call where X is the question you are asking the target Player. The question must come from a Scan Skill or Power that you have listed on your Character Card. The target Player cannot use any means that allows lying to Scan questions and must answer with the truth.

Additionally, if you use the Farsight Skill, give the SC’s the Ritual Tag and ask them if their answer is a Dark Illusion. The SC’s may simply answer yes or no as you will not know who placed the Dark Illusion on your character.

TRANSFORMATION

FX Call: “Action, ritual transformation”

Components: recipient character, appropriate FP

Through the use of the Dark Side of the Force, a Force-user can alter another character’s body to make them physically stronger. The recipient can be willing or not, conscious or Knocked Out. Draw a 3 to 10-foot diameter circle on the ground and have the target character lie/sit/stand in the middle with you standing or kneeling beside them. Close your eyes and for the next 60 seconds, hover your hands over the recipient. You may embellish by waving your hands, while humming or chanting, for example. At the end of 60 seconds, spend the FP and say the FX Call to increase the recipient’s Health Rating by 5 and grant the recipient the ability to carry two people at a time instead of one. Write your name and the Health Rating bonus on the back of the Ritual Tag (Example: “Health Rating +5”). Then give the recipient Player the Tag to carry on his/her person until removed via the Healing Ritual. The Health Rating bonus can be increased in increments of 5 costing an additional 1 FP each for a maximum Health Rating increase of 15. The recipient can have only one active Transformation Ritual Tag on his/her person at a time.

FORCE RELICS

A Force Relic is an object imbued with the power of the Force. Some Relics require the Force-sensitive Skill to use and will be notated, otherwise any character can use a Relic. Using a Relic costs 1 FP if you have the Force-sensitive Skill regardless of the Path you chose, or costs 3 FP for non-Force users.

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ARTUSIAN CRYSTAL

FX Call: store “Action store X”, use “X”

The Artusian Crystal stores a Force Power indefinitely until the Power is used. To use a stored Power, hold the Crystal in your hand, use the Power’s Method, spend the appropriate FP for Relic use, and say the ‘use’ FX Call where X is the FX Call of the Power. To store a Power into the Crystal, you must have the Power you wish to store on your Character Card. Hold the Crystal in your hand, spend 1 FP and say the ‘store’ FX Call where X is the name of the Power being stored. Write the Power’s name on the Relic Tag.

Physrep: a Physrep crafted to resemble Artusian Crystal 4 inches in length or larger.

BELT OF BODO BAAS

Prerequisite: Striking Weapon Skill and Force-sensitive Skill. While you wear this belt and without costing FP, when you use a Force Power or Skill that is normally used only with a Lightsaber, you can use any Striking Weapon in place of the Lightsaber.

Physrep: Belt of Bodo Baas. Attach the Relic Tag to the underside next to the buckle.
Circlet of Saresh

**Prerequisite:** Force-sensitive Skill. While you wear this circlet, reduce the cost to use a Force Power by 1 FP, but never lower than 1. This reduction can be added to other FP reducing effects for Powers.

- Physrep: a gold metal or brown leather circlet that you can wear. Attach the Relic Tag to the underside next to the clasp.

Cloak of Shadow

**Prerequisite:** Force-sensitive Skill. While you wear this cloak, you can use the Force Stealth Power without costing FP.

- Physrep: a black cloak (shoulder to below the knee). Attach the Relic Tag to the underside near the clasp.

Essence Stealer

**Method:** Touch

**FX Call:** "Drain force 2"

**Prerequisite:** Force-sensitive Skill. Hold the Essence Stealer in one hand and with the other hand, use the Method, spend 1 FP, and say the FX Call to take 2 FP from the victim that is stored in the Essence Stealer instead of restoring your FP. Write the new total amount of FP, which can be no more than 10 points, on the Relic Tag. To use the stored Force points, hold the Essence Stealer in one hand and say the FX Call of the Power or Ritual you are using, deducting the spent FP from the total on the Relic Tag. This does not work if the target character does not have any Force Points to spend.

- Physrep: a clear, white, or green sphere 4 inches in diameter or larger.

Eye of the Sun

**Method:** Melee or Projectile (weapon)

**FX Call:** "4 fire"

**Prerequisite:** any weapon Skill. Attach the Eye of the Sun Physrep to a weapon to increase its base damage to 4 Fire each strike without costing FP, say the FX Call each strike. This base damage cannot be increased.

- Physrep: a silver ‘stone’ (use foam/soft materials) 2 inches or larger with a yellow eye painted on one side.

Fell Star

While you wear the Fell Star around your neck and without costing FP, your Force Rating increases by 5. Putting on the Fell Star does not change your current Force Points. Removing the Fell Star lowers your FP only if it is currently higher than the new Force Rating after the Fell Star was removed. This does not work on Droids.

- Physrep: Fell Star on a necklace.

Force Detector

**Method:** Scan Gesture

**FX Call:** "Scan, do you have the Force-sensitive Skill?"

Hold the Physrep in one hand, use the Method, spend the appropriate FP, then say the FX Call that the Player must answer immediately and truthfully OOG.

- Physrep: Force Detector

Healing Crystal

**Method:** Touch or Cure Gesture

**FX Call:** "Cure Health 5"

Hold the Healing Crystal in one hand and use the Method with the other. Then spend the appropriate FP and say the FX Call to restore the recipient’s Health Points. You cannot use this on yourself or Droids.

- Physrep: a Physrep crafted to resemble white crystal 4 inches in length or larger.

Kaiburr Crystal Shard

**Method:** Melee or Projectile (weapon)

**FX Call:** "Status agonizing pain X"

**Prerequisite:** any weapon Skill. Attach the Kaiburr Crystal Physrep to a weapon to be able to inflict pain with a single strike. Use the Method with the weapon, spend the appropriate FP and say the FX Call, where X is the Damage inflicted by the weapon, to make the character fall to the ground in agony. He can speak, scream and defend against
attacks, but is unable to do anything else. This CAN be used on yourself.

Physrep: a Physrep crafted to resemble a shard of Kaiburr Crystal 2 inches in length or larger.

Lightsaber

The weapon of choice for Force-users, Lightsabers are easily recognized for their cylindrical ‘blades’ of a single brilliant color (red, orange, yellow, green, blue, or purple). The color of a Lightsaber often denoted one’s Alignment in the Force out of preference of an organization, but any Force-user with the Lightsaber Skill can use any Lightsaber. However, red, orange, and yellow are often associated with the Dark Side of the Force, while green, blue and purple are associated with the Light Side.

Method: Melee

FX Call: “X”

Prerequisite: Lightsaber Skill, Force Sensitive.

This Lightsaber is not a weaker training lightsaber, but one worthy enough for battle in the field. The base damage of a Lightsaber is 2 as defined for Energy Weapons in Combat that does not cost FP or require a FX Call. Additionally, the Lightsaber allows you to spend 1 FP to increase your base damage by 2. Say the FX Call where X is the new damage amount of your next strike. Damage can be added to other damage increasing effects, where allowed. Example: a standard Lightsaber strike (2) with the Lightsaber increase (+2) and Alter Damage (+2) will inflict 6 Damage. This ability cannot “stack” upon itself.

Physrep: a foam melee weapon that looks like a Lightsaber as described in Weapons. Single-bladed sword-like lightsabers are the most common, but there are the less common variants like the pike, tonfa, or staff like Darth Maul’s. Please review the requirements for the Lightsaber here

Ritual Robe

Prerequisite: Force-sensitive Skill. While wearing this robe, the FP cost to perform a Ritual is half the normal amount. This cannot be used with any other FP cost reducing effect.

Physrep: a robe in the style worn by the Old Jedi Order.

Shard of Retaliation

While you carry this Relic on your person, you can use the Reflect Damage Power costing 1 FP per use. Droids cannot use this.

Physrep: a Physrep crafted to resemble a Shard of Retaliation 4 inches in length or larger.

Shard of the Serpent

Defense against: any Disease type

While you carry this Relic on your person, you are immune to Diseases, say “Resist”, without costing FP.

Physrep: a Physrep crafted to resemble a Shard of the Serpent 4 inches in length or larger.

Sith Amulet

While you wear the Sith Amulet, you can use Force Lightning costing the appropriate FP per use. Droids cannot use this.

Physrep: a medallion 4 inches in length or longer resembling this Sith Amulet. The Physrep must be on a necklace.

Sith Chalice

If the Sith Chalice is present while you perform the Alchaka Ritual, or participate in Group Counseling, you and any other character with Dark Side Affinity (inform the Players of the chalice) will regain double the amount of Force points normally regained before any other FP regain altering effects are applied. Droids cannot use this.

Physrep: Sith Chalice or an equivalent vase.

Talisman of the Raven

A favorite Relic of the Nightsisters of Dothamir, this Relic allows you to shapeshift into any creature you wish. Spend the appropriate FP and put on a realistic animal mask of your choice. While you are
wearing the mask, you are able to use one the following abilities based on animal type:

- **Avian:** resist Damage attacks per the Defense Skill.
- **Mammal:** use Fist weapons per the Brawling Skill.
- **Reptile:** reduce Damage you take by half, but never lower than 1.

Removing the mask does not cost Force points, and you cannot use the abilities without wearing the mask. Droids cannot use this.

- **Physrep:** Talisman of Transformation.

**VOID STONE SHARD**

**FX Call:** “Action void stone, only another character can remove it”

While you wear this Shard, you cannot use Force points for anything. This Relic can be carried in your hand to no effect, but once you wear it around your neck, it can only be removed by another character. This does not work on Droids.

- **Physrep:** a Physrep crafted to resemble a Void Stone 4 inches in length or larger and hanging on a necklace.

**FORCE HOLOCRONS**

**Prerequisite:** Force-sensitive Skill. While the Sith have been using holocrons for thousands of years before the Jedi, by the time of the Prequel Era, both Orders were creating them. Sith holocrons are typically four-sided pyramids red in color, and Jedi holocrons are typically cubes blue in color.

- **Create -** Force Holocrons are created via the Ritual of Invocation.
- **Use -** Remove the contents only to read the Memory and discern the Bonus but keep the contents in the box. If you carry the Holocron with the contents inside on your person, you can use the Bonus(es). For Force Power Bonus(es), each use costs 1 FP regardless of Affinity.

- **Physrep:** Jedi Holocron and Sith Holocron. The Physrep must be 3 inches in length or larger.

**AMMUNITION**

Ammo is store-bought foam darts used in toy blasters. You may pick up ammo from the ground and reuse it with no limitations. Please take home the same amount of ammo that you arrived with, or less to account for loss and destruction. If you picked up more ammo than what you brought in, drop them off with Staff at the end of the game. If you have special ammo you don’t want other people to use, leave it at home. See **Weapons** for allowed ammo types.
**IG:** Blasters do not have unlimited ammunition! Charge cards are required for most blasters. They use a combination of Gas and Power to create a “bolt”. You will have to refresh your Blaster Ammo supply every 20-50 shots, depending on the weapon. These will cost 25 credits to purchase. You may only carry as much ammunition on you as you have available Power cards. These are tags that are stealable and re-sellable.

## Armor

Any character can wear up to **two** different armor types at a time (except Force Armour) and the Health bonus from each is added. FP penalties of

<table>
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<tr>
<th>Coverage</th>
<th>Light Armor</th>
<th>Medium Armor</th>
<th>Heavy Armor</th>
<th>Force Armor</th>
<th>Droids &amp; Armor</th>
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<tbody>
<tr>
<td>Armor must cover your torso front and back, shoulder to hips. All other pieces are costume unless otherwise granted Armor status by effects described herein.</td>
<td>Bonus: Health Rating increases by 2  Restriction: none  A shirt made of leather or equivalent material that looks like leather such as Naugahyde, vinyl, leather fabric, or leather imprinted craft foam.  Thick heavy-duty canvas is accepted in place of leather only in the form of flight suits and tactical armor.</td>
<td>Bonus: Health Rating increases by 4  Restriction: using Force Powers, Rituals, and Relics costs +1 FP  <strong>Chain</strong> - A shirt with rings made of metal, plastic, or other equivalent material that looks like metal, or could be made of metal. Colored and clear plastic rings are allowed. Chain also includes scale mail.  <strong>Brigandine</strong> - Combination of leather shirt with small plate pieces either sandwiched between the leather, or attached to the underside or outside. See Light and Heavy for material descriptions.</td>
<td>Bonus: Health Rating increases by 6  Restriction: using Force Powers, Rituals, and Relics costs +2 FP  Plate armor consists of large plate pieces, either two large pieces or several smaller ones, that cover the front and back by butting or overlapping so as not to be confused for Brigandine or Scale mail. Plate must be made of metal or other equivalent material that looks like metal such as stiff plastic, hardened leather, EVA foam, thick hardened cardboard, or other similar stiff or hardened materials.</td>
<td>Bonus: Health Rating increases by 2 bracers / 4 mantle / 6 combined  Restriction: You must have the Force Armour skill  The Force Armor Power increases your Health Rating while wearing a plate mantle and/or plate arm bracers that are normally considered costume only. Only one set of Force Armor can be worn at a time and are additions on top of standard light, medium, or heavy armor.</td>
<td>While Armor is not designed for Droids, Droids can still wear it. Armor must follow the same rules described above and be worn <strong>over</strong> your Droid costume as an additional separate removable piece.  Droid costumes do <strong>not</strong> count as Armor. For it to count as Armor, you must be wearing a Droid costume looking like a mechanical person underneath the Armor if it is removed from your person during game-play.</td>
</tr>
</tbody>
</table>
the heaviest armor applies. Each armor type is a separate piece. Armor can be made of any material as long as the finished product looks real, see the examples below. This Armor is tagged and cost Credits to buy. You can find the price list [here](#).

**How Armor Works**
Armor increases your Health Rating giving you more Health Points thus allowing you to take more damage before Knock Out. These additional Health Points are healed with Health-curing effects as normal. Adding Armor does not change your current HP, needing a Health restorative to bring the points up to the new Rating. Removing Armor lowers your HP only if it is currently higher than the new Health Rating after the Armor is removed.

**Augment**
Any character can use an Augment that is ‘installed’ or ‘implanted’ via a Cyberneticist or Droid Mechanic, respectively. There is no limit to the number of Augments you can wear on your person except that you can wear only one Augment per area (head, hand, arm, chest, legs). See Augments.

**Blaster, Foam Dart**
**Method:** Projectile
Only characters with the Blaster or Blaster Artillery Skills, or the appropriate Augment, can use a Blaster to fire foam darts. See Weapons. **Blasters will be Chronoscoped when you bring them to event. Any speed over 100 FPS (Feet per second) will be either monitored by the Marshals closely or not allowed. If they are over 110 FPS, they will not pass safety inspection.**

**Bottle**
Any character can use the contents of a Tagged Bottle or syringe. Use any container designed to hold liquid as a Physrep for the appropriate Tag, or a fake syringe. Bottles must be 1.5 inches or larger. You can attach one Tag, or multiple Tags of the same type, to one bottle, attaching the Tag(s) to the outside, or stored inside, to be easily removed. Transfer Tags between bottles by ‘pouring’ liquid. Please ensure your bottle or syringe are not shatterable. Glass, pottery or any frail item that can break under a hit, or when dropped, are not allowed in the play field.

**Bow and Arrow**
**Method:** Projectile
Only characters with the Archery Skill may use a bow to fire boffer safe arrows. See Weapons.

**Communications**
Any character can use a walkie-talkie, smartphone, tablet, etc. to communicate with other characters as well as access the Intergalactic Bank (IGB), Holonet News, or other websites built for In-Game use. Additionally, information regarding Alien, Droid, and Human species as well as historical events pre-23ABY from the Wookiepedia may be used In-Game.

- **Datapad** - a smartphone, tablet, or laptop.

**Currency**
There are numerous forms of currency across the galaxy, but the Galactic Credit of the Republic is recognized in the game. All characters have an Intergalactic Bank account beginning with 2,000. Credits will be tracked on our spreadsheets until such time as we get our online database up and running. Credits are used for a variety of purchases of IG goods and services from other characters, the SliceWare, and the Item Store (for characters with Tag-producing Skills).

- **Credstick** - a Credstick is a Credit in physical form represented by tSC-provided business cards. Visit the IGB Bank Teller, an NPC character, during event to withdraw or deposit Credsticks. The Bank Teller is the only means to deposit Credsticks into your IGB account for Item Store use as Logistics does not accept Credsticks for Tags. You may take Credsticks home, but tSC is not responsible for lost, stolen, or damaged Credsticks.

- **Stipend** - a salary of 500 Credits is paid to all characters registered for an event.
check in at Logistics and Logistics hits the Confirm button for your registration, the Stipend is automatically deposited to your registered character’s account. You can spend the Stipend in the Item Store at the event you receive it, or you can save it for that purpose after the event.

Nova Crystals: These are special rewards given to players for donating to the LARP. Either from time spent creating the story, Physreps and more, or donating cash and/or items requested to help with the immersion of the game. They can be spent for special items, rare rewards, special skills and even personal quest lines. Nova Crystals are personal. They cannot be traded, bought, sold or gifted from one player to another. Each player may spend these on any character they play and are not tied to a specific character. Players can pool their Nova Crystals to purchase big items such as Starships or their system upgrades. Nova Crystals have a 10:1 ratio (1 Nova Crystal is worth 10 Credits)

Equipment

Any character can use Equipment items unless otherwise described in the item’s description. There is no limit to the amount of Equipment you can carry on your person except the physical limitations of the Physrep. See Equipment.

Locks

There are three types of Locks; the electronic Security Lock, the mechanical Padlock, and the Door Lock. Each type of Lock is assigned a number, and any Keycard or Key with that number may be used to open the Lock. Locks can be ‘hacked’, ‘picked’, or ‘forced’ open via various means described herein.

Security Lock: Use an appropriately themed Tagged box (sized 6 inches by 6 inches by 2 inches, or larger), such as this example, but with a light and on/off switch for the light, for the following:

- Mount the Physrep on a door just above the handle to secure the door. The Lock’s Keycard is required to pass through the door from the locked side, while a Keycard is not required to pass through from the other side. You can lock only one side of the door.
- Mount the Physrep on a wall at shoulder level next to doorframe with a Particle Shield Physrep to secure the Particle Shield. Place a note on the outlet where the Particle Shield is plugged in to inform Players that there is a Security Lock on the shield to disable.
- Mount the Physrep above the outlet where a Ray Shield or Containment Field is plugged in to secure the fields.
- Mount the Physrep on an In-Game container to secure the container.
- Use the appropriate Keycard to ‘swipe’ it at the Lock Physrep to turn the Lock’s light on or off. While the light is off, you can pass through the doorway, or open the container, or turn off shields.

Door lock: Place a Lock Tag above the door handle on the side you wish to ‘lock’. A Tagged Key is required to pass through the door from the locked side, while a key is not required to pass through from the other side. You can lock only one side of the door.
Padlock: Use an appropriately themed real/fake Tagged padlock to lock an IG box. Embedded box locks can be Tagged as well. A Tagged Key is required to open a box and only one on a box at a time. LAIRS Inc can create a 3D printed lock and key at a cost of $10 (to cover costs of printing).

**MELEE WEAPON**

Method: Melee

Only characters with the appropriate weapons Skill may use a melee weapon (Weapons) allowed by the character’s Skill. This is a catch-all for swords, knives, polearms, axes, battle hammers, Electro- and Vibro- weapons, Lightsabers, and the like.

**PIPE FOAM**

Method: Melee

Only characters with the Brawling Skill can use these foam pipe insulation pieces as a weapon representing your Fists. See Weapons.

**REAL ELECTRONICS**

You can use any real electronics and gadgets that are not listed herein, such as alarms, motion detectors, binoculars, and night vision goggles. Foam dart shooting robots are allowed, see Weapons. These electronics do not require any Skills, just turn them on and off as they are designed. Strobe lights are not permitted.

**RECHARGE AREAS**

A Recharge Area is a place where characters go to restore Force points. There are two Recharge Areas; the Temple for Aliens and Humans, and the Charging Station for Droids. These areas cannot be moved, altered, or stolen once set by Staff. Each Recharge Area will be in a designated building or area with a box marked with the appropriate symbol below. To restore FP, put Currency, or any type of Tag (not Physreps) into the box and regain Force Points at the rate of 1 FP per 100 Credits. Tags are converted to Currency as listed in Character i.e. a Security Lock restores 2 FP. Once Currency and Tags are put in the box, they are OOG and cannot be recovered or used in any way during the game. Do not destroy Tags, as they can be recycled into the game via Logistics/SC’s when they empty the box at the end of the event.

**RELICS**

Any character can use a Relic, a Force-imbued item, except where notated in the Relic’s description. There is no limit to the number of Relics you can carry on your person except the physical limitations of the Physrep. To use a Relic, the Tagged item must be worn appropriately or carried in your hand, then follow the directions in the Relic’s description. Using a Relic costs 1 FP if you have the Force-sensitive Skill (regardless of your Path), or 3 FP for non-Force users. Relic descriptions.

**SHEilds**

Energy Shields have been in Star Wars for a very long time. One thing we have learned is that shields are nearly “game breaking” as they are immensely powerful versus a Blaster dart. Therefore, all Shields can only resist 20 damage from Blasters and Lightsabers until they are rendered inactive and must be repaired or recharged. Shields can block against any other mundane attack (melee weapon) with no damage to them. As well, you can only use a one-handed pistol or melee weapon if you have a shield active. You may not hold anything in the same hand as the shield. If you do, the shield is considered inactive and may not be used to block any attacks.

**THROWING WEAPON**

Method: Projectile

Any character can use throwing weapons such as foam bricks, rocks, sticks, cups, and the like to inflict Projectile damage. See Weapons.
WEAPON PYSREP
OVERVIEW

ALL WEAPONS MUST PASS A SAFETY INSPECTION EACH EVENT.
Safety inspections are held by the Physrep Safety team in the Logistics area while Logistics is open. Approved weapons will be marked in some fashion, and any weapon without that mark cannot be used in the game.

All weapons and shields must be DRY during use at an event. Paint, adhesive, sealant, and lubricant cannot be done at event as they cannot get on other participants in any way, specifically in the eyes and on costumes. Repairs to weapons and shields may be allowed but must be approved by Physrep Safety Staff both prior to and after the repair is made.

Combination Weapons - No two weapons can be combined unless a store-bought weapon is designed to do so out of the box. Thus, bayonets and ‘gun-blades’ are not allowed and neither is taping two blasters together but attaching two Nerf blasters with their tactical rails as Hasbro designed is allowed.

Referring to “realistic” weapons and equipment: By that we mean for the “setting of Star Wars”. Referencing artwork, pictures, Pintrest etc. If you think your weapon or equipment will not fit in with the immersion we are trying to create, it is best you leave it at home, or be prepared to have a back up for it.

Loan Weapons - The game will not be able to loan weapons to you. We can teach you how to make your own weapons! Get started at Plastidip Artists Facebook group.

ARCHERY

- Any bow and/or arrow from Professional LARP weapon manufacturers Calimacil, Palnatoke, Epic Armory, IDV, and Windlass are allowed.
- Bows are any real straight bow, from any store, with a 26 pound pull or less.
- Arrows must be made by a Professional LARP weapon manufacturer above.
- As an alternative, NERF bow and arrows can be used instead of a real bow and boffer arrows.
- As well, Boffers and packet arrows can be used as an alternative.

NOT ALLOWED

- Compound bows, real crossbows, and crossbows found on the LARP equipment websites.
- Homemade arrows.

BLASTERS

- Nerf, Air Zone, and Buzz Bee are the only brands allowed.
- Blasters, including the Star Wars Nerf weapons, must be painted. Black or gray for the simplest, but more decorative realistic paint work of any color scheme that fits the Star Wars theme is highly encouraged. An orange tip is allowed, but not required. For the Star Wars line (the white and black), please paint over any logos and the orange parts.
- Blasters must shoot one foam ammo per trigger reset regardless of how the toy works to shoot the dart (flywheel, spring, battery operated, etc.) unless they are in the Artillery Category.
- Blasters may not have a speed of over 110 FPS. They will be automatically rejected.
Blasters with a speed above 100 FPS will be monitored by the Marshals. If they prove to be “overpowered” and a detriment to the game, they may be removed at their discretion.

- Functional parts must remain original and within the original toy shell (the parts cannot be removed and placed in a custom shell).
- Decorative modifications are allowed. You can customize stocks, handles, and barrels as well as add custom decorative pieces.
- Light and audio modifications are allowed. Please ensure any lighting does not blind players.
- Minor upgrades to the weapons are allowed. Such as: Improving the battery, modifying the spring (max 6kg) or adding metal internal parts.

The Basic rule for modifications is this: If you will let us shoot you point blank in the head from 10’ or less away, and you think the shot is not too hard, you can use it.

- We have the absolute right, and duty, to refuse ANY modified weapon at any time, even if it has already passed inspection. If we determine that the weapon is too overpowered, we can, and will remove it from game.

**NOT ALLOWED**
- BoomCo, Australian Nerf, and homemade blasters.
- Unpainted blasters.

**AMMUNITION**
- Nerf, Air Zone, Ekind, Koosh and Buzz Bee are the only brands of ammo allowed.
- Standard darts, mega darts, elite missiles (these are Grenades as described in the rulebook), mega missiles, ballistic balls, Rival Rounds, and Nerf arrows are the only ammo types allowed.

**MELEE WEAPONS**
- Measurements: 10-inch minimum ‘blade’. 12 - 80 inches overall length. Weapons with an overall length of 50 inches or more must be made by a Professional LARP weapon manufacturer or approved “foomsmithe”.
- Any weapon from Professional LARP weapon manufacturers Palnaitoke, Epic Armory, Mithryl and Windlass are allowed noting the Measurements above.
- Homemade weapons are allowed with the following specifications:
  - Realistic latex or plastidip style construction and coloration.
  - Core: Polycarbonate, fiberglass, or graphite, as found as kite spar or a graphite golf club.
  - Foam: any closed-cell foam that is soft enough to cushion a strike, yet hard enough as to not feel the core when squeezed. The foam must be at least a half inch thick around the core, and extend at least two inches from the tip.
  - Pipe foam insulation with an open cell foam tip can be used for staff, hammer and axe shafts, and non-light up lightsaber blades. Cover the entire blade length in a single layer of two-millimeter craft (fun) foam and coat with plastidip.
  - Crossguards must be coreless foam.
  - Handles and pommels can be plastic, metal, foam, leather, cloth, or sports grip tape if the finished piece is firmly attached to the core, smooth, rounded, and does not have any sharp or pointed edges.

**NOT ALLOWED**
- Disks, homemade ammo, and any other ammo not listed above.
Light-up weapons are allowed with the following specifications:
  o Professional LARP weapon manufacturer and homemade as described above.
  o External lighting is limited to the pommel, handle, and crossguard areas only. Please ensure lighting is not blinding to other players.
  o Internal lighting for glowing blades is allowed needing a clear polycarbonate core and a soft foam that allows the light through around the core coated in clear plastidip.

**LIGHTSABERS**

- Lightsaber blade colors: red, orange, yellow, green, blue, and purple. White is designated for light up lightsabers meaning the weapon is turned off. No other blade color is allowed.
  - Lightsabers must also have a Proper designed handle. This means you cannot take a regular LARP sword, paint the blade and call it a lightsaber. You can get handles 3D printed, or done through a professional service such as Saberforge or Ultrasabers.
  - Calimacil is producing “Foam LED Sabers” that have lights and sounds, but they are very pricey.

**NOT ALLOWED**

- Nerf melee weapons and Hero’s Edge weapons.
- Most Calamicil melee weapons. Some exceptions may happen, but it is not the norm.
- Unrealistic weapons that do not fit the theme of the game.
- Duct tape and/or cloth covered weapons.
- Structurally modified Professional LARP weapon manufacturer weapons.

**SHIELDS**

- Measurements: Round shields to a maximum of 26” diameter. Square shields must fit completely within 24”x36” template.
- Any shield from Professional LARP shield manufacturers Calimacil, Palnatoke, Epic Armory, and Windlass are allowed noting the Measurements above.
- Homemade shields are allowed with the following specifications:
  - Realistic latex or plastidip style construction and coloration.
  - Core: thick corrugated cardboard, non-brittle clear acrylic sheet, foam board (double layer), and plastic from storage bin lids and sleds.
  - Foam: all edges require a closed-cell foam trim extending at least one inch from the edge of the core. Pipe foam insulation is not allowed unless it is an intended part of the shield’s aesthetic look and design. The preferred trim is two half-inch thick closed-cell foam strips, a minimum two inches wide, that sandwich the edge of the core leaving at least one inch of foam width extending from the core edge.
  - Foam is not required on the shield face, EVA, blue camp mat foam, and craft (fun) foam are the only types of foam allowed.
  - Lighting can be placed anywhere except along the edge. Please ensure lighting is not blinding to other players.

**NOT ALLOWED**

- Duct tape, packing tape, fun noodle, and cloth-covered shields.
- Unrealistic shields that do not fit the theme of the game.
- Structurally modified Professional LARP shield manufacturer weapons.
**THROWN WEAPONS**

- Measurements: 4 to 20 inches in overall length.
- Any throwing weapon from Professional LARP throwing weapon manufacturers Calimacil, Palnatoke, Epic Armory, and Windlass are allowed noting the Measurements above.
- Nerf Elite Missile can be used to represent Grenades.
- Homemade throwing weapons are allowed with the following specifications:
  - Realistic latex or plastidip style construction and coloration.
  - Core: Cannot have a core of any kind, but can be weighted with up to 10 pennies.
  - Foam: a soft closed-cell foam that allows a finger to be pressed into it, yet spring back into shape.

**NOT ALLOWED**

- Boffers aka duct tape, packing tape, fun noodle, and cloth-covered weapons are not allowed.
- Unrealistic weapons that do not fit the theme of the game.
- Structurally modified Professional LARP throwing weapon manufacturer weapons.
- Light and sound modifications.

**FIST WEAPONS**

A fist weapon is simply a 12 - 20 inch section of pipe foam insulation that must remain its normal dark gray color. Therefore, paint, coverings, and decorations of any kind is not allowed.

**PACKETS**

A cloth filled with “small” birdseed: Use a piece of cloth (roughly) 6-8” squared in size, a rubber band, and bird seed that does not contain corn or sunflower seeds. Insert 1 or 2 tablespoons of birdseed into the center of the fabric, lift the edges, and seal closed with a rubber band. The packet should be soft and pliable.

- For Powers only, you can use Elemental balls or custom-made foam to suit the Power, such as a lightning bolt. These must be made the same way as Throwing Weapons and can be colored appropriately to match the Power.

**ANIMATED REMOTE CONTROLLED**

You can use remote controlled; toy vehicles, non-sentient droids, droids that cannot be played by a player, and foam dart shooting turrets. Drones can be mounted with foam dart shooters, cameras, night vision, and distraction sounds, but not melee weapons or strobe lights. All drones must be ground vehicles, never flying, and approved by Safety Staff before being used in the game.

**ANTAGONISTS**

**FORCE GHOST**

A Force Ghost is the spirit of a Force-sensitive who learned the Force Ghost Ritual before they died. Both Dark and Light side Force-users can become a Ghost, yet do so for different reasons. Light Side spirits tend to act as mentors to the future generations, lingering to provide guidance in the Force as they have learned. Many tend to assist their living children and grandchildren who have shown abilities in the Force. Dark Side spirits are manifestations of their hate and anger fueled hotter by their death. The only reason a Dark Sider
becomes a ghost is to cheat death, and thus always seeks for a way to return to the living and exist as they did in life. Dark spirits can teach the ways of the Force if they wish or are otherwise coerced by an ambitious Force-user. Read more.

Character Creation: a Force Ghost is created via the Force Ghost Ritual only. Logistics will mark your character as a Force Ghost in the online Character Manager. This function freezes your character preventing you from spending Player Points on the character, and removes without Point refund Skills, Techniques, and Powers that your character cannot use. Force Ghosts can only use Force Skills, Force Techniques, and Force Powers, that are NOT Action, Damage, Disease, or Status.

Abilities: as intangible spirits of the Force, Force Ghosts possess the following attributes:

- Intangible - A) without costing FP, say “Resist” to ignore the last Status or Damage, except Fire and Lightning, attack that hit you, B) without costing FP, ignore any Lock on a door to open and close the door, C) you cannot carry or use Armor, weapons, and Tagged items, and D) you cannot touch anything or anyone, including the use of the Touch Delivery Method.
- No Death Count - after the 10-minute Knock Out duration, immediately go OOG to character switch. The character cannot be played again.

- Fire and Lightning Susceptibility - Spend 1 Force Point and say “Resist” to ignore the last Fire or Lightning Damage attack (ex: “4 Fire”).

Costume Requirement: Force Ghosts may appear as they did when they died including the wounds of how they were killed, or as they did before injury or illness. All Ghosts are pale and gaunt, requiring makeup to represent this.

PHANTOM

A Phantom is a creation from the Dark Side of the Force given tangible form and temporary life by its Dark Side master. Generally, a Phantom is created for a variety of reasons from attacking opponents to simply delivering a message. When a Phantom is created, it is free to act as it wishes, including attacking its creator, unless issued verbal commands by its creator that must be obeyed (see Creator Commands below). The continued existence of a Phantom is not tied with its creator, thus Phantoms often strive for freedom from the only person who has ultimate control over them. Phantoms develop their own personalities when they are created, and possess a dark intelligence often used to further its own selfish, Dark Side-aligned desires. With free will and a sense of self-preservation, Phantoms may choose to work with or plot against their creator.

Character Creation: a Phantom is created via the Phantom Force Power only. A Phantom is Mastery 5 with the same Skills, Techniques, Force Powers, and Ability as its creator with the noted exceptions (see NOTE). These are recorded on paper, along with the event date and creator character’s name, for the Phantom player to carry on their person. NOTE: Phantoms cannot have the Phantom Power, the Revitalize Power, and the Group Counseling Skill as Phantoms cannot create other Phantoms or restore FP for others.
Creator Commands: a Phantom’s creator can issue infinite open-ended commands without costing FP that expire when completed or otherwise specified in the command. Any active Mental effects on the Phantom overrides all creator commands for the duration of the Mental, with any previous ongoing commands resuming thereafter. Creator commands may lead to the Phantom’s death, and are open to interpretation by the Phantom player (ex: with a simple command like “Kill that Jedi”, the Phantom can choose how, when, where, and even snitch the impending murder attempt, because those were not explicitly covered in the command).

Abilities: as solidified creatures of the Dark Side, Phantoms possess the following attributes:

- **Drain Immunity** - without costing FP, say “Resist” to ignore the last Drain effect that hit you. All Drain attacks must be resisted, you do not have the option to allow it to work on you.
- **No Death Count** - after the 10-minute Knock Out duration, immediately go OOG to character switch. All Tagged items carried on your person are destroyed as the Phantom violently returns to the Force. Either turn the Tags into SC Camp for reuse, or tear the Tags up and throw them away.
- **Fire Susceptibility** - when struck by a Fire effect, as denoted in the FX Call such as “4 Fire”, that is not resisted, Phantoms suffer double the damage. Ex: if you are struck for 4 Fire and do not resist it, you take 8 Damage.
- **Limited Lifespan** - a Phantom that survives until the end of the event it was created, violently returns to the Force. All Tagged items carried on your person are destroyed. Either

Costume Requirement: a Phantom can form into any Alien or Human the creator wishes, but the Phantom is devoid of color and appear as a pitch black shadow. Use the appropriate makeup and costuming to represent this.
The Saga Continues will be using the Artemis Bridge Simulator. This allows our players to take control of Freighters, fighters and eventually Capital Ships. Information on the actual game can be found at http://artemis.eochu.com/ and there is a great walk through tutorial (although it is 3 years old) on YouTube here.

This allows us to have players have direct control over the space above them, and gives them something to virtually do when they hop from planet to planet. This also opens up players to purchase ships! We have ways to modify the Artemis system to allow for players to control ships such as the YT-1300, the Correlian Corvette, X-Wings and much more. We will have special missions for players to attempt during events. Players can be killed if their ship is destroyed.

The Artemis system is 6 (or more) linked computers that simulate stations onboard a ship. Some ships will require a player to run multiple stations at once, while others will have a full crew and a compliment of fighters. Players will split their time between running an Artemis simulation and then coming into Monster Camp to help the plot team with other scenarios. If you do not wish to be in Monster Camp, you may not participate in Artemis scenarios.

To help our players out a bit, we will be using a “Rank” system for players to express in game terms how competent and confident they are regarding the Artemis and its specific stations (Helm, Weapons, Captain, Engineer, Comms and Science). Some players will come into game with a bit more experience than others, but being able to express your skills to them should be done in game. Do not concern yourself with the actual titles until such time as you become an “Officer”.

Technically, any player that purchases a cargo ship or larger gains the title of “Captain”. That does not mean they are the best around though.

Every player will gain a “Rank” in each area to allow each other an In-Game Way of explaining how “competent or confident” they are at each Station.
To get to the “Officer Grades” a player is required to be competent in all the stations (in other words, understand each station, and be able to teach others how that station works). Once a player is in an officer Grade, they can specialize in whichever station they enjoy the most. We hope this will allow players to help each other out and learn the Artemis system.

Players will receive their rank based on performance and review by PLOT and their PEERS. Some players will move through the ranks rather quickly, based on previous experience. This in NO WAY means that you cannot participate in Artemis sims if you have a low rank! That is for the players to discuss and sort out in game.

Rank Structure:

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<tbody>
<tr>
<td>Cadet Recruit</td>
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<tr>
<td>Cadet Apprentice</td>
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<tr>
<td>Cadet Ableman</td>
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</tbody>
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<table>
<thead>
<tr>
<th>Non-Commission Officer</th>
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<tbody>
<tr>
<td>Petty Officer</td>
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<tr>
<td>Petty Officer 1st Class</td>
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Ranks above “Captain” are reserved for NPCs and eventually, players, if they so choose to follow the “Galactic Republic” Faction, or, possibly, the Imperial Remnant faction if that is introduced into the Saga Continues. We hope that this system allows players to feel progression within the Artemis structure and not a detriment. If, at any time, players feel this system needs revision, we will most certainly be open to changes.
Please note: We have a “Big List” of items in the back of the book. Not all items have a description here as many are self explanatory. Only those that have FX calls are listed here.

**Augments**

An Augment is a mechanical part implanted in an organic being, or installed on a Droid, to provide the use of Skills, Techniques, and Powers without requiring any prerequisite Skill. Any character can use any Augment, but the part must be implanted/installed via the Cyberneticist or Droid Mechanic Skill respectively. Augments are removed only via the Cyberneticist or Droid Mechanic Skill respectively, however you can remove the costuming for comfort while sleeping. Augments purchased via the Item Store before the character has been played come installed in the character, should you choose, at no cost.

Not to be confused with synthflesh prosthetics designed to replace a lost limb and look normal, Augments are bulky, metal, and obvious. Thus, costuming must appear mechanical and machined. Augment costume/Physreps must be appropriately Tagged, and worn on your person where it is visible, or easily made visible, as described to gain the benefit. Costume requirement descriptions are the minimum, but you are free to elaborate on your costume piece.

**Augment Locations**

You can wear only one Augment per Location:
- Head - from the collarbone up
- Chest – collarbone to bottom of ribs
- Waist – bottom of ribs to hips
- Arm – shoulder to wrist. Each arm is a separate location.
- Hand – wrist to fingertip. Each hand is a separate location.
- Leg – knee to ankle. Both legs are counted as one location.

The Augment descriptions will further define the costume requirement and where/how to wear it.

**Augment**

**Adrenaline Implant**

**Method:** Touch

SFX Call: “Action, add 1 minute to the Knock Out count”

Use the Method, spend the appropriate FP, and say the FX Call to extend the current Knock Out count for yourself, or another character, by 1 minute. You can use this on yourself while Knocked Out.

Costume requirement: A 4”x4” inch minimum sized electrical or digital box or flat panel with a RED electrical wave like a heart monitor painted on the front. The Physrep is then attached to the Chest area, where it can easily be seen, either directly to your skin or on a layer of your costume.

**Advanced Combat Arm**

While this Augment is installed and without costing Force points, you can use the Weapon Expert Technique. You must use the weapon in the hand side this Augment is installed. Ex: if the Arm is the right arm, use the right hand.

Costume requirement: A robotic Arm.

**AJ^6 Cyborg Implant**

Designed to be installed in organic beings, the AJ^6 allows you to use Programs that gives you the use of additional Skills and Techniques. See Program in Equipment.

Costume requirement: A 2”x2” inch minimum sized electrical or digital box or flat panel with up to 2 slots that a Program USB can be plugged into. The Augment Physrep is then attached to the lapel of the Chest area, or the Head area.
**Amplify Blaster Hand**

**Method:** Projectile (Blaster only)

**FX Call:** "X"

This does not grant the use of a Blaster, but when you one in this Hand, it ‘plugs’ into the Blaster’s power cell allowing you to spend 1 FP, and say the FX Call to increase your base damage by 4 where X is the new damage amount of your next strike. This cannot be combined with Damage-increasing effects from other sources.

Costume requirement: A robotic Hand with a 2 inch diameter SILVER craft foam circle attached to the palm.

**Auto-Injector Hand**

**Method:** Touch

**FX Call:** "X"

This Hand allows you to use an Ingested-method Consumable repeatedly by spending 1 Force Point per use instead of destroying the Tag. Use the Method, spend 1 Force Point, and say the FX Call where X is the FX Call of the effect. The Consumable’s Tag must be attached to the Hand next to the Hand’s Tag. You can change Consumables by removing and destroying the old Consumable Tag, and replacing it with a new Consumable Tag.

Costume requirement: A robotic Hand with a CLEAR tube or hose on each finger running on top from fingertip to wrist. Optional soft ‘needles’ may extend from the fingertips.

**Bio-Scanner Eyes**

**Method:** Scan Gesture

**FX Call:** “Scan X”

Use the Method and say the FX Call where X is a question below that does not cost Force Points to ask.

- Species - “Scan, what Species are you?”
- Health - “Scan, how many Health points do you have?”

**Boosted Reflexes**

Defense against: Drain, Damage

**FX Call:** “Resist”

Spend 1 Force point and say the FX Call to ignore the last Drain attack, or normal Damage attack (ex: “2”), or modified Damage attack (ex: “4 Fire”) from any melee or projectile weapon. Damage combined with Mental or Status effects (ex: “Status agonizing pain 2”) cannot be resisted.

Costume requirement: A metallic disk the size of a quarter attached to either temple of the Head. Using makeup, draw a black line from the disk to the outer corner of the eye, then another black line across the bridge of your nose connecting the inside corners of both eyes. Optionally, you may trade the black lines for cybernetic looking contacts, or you may wear electronic looking goggles at all times instead of the disk and makeup.

**Crushing Hand**

**Method:** Touch or Status Gesture

**FX Call:** “Status, your X is unusable”

Use the Method, spend 1 Force Point, and say the FX Call where X is a single limb (arm, leg, finger, hand, etc). This will temporarily disable an Augmented limb preventing the use of its effect. You cannot use this on yourself.

Costume requirement: A robotic Hand.

**Electrical Wiring**

Defense against: Action, Status

**FX Call:** “Resist”

Say the FX Call and spend 1 FP to ignore the last Action attack, or normal Status attack (ex: “Status agonizing pain”), or combined Status attack (ex: “Status agonizing pain 2”), that struck you.
Costume requirement: Exposed wiring running vertically around your Waist (use C3-PO as an example).

**Lifeforce Stealer Hand**

**Method:** Touch

**FX Call:** “Drain health 2”

Without costing FP, use the Method and say the FX Call to inflict 2 Damage to the character. You instantly restore 2 HP regardless of the actual amount of Damage the character takes. This does not work if the target character does not have any remaining Health Points.

Costume requirement: A robotic Hand with a pointed metallic fingertip on the index and pointing fingers. The fingertips must be foam.

**Magnetized Hand**

Defense against: Fumble

**FX Call:** “Resist”

While holding a single item in this Hand, spend 1 Force Point and say the FX Call if struck by a Fumble attack, or if a player attempts to remove the item from your hand.

Costume requirement: A robotic Hand with a 2 inch diameter BLACK craft foam circle attached to the palm.

**Magnetized Plating**

Defense against: Thieving

**FX Call:** “Resist”

This Augment prevents any Tagged item carried in pouches on your belt from being stolen. Spend 1 Force Point and say the FX Call and do not reveal the Tagged item(s) when you are the target of ‘Action, I am searching your person’. The Tagged item(s) can only be removed from the pouch by you. Loose Tags without Physreps and Physreps without Tags are still subject for theft.

Costume requirement: Exposed metallic plating around your Waist. Pouches can be any size, but must be worn on a belt around your waist over the Augment costuming.

**Psicom 1260 Interface**

**Method:** Touch or Mental Gesture

**FX Call:** “Mental telepathy” or “Mental Droid telepathy”

Use the Method, spend 1 Force Point, and say the FX Call to speak ‘telepathically’ with up to two characters where each of you holds up the Mental Gesture and speaks in a whisper until you lower the Gesture. The conversation is OOG for everyone else. You can also use this telepathy with a Droid by saying the second FX Call.

Costume requirement: A 2” x 2” inch electronic or digital box or flat panel with a cord, wire, or hose attached. The Physrep is then attached to the back or side of the Head and the cord must be held by your target(s) while communicating with this ability.

**Repulsor Hand**

**Method:** Projectile (packet)

**FX Call:** “Action, knock back”

Use the Method, spend 1 Force Point, and say the FX Call to make the opponent immediately take 3 steps back. If the Player was in mid-swing and strikes you anyway, ignore the hit. You cannot use this on yourself.

Costume requirement: A robotic Hand with a 2 inch diameter WHITE craft foam circle attached to the palm.

**S-Comp Link Implant**

An S-comp Link allows you to ‘plug’ into a Security Lock to control the lock and accompanying switches without requiring a Keycard. Hold the end of the S-comp Link cord on the Security Lock for 10 seconds, and then flip the switch on or off. Each operation of the switch requires a 10-second count.

Costume requirement: A 4”x4” inch minimum sized electrical or digital box or flat panel with a cord connecting to a Physrep that resembles a S-comp Link. The Augment Physrep is then attached to the Chest area.
where it can easily be seen, either directly to your skin or on a layer of your costume.

**SHATTER HAND**

**Method:** Touch

**FX Call:** "Action shatter"

Use the Method to touch or hold a Tagged item for 10 seconds. Then spend 1 Force point and say the FX Call to remove the Tag from its Physrep and destroy the Tag.

Costume requirement: A robotic Hand.

**SHOCK HAND**

**Method:** Touch or Status Gesture

**FX Call:** "Status paralyze"

Use the Method, spend 1 Force point and say the FX Call to prevent the opponent from moving. The character can speak and use effects that do not require movement. Additionally, you can choose to keep the opponent paralyzed for as long as you wish by holding up the Status Gesture as per the Focus Skill. You cannot use this on yourself.

Costume requirement: A robotic Hand with a BLUE tube or el wire on each finger running on top from fingertip to wrist.

**STIM HAND**

**Method:** Touch or Cure Gesture

**FX Call:** "Cure health 5"

Use the Method, spend 1 Force point and say the FX Call to restore the recipient’s Health points. You cannot use this on yourself or Droids.

Costume requirement: A robotic Hand with a 2” x 2” white or red craft foam medical-styled cross attached to the palm.

**STRENGTH ENHANCEMENT IMPLANT**

**Method:** Melee

**FX Call:** “X”

This does not grant this use of a Lightsaber, Fist, or Striking weapon, but when you use one in this Hand, this Arm allows you to spend 1 FP, and say the FX Call to increase your base damage by 4 where X is the new damage amount of your next strike. This cannot be combined with Damage-increasing effects from other sources.

Costume requirement: A robotic Arm.

**WETWARE**

Defense against: Scan, Mental

**FX Call:** “Resist”

Spend 1 Force point and say the FX Call to ignore the last Mental attack, or Scan effect, that hits you. Mental attacks combined with Damage (i.e. “Mental Silence 2”) can also be resisted. You can use this on yourself only. This is used by Droids to resist Mental attacks with ‘Droid’ in the FX Call.

Costume requirement: a silver or black 1 inch diameter circle on your forehead above each of eye. Use makeup/prosthetics to represent this.

**CONSUMABLES**

Any character can use any Consumable items unless otherwise described. Each use requires the destruction of the Tag. **All Consumable effects CAN be used on yourself unless otherwise specified.**

**AMNESIA**

**Method:** Ingested

**FX Call:** “Mental, forget the X 5 minutes”

Use the Method, destroy the Tag, and say the FX Call where X is either the ‘last’ or ‘next’ 5 minutes you wish the character to permanently forget as if it never happened.

Phyrep: a Bottle or a fake syringe, such as a novelty syringe pen.

**ANTI-TOXIN**

**Method:** Ingested

**FX Call:** “Cure status effect”

Use the Method, destroy the Tag, and say the FX Call to remove any Status effects currently inflicting the recipient. You can use this on yourself if your character is an Alien or Human. This does not work on Droids.
Physrep: a Bottle or a fake syringe, such as a novelty syringe pen.

**Antivirus Software**

Method: Ingested

**FX Call:** “Cure droid mental effect”

Use the Method, destroy the Tag, and say the FX Call to remove any Mental effect currently inflicting the recipient. You can use this on yourself if your character is a Droid. This does not work on Aliens and Humans.

Physrep: a ¾ inch by 2 inch minimum USB flash drive stick.

**Bacta Patch**

Method: Touch

**FX Call:** “Cure health 2”

Use the Method, destroy the Tag, and say the FX Call to restore 2 Health Points for the recipient. You can use this on yourself if your character is an Alien or Human. This does not work on Droids.

Physrep: a padded bandage 4 x 4 inches in size or larger.

**Banthazolate**

Method: Ingested

**FX Call:** “Mental, Berserker”

Use the Method, destroy the Tag, and say the FX Call to inflict the Berserker Technique on an opponent.

Physrep: a Bottle or a fake syringe, such as a novelty syringe pen.

**Conergin**

Method: Ingested

**FX Call:** “Mental, sleep”

Use the Method, destroy the Tag, and say the FX Call to induce a sleep on the recipient, which can be yourself, for 5 minutes or until you wish to awaken. Answer “Dead” to Scan inquiries on your status. You can be attacked that does not break the Power. Effects used on Death will not work, but HP and Force restoratives will.

Physrep: a Bottle or a fake syringe, such as a novelty syringe pen.

**Death Stick**

Method: Ingested

**FX Call:** “Mental daze 2”

Use the Method, destroy the Tag, and say the FX Call to inflict a trance-like state on the character and inflict 2 Damage. While unaware of her surroundings, the character is unable to speak or attack, but can defend. Death Sticks are considered illegal in most of the galaxy because they are addictive and after one use, your character will crave another dose before the end of the event.

Physrep: a Bottle or a fake syringe, such as a novelty syringe pen.

**Energy Cell**

Energy Cells are required to power certain Equipment items and Lightsabers as described. Any character can add or remove Energy Cells from the item it is powering.

Physrep: a flat card or disk 2 x 3.5 inches that can be attached to the Equipment Physrep.

**Explosives**

An explosive can be used on its own or with the Demolitions Skill. All Explosives have a switch to detonate (usually a buzzer or trip wire). You can purchase a timer to attach to the explosive instead of the trip wire. There are several types of explosives to choose from. The Physrep for explosives is as follows unless noted otherwise: EC - gray/brown foam block 4 x 4 x 1 inches legal for Throwing per Weapons. Concussive, Flash, Grenade (all) - foam grenade, or Nerf Elite Missile, legal for Throwing per Weapons

**Detonite**

Method: Touch

**FX Call:** “Action, shatter”

Attach the Detonite Tagged Physrep to the target Tagged Physrep for at least 10 seconds. Then say the FX Call and destroy the EC Tag to remove and destroy the Tag
from the target Physrep, effectively ‘destroying’ the item. Detonite is flexible and should be repped with either painter’s tape or rope/chord. Each charge of Detonite has a maximum length of 20 feet/ 6m. It will blast a hole in a regular building but will not cut through Hull plates on board a ship, or doors designated “blast doors”

**EXPLOSIVE CHARGE (EC)**

**Method:** Touch

**FX Call:** “Action, shatter”

Attach the EC Tagged Physrep to the target Tagged Physrep for at least 10 seconds. Then say the FX Call and destroy the EC Tag to remove and destroy the Tag from the target Physrep, effectively ‘destroying’ the item.

**CONCUSSIVE**

**Method:** Projectile (see Physrep below)

**FX Call:** “Action, knock back”

Destroy the Tag, use the Method, and say the FX Call to make the opponent immediately take 3 steps back. If the Player was in mid-swing and strikes you anyway, ignore the hit.

**FLASH BOMB**

**Method:** Projectile (see Physrep below)

**FX Call:** “Status blindness”

Destroy the Tag, use the Method, and say the FX Call to prevent the character from seeing. The Player is allowed to squint to see for safety reasons, but must otherwise act blind.

**GRENADE, ION**

**Method:** Projectile (see Physrep below)

**FX Call:** “Droid Stun”

**Duration:** 1 Minute

Destroy the Tag, use the Method and say the FX Call to inflict Stun Damage on a Droid or anyone with a Cybernetic Augment. The Grenade Tag can be attached to a coreless Grenade boffer, but destroy the Tag before throwing the Grenade.

**GRENADE, STUN**

**Method:** Projectile (see Physrep below)

**FX Call:** “Action Stun”

**Duration:** 1 Minute

Destroy the Tag, use the Method and say the FX Call to inflict Stun Damage to a non-droid character. The Grenade Tag can be attached to a coreless Grenade boffer, but destroy the Tag before throwing the Grenade.

**THERMAL DETONATOR**

**Method:** Projectile (see Physrep below)

**FX Call:** “10 Explosive Shatter”

Destroy the Tag, use the Method and say the FX Call to inflict 10 Explosive Damage plus the Shatter effect. The Grenade Tag can be attached to a coreless Grenade boffer, but destroy the Tag before throwing the Grenade.

**GLITTERSTIM**

**Method:** Ingested, then Touch or Mental Gesture

**FX Call:** “Mental telepathy”

Use the Ingested Method on yourself or another, destroy the Tag, and within 10 seconds use the Touch Method and say FX Call to speak ‘telepathically’ with up to two characters where each of you holds up the Mental Gesture and speaks in a whisper until you lower the Gesture. The conversation is OOG for everyone else. Glitterstim is considered illegal in most of the galaxy because it
is addictive and after one use, your character will crave another dose until the end of the event.

Physrep: a Bottle or a fake syringe, such as a novelty syringe pen.

**Infectious Disease**

Method: Ingested

FX Call: “Disease X”

Use the Method, destroy the Tag, and say the FX Call where X is the type of Disease inflicted on the recipient. The Tag will name the Disease you can inflict.

Physrep: a Bottle or a fake syringe, such as a novelty syringe pen.

**Inoculation**

Method: Ingested

FX Call: “Cure Disease”

Use the Method, destroy the Tag, and say the FX Call to remove all Diseases currently afflicting the recipient.

Physrep: a Bottle or a fake syringe, such as a novelty syringe pen.

**Lidocaine**

Method: Ingested

FX Call: “Status, your X is unusable”

Use the Method, destroy the Tag, and say the FX Call where X is a single limb (arm, leg, finger, hand, etc), including an Augmented limb and its associated effect.

Physrep: a Bottle or a fake syringe, such as a novelty syringe pen.

**Mangoriza**

Method: Ingested

FX Call: “Status agonizing pain”

Use the Method, destroy the Tag, and say the FX Call to make the character fall to the ground in agony. He can speak, scream and defend against attacks, but is unable to do anything else.

Physrep: a Bottle or a fake syringe, such as a novelty syringe pen.

**Spice**

Method: Ingested

FX Call: “Mental, illusion you see X”

Use the Method, destroy the Tag, and say the FX Call where X is an illusion the recipient will believe to be real. You can describe anything you wish such as a beautiful sunset or that everyone they see are monsters. The recipient can attack and defend as normal, and the Player is free to act out the illusion as she wishes. You can use this on yourself and decide your own illusion. Additionally, Spice is considered illegal in most of the galaxy because it is addictive and after one use, your character will crave another dose until the end of the event.

Physrep: a Bottle or a fake syringe, such as a novelty syringe pen.
**VECURONIUM**

**Method:** Ingested

**FX Call:** “Status paralyze”

Use the Method, destroy the Tag, and say the FX Call to prevent the character from moving. The character can speak and use effects that do not require movement.

 physicrepper: a Bottle or a fake syringe, such as a novelty syringe pen.

**ZIROXIN-12**

**Method:** Ingested

**FX Call:** “10 Poison”

Use the Method, destroy the Tag, and say the FX Call to inflict 10 normal Damage that cannot be modified by any means.

 physicrepper: a Bottle or a fake syringe, such as a novelty syringe pen.

**EQUIPMENT**

Any character can use Equipment items unless otherwise described. **All Equipment effects CAN be used on yourself unless otherwise specified.**

**AUGMENT INHIBITOR**

**Method:** Bindings as per Detaining a Character page 9

**FX Call:** “Action, cannot use Augment effects while worn”

Without costing anything, these Bindings prevent the character from using the Escape Skill and any Augment effects until the cuffs are removed or can be dropped.

 physicrepper: a pair of fake handcuffs or shackles.

**BATTLE ARMOR**

Without costing anything, this Heavy Armor has been reinforced with an electrical field for a greater density without the added weight. Battle Armor increases your Health Rating by 8, and otherwise follows the same rules as normal Heavy Armor, including increasing the cost of using Force Powers.

 physicrepper: Heavy Armor, as described in Armor, with a light-up panel on the chest area.

**BUZZ SAW**

**Method:** Melee

Requirement to use: Striking Weapon Skill. Hold the weapon in your hand, or carry it on your person, and the saw can ‘cut’ through Bindings allowing you drop them at any time without costing anything.

 physicrepper: a circular or chain saw styled foam weapon 16 to 40 inches in overall length. Saw blade example.

**CONTAINMENT FIELD**

**FX Call:** “Status paralyze”

The Geonosian containment field is the most effective method of containing a prisoner. With magnetic cuffs generating an electrical field that tethers the prisoner in place, the containment field prevents the use of any Binding removing methods and the use of Force Powers. While contained in the field, the character is paralyzed, unable to do anything except speak. While the light is on, the field is active and no Tags or FP is required to turn the light on or off.

 physicrepper: a white solid 3-foot diameter circle of fabric, or similar material or illuminated plastic, with the Tag attached underneath at the edge, a pair of unconnected wrist cuffs or bracers, and a BLUE rope/el light that the Player can hold in their hands. Here is an Example of a containment field.

**DEFIBRILLATOR**

**Method:** Touch

**FX Call:** “Action, CLEAR!”

Use the Method with the defib paddles, remove one Energy Cell Physrep and destroy the Tag. Then say the FX Call to revive a Dead character currently within the 120 second Death count into the Unconscious phase at the beginning of the 10-minute Unconscious count. No more than 5 Energy Cells can be attached to this Physrep at a time.
Physrep: a box minimum 4 x 4 inches with connected paddles, like a defibrillator.

**ELECTRO-WEAPON**

**Method:** Melee

**FX Call:** “Status agonizing pain 2”

Requirement to use: Striking Weapon Skill. An electro-weapon covers the Electrostaff and Shock Baton that are used to inflict pain. Use the Method with the weapon, remove one Energy Cell Physrep and destroy the Tag. Then say the FX Call to make the character fall to the ground in agony. He can speak, scream and defend against attacks, but is unable to do anything else. No more than 5 Energy Cells can be attached to this Physrep at a time.

Physrep: see Weapons for specs on foam melee weapons. Electrostaff and Shock Baton examples. Purple or yellow coloration denotes electro-weapons, but is not required.

**ENVIRO CLOAK**

Defense against: Action, Status

**FX Call:** “Resist”

Fine, near invisible, electrical wiring is woven into fabric that is then made into outerwear clothing. The garments generate a mild field that prevents airborne ailments from affecting the wearer. Say the FX Call to ignore the last Action attack, or normal Status attack (ex: “Status agonizing pain”), or combined Status attack (ex: “Status agonizing pain 2”), that struck you. Remove one Energy Cell Physrep and destroy the Tag. No more than 5 Energy Cells can be attached to this Physrep. You can use this on yourself only.

Physrep: an article of outerwear clothing such as a cloak, poncho, jacket, or vest, that covers your torso from shoulder to upper thigh minimum. Attach the Tag inside the garment near the edge on the right at shoulder level.

**FLAMETHROWER**

**Method:** Projectile (packet)

**FX Call:** to activate “Action, flamethrower”, to use “4 Fire”

Stand in one spot, remove one Energy Cell Physrep and destroy the Tag, and say the ‘activate’ FX Call. Then use the Pyrokinesis Power, without costing additional FP, up to 10 times while not moving your feet. You can be attacked and you can defend, but if you move your feed before using all 10 packets, the flamethrower turns off. Installation as an Augment, or the Melee Weapon Skill, is required to use this weapon. No more than 5 Energy Cells can be attached to this Physrep at a time.

Physrep: a toy gun that does not shoot anything.

**FORCE INHIBITOR**

**Method:** Bindings as per Detaining a Character page 9

**FX Call:** “Action, cannot use Force Powers while worn”

These Bindings prevent the character from using the Escape Skill and any Force Powers until the cuffs are removed or can be dropped. Force Inhibitors allow the use of Force Relics, and any other effect that calls for Force Points to use.

Physrep: a pair of fake handcuffs or shackles.

**FUSION WELDER**

**Method:** Touch

**FX Call:** “Action, shatter”

The welder is a tool that ‘cuts’ through destroys Tagged items. Use the Method to touch or hold a Tagged item for at least 10 seconds. Then remove one Energy Cell Physrep, destroy the Tag, and say the FX Call to remove the target Tag from its Physrep and destroy the Tag. No more than 5 Energy Cells can be attached to this Physrep at a time.

Physrep: a Physrep that resembles a real welding nozzle.

**ION BLASTER**

**Method:** Projectile (blaster)

**FX Call:** “Mental droid daze”
An Ion Blaster, or stun gun, can be used to inhibit Droids and organic creatures without inflicting damage. Use the Method, remove one Energy Cell Physrep and destroy the Tag. Then say the FX Call to inflict a trance-like state on the character. While unaware of her surroundings, the character is unable to speak or attack, but can defend. No more than 5 Energy Cells can be attached to this Physrep at a time. The Blaster Skill is required to use an Ion Blaster pistol.

Physrep: a pistol-style foam dart shooter as described in Weapons.

MEDICAL SCANNER

Method: Scan Gesture
FX Call: “X”
Hold the Physrep in one hand, use the Method and say the FX Call where X is a question below that the Player must answer immediately and truthfully OOG:
- “Scan, how many Health points do you have?”
- “Scan, are you afflicted by a Status effect?”
- “Scan, are you Knocked Out or Dead?”

Physrep: any type of real-life meter

PARTICLE SHIELD GENERATOR

This shield is used at a door to prevent characters from walking through the doorway from either direction. While the light is on, the shield is active. Attach the Tag to the Physrep at eye level on the right-hand side. Because this shield generator is plugged into the wall for electrical power, no Tags or FP is required to turn the light on or off.

Physrep: RED lighting around the frame of the door covering 3 sides (left, top, and right).

PROGRAM

A Program is stored on a datacard and used to give a Droid a Skill, Technique, or Power to better perform its assigned role or task. Aliens and Human with the AJ^6 Cyborg Implant Augment can also use Programs. You can have up to two Programs installed, and installation is done via another character with the Computer Skill. The Skill/Technique/Power will be written on the Tag, and is determined when purchased in the Item Store. Program Skill/Technique/Powers do not require any prerequisites, however some may need an item, such as a weapon, to be used. Programs purchased via the Item Store before the character has been played come installed in the character, should you choose, at no cost.

Costs of all programs is 1000 credits multiplied by the Mastery Level required (base 1)

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</table>

Memory Wipe Program: This program completely erases a Droid’s memory of everything it had witnessed up to the point this Program was installed. This works on Droids only.

Physrep: a ¾ inch by 2-inch minimum USB flash drive stick. For Droids, the Physrep must be on a necklace, or otherwise attach to costuming in the lapel area. For Aliens and Humans, the Physrep must be installed in the AJ^6 Cyborg Implant.

PSYCHIC AUGMENTER

Defense against: Scan, Mental
FX Call: “Resist”
This rare device uses a special electrical current to amplify the Force found in all living beings. Say the FX Call to ignore the last normal (ex: “Mental daze”).

Version 1.2.3
or combined (ex: “Mental daze 2”) Mental attack, or Scan effect, that struck you. Remove one Energy Cell Physrep and destroy the Tag. No more than 5 Energy Cells can be attached to this Physrep at a time. You can use this on yourself only.

**Physrep:** a pair of goggles, or a 1 inch wide headband made of any material as long as it looks metal.

**Ray Shield Generator**
This shield doubles as a protective shield to deflect projectiles, but can also be used to contain characters within since no physical object can pass through it. Use the Physrep to create a 3 to 10 foot diameter circle on the floor. While the light is on, the shield is active. Any character(s) inside the circle is immune to Damage from any source, say “Resist”, but cannot use weapons against opponents outside the circle or leave the circle until the light is turned off. Because this shield generator is plugged into the wall for electrical power, no Tags or FP is required to turn the light on or off.

- **Physrep:** WHITE lighting around the frame of a door or in a circle on the floor.

**Restraining Bolt**
Used on Droids only, a restraining bolt turns off a Droid’s motor functions, while not shutting down the Droid completely. The Droid will not be able to move or attack unless commanded to do so, but can defend and speak. Additionally, the restraining bolt forces the Droid to obey these simple commands immediately: Attack, Stop, Come, Sit, Speak, and Silence. As soon as the bolt is worn by the Player, the effect is active and remains so until the bolt is removed by another character.

- **Physrep:** a metallic cylindrical device minimum 2 inches in diameter and 1 inch thick. Example. The Physrep must be on a necklace, or otherwise attach to costuming in the lapel area, so the Player can wear it easily.

**Sensor Jammer**
Defense against: Scan

**FX Call:** “Resist”
Say the FX Call to ignore the last Scan question, except those of the Force, asked of you. Then remove one Energy Cell Physrep and destroy the Tag. No more than 5 Energy Cells can be attached to this Physrep. You can use this on yourself only, and carry it on your person to use the effect.

- **Physrep:** a 4” x 4” minimum sized electronic box.

**Shield Projector**
Defense against: Action, Status
**FX Call:** “Resist”
A common accessory for Destroyer Droids, a Shield Projector creates an energy field around you that deflects projectiles. Say the FX Call to ignore the last Action, or normal (ex: “2”), modified (ex: “4 fire”), or combined Status (ex: “Status agonizing pain 2”) Damage attack from a projectile weapon that struck you. Then remove one Energy Cell Physrep and destroy the Tag. No more than 5 Energy Cells can be attached to this Physrep. You can use this on yourself only, and carry it on your person to use the effect.

- **Physrep:** a 4” x 4” minimum sized electronic box with at least one WHITE light.

**Surgery Kit**
Requirement to use: Medical Surgery Skill. This kit is required for use of the Medical Surgery skill. This has bandages, sedatives, sutures, etc. That allow a surgeon to heal more Health than a standard Power or Bacta Patch.

- **Physrep:** a small field kit with bandages, sutures, or anything that resembles surgical equipment.

**Vibro-Weapon**
**Method:** Melee
**FX Call:** “2”
Requirement to use: Striking Weapon Skill. A catch-all for knives, swords, glaives, and axes, these special melee weapons utilize high speed sonic vibrations to make the weapons deadlier inflicting Energy Weapon damage.
Physrep: foam melee weapons like these steampunk weapons
# Appendix A: The Big List of Items!

Below you will find the costs associated with certain items in game. Obviously, this is not an exhaustive list and other items will be in game and will be priced by the vendor at that time. We will be labeling some of the items with their “real world” counterparts (mostly the weapons) so players will understand where we are coming from for the list pricing. Some items will receive a tag (weapons, armour) and some will not (comlinks, datapads) as we do not want some things stealable due to the value of the item (no one wants someone to walk away with their cellphone or tablet).

## Simple Melee Weapons

<table>
<thead>
<tr>
<th>Item</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Knife</td>
<td>25</td>
</tr>
<tr>
<td>Club/baton</td>
<td>15</td>
</tr>
<tr>
<td>Stun Baton</td>
<td>50</td>
</tr>
<tr>
<td>Mace</td>
<td>50</td>
</tr>
<tr>
<td>Spear</td>
<td>60</td>
</tr>
<tr>
<td>Bayonet</td>
<td>50</td>
</tr>
<tr>
<td>Quarterstaff</td>
<td>65</td>
</tr>
<tr>
<td>Combat Gloves</td>
<td>250</td>
</tr>
</tbody>
</table>

## Advanced Melee Weapons

<table>
<thead>
<tr>
<th>Item</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vibrodagger</td>
<td>200</td>
</tr>
<tr>
<td>Vibroblade</td>
<td>250</td>
</tr>
<tr>
<td>Vibrobayonet</td>
<td>350</td>
</tr>
<tr>
<td>Force pike</td>
<td>500</td>
</tr>
</tbody>
</table>

## Exotic Melee Weapons

<table>
<thead>
<tr>
<th>Item</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Electrostaff</td>
<td>3,000</td>
</tr>
<tr>
<td>Vibro-ax</td>
<td>500</td>
</tr>
</tbody>
</table>

## Pistols

<table>
<thead>
<tr>
<th>Type</th>
<th>Item</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tiny</td>
<td>Blaster pistol, hold-out (3max)</td>
<td>300</td>
</tr>
<tr>
<td>Small</td>
<td>Blaster pistol (Electric)</td>
<td>500</td>
</tr>
<tr>
<td></td>
<td>Blaster pistol, sporting (spring)</td>
<td>300</td>
</tr>
<tr>
<td></td>
<td>Ion pistol (Spring)</td>
<td>250</td>
</tr>
<tr>
<td>Medium</td>
<td>Slugthrower pistol (spring 6 Max)</td>
<td>250</td>
</tr>
</tbody>
</table>

## Rifles

<table>
<thead>
<tr>
<th>Item</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blaster carbine (Electric)</td>
<td>900</td>
</tr>
<tr>
<td>Blaster rifle (Electric)</td>
<td>1,000</td>
</tr>
<tr>
<td>Blaster rifle, sporting (Spring)</td>
<td>800</td>
</tr>
<tr>
<td>Ion rifle (Spring)</td>
<td>800</td>
</tr>
<tr>
<td>Slugthrower rifle (spring)</td>
<td>300</td>
</tr>
</tbody>
</table>

## Artillery (Electric)

<table>
<thead>
<tr>
<th>Item</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blaster, light repeating (max 35)</td>
<td>1,200</td>
</tr>
<tr>
<td>Blaster rifle, heavy</td>
<td>2,000</td>
</tr>
</tbody>
</table>

## Exotic Ranged Weapon

<table>
<thead>
<tr>
<th>Item</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Medium</td>
<td></td>
</tr>
<tr>
<td>Flamethrower</td>
<td>1,000</td>
</tr>
</tbody>
</table>

## Heavy Ranged Weapons

<table>
<thead>
<tr>
<th>Item</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Medium</td>
<td></td>
</tr>
<tr>
<td>Grenade launcher</td>
<td>500</td>
</tr>
</tbody>
</table>

## Simple Ranged Weapon

<table>
<thead>
<tr>
<th>Item</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bow</td>
<td>300</td>
</tr>
<tr>
<td>Arrows (20)</td>
<td>100</td>
</tr>
</tbody>
</table>

## Grenades & Explosives

<table>
<thead>
<tr>
<th>Item</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Concussion shot</td>
<td>100</td>
</tr>
<tr>
<td>Flash Bang</td>
<td>100</td>
</tr>
<tr>
<td>Grenade, frag</td>
<td>200</td>
</tr>
<tr>
<td>Grenade, ion</td>
<td>250</td>
</tr>
<tr>
<td>Grenade, stun</td>
<td>250</td>
</tr>
<tr>
<td>Thermal detonator</td>
<td>2,000</td>
</tr>
<tr>
<td>Explosive Charge</td>
<td>1,500</td>
</tr>
<tr>
<td>Detonite</td>
<td>500</td>
</tr>
<tr>
<td>Timer</td>
<td>250</td>
</tr>
</tbody>
</table>

## Armour

<table>
<thead>
<tr>
<th>Item</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blast Helmet &amp; Vest</td>
<td>500</td>
</tr>
<tr>
<td>Item</td>
<td>Cost</td>
</tr>
<tr>
<td>----------------------------------------------</td>
<td>--------</td>
</tr>
<tr>
<td>Flight Suit</td>
<td>2,000</td>
</tr>
<tr>
<td>Combat Jumpsuit</td>
<td>1,500</td>
</tr>
<tr>
<td>Flight suit, armoured</td>
<td>4,000</td>
</tr>
<tr>
<td>Storm Trooper Armour</td>
<td>8,000</td>
</tr>
<tr>
<td>Shield, Basic</td>
<td>250</td>
</tr>
<tr>
<td><strong>MEDIUM ARMOUR</strong></td>
<td></td>
</tr>
<tr>
<td>Ceremonial Armour</td>
<td>5,000</td>
</tr>
<tr>
<td>Corellian Powersuit</td>
<td>10,000</td>
</tr>
<tr>
<td>Battle Armour</td>
<td>7,000</td>
</tr>
<tr>
<td>Armored Spacesuit</td>
<td>12,000</td>
</tr>
<tr>
<td><strong>HEAVY ARMOUR</strong></td>
<td></td>
</tr>
<tr>
<td>Battle Armour, heavy</td>
<td>15,000</td>
</tr>
<tr>
<td><strong>SHIELD GENERATORS</strong></td>
<td></td>
</tr>
<tr>
<td>Particle Shield Generator</td>
<td>2,500</td>
</tr>
<tr>
<td>Ray Shield Generator</td>
<td>3,500</td>
</tr>
<tr>
<td>Shield Projector, Personal</td>
<td>1,500</td>
</tr>
<tr>
<td><strong>COMMS</strong></td>
<td></td>
</tr>
<tr>
<td>Comlink, short-range</td>
<td>25</td>
</tr>
<tr>
<td>Comlink, long-range</td>
<td>250</td>
</tr>
<tr>
<td>Sensor Jammer</td>
<td>500</td>
</tr>
<tr>
<td>Vox-box</td>
<td>200</td>
</tr>
<tr>
<td><strong>SURVIVAL GEAR</strong></td>
<td></td>
</tr>
<tr>
<td>Enviro cloak</td>
<td>100</td>
</tr>
<tr>
<td>Chain (3 meters)</td>
<td>25</td>
</tr>
<tr>
<td>Ration pack</td>
<td>5</td>
</tr>
<tr>
<td>Syntherope (45 meters)</td>
<td>20</td>
</tr>
<tr>
<td>Liquid cable dispenser (15m)</td>
<td>10</td>
</tr>
<tr>
<td>Pocket scrambler</td>
<td>400</td>
</tr>
<tr>
<td>Field kit</td>
<td>1,000</td>
</tr>
<tr>
<td>Jet pack</td>
<td>300</td>
</tr>
<tr>
<td><strong>COMPUTERS &amp; STORAGE DEVICES</strong></td>
<td></td>
</tr>
<tr>
<td>Antivirus Software</td>
<td>150</td>
</tr>
<tr>
<td>Code cylinder</td>
<td>500</td>
</tr>
<tr>
<td>Credit chip</td>
<td>100</td>
</tr>
<tr>
<td>Datapad</td>
<td>1,000</td>
</tr>
<tr>
<td>Datapad, basic</td>
<td>100</td>
</tr>
<tr>
<td>Oil</td>
<td>100</td>
</tr>
<tr>
<td>Programing</td>
<td>1000 x ML</td>
</tr>
<tr>
<td><strong>TOOLS &amp; BASIC EQUIPMENT</strong></td>
<td></td>
</tr>
<tr>
<td>Aquata breather</td>
<td>350</td>
</tr>
<tr>
<td>Atmosphere canister/filter</td>
<td>25</td>
</tr>
<tr>
<td>Bandolier</td>
<td>100</td>
</tr>
<tr>
<td>Binder cuffs</td>
<td>50</td>
</tr>
<tr>
<td>Breath mask</td>
<td>200</td>
</tr>
<tr>
<td>Datacards, blank</td>
<td>10</td>
</tr>
<tr>
<td>Energy cell</td>
<td>10</td>
</tr>
<tr>
<td>Fire extinguisher</td>
<td>50</td>
</tr>
<tr>
<td>Fusion lantern</td>
<td>25</td>
</tr>
<tr>
<td>Fusion Welder</td>
<td>500</td>
</tr>
<tr>
<td>Glow rod</td>
<td>10</td>
</tr>
<tr>
<td>Holoprotector, personal</td>
<td>1,000</td>
</tr>
<tr>
<td>Mesh tape</td>
<td>5</td>
</tr>
<tr>
<td>Portable computer</td>
<td>5,000</td>
</tr>
<tr>
<td>Power generator</td>
<td>750</td>
</tr>
<tr>
<td>Power pack</td>
<td>25</td>
</tr>
<tr>
<td>Power recharger</td>
<td>100</td>
</tr>
<tr>
<td>Tool kit</td>
<td>250</td>
</tr>
<tr>
<td>Utility belt</td>
<td>500</td>
</tr>
<tr>
<td><strong>DETECTION AND SURVEILLANCE</strong></td>
<td></td>
</tr>
<tr>
<td>Audiorecorder</td>
<td>25</td>
</tr>
<tr>
<td>Electrobinooculars</td>
<td>1,000</td>
</tr>
<tr>
<td>Holorecorder</td>
<td>100</td>
</tr>
<tr>
<td>Recording unit</td>
<td>500</td>
</tr>
<tr>
<td>Security kit</td>
<td>750</td>
</tr>
<tr>
<td>Sensor pack 1</td>
<td>500</td>
</tr>
<tr>
<td>Videorecorder</td>
<td>50</td>
</tr>
<tr>
<td><strong>MEDICAL GEAR</strong></td>
<td></td>
</tr>
<tr>
<td>Bacta tank (empty) req 300L Bacta</td>
<td>100,000</td>
</tr>
<tr>
<td>Bacta, canister 1 liter</td>
<td>50</td>
</tr>
<tr>
<td>Bacta Patch</td>
<td>100</td>
</tr>
<tr>
<td>Containment Field</td>
<td>2,000</td>
</tr>
<tr>
<td>Cybernetic prosthesis</td>
<td>1,500</td>
</tr>
<tr>
<td>Defibrillator</td>
<td>500</td>
</tr>
<tr>
<td>Medical kit</td>
<td>600</td>
</tr>
<tr>
<td>Medical Scanner</td>
<td>250</td>
</tr>
<tr>
<td>Surgery kit</td>
<td>1,000</td>
</tr>
<tr>
<td>Drugs and Consumables</td>
<td></td>
</tr>
<tr>
<td>Amnesia</td>
<td>250</td>
</tr>
<tr>
<td>Anti-toxin</td>
<td>150</td>
</tr>
<tr>
<td>Banthazololate</td>
<td>150</td>
</tr>
<tr>
<td>Item</td>
<td>Cost</td>
</tr>
<tr>
<td>----------------------</td>
<td>-------</td>
</tr>
<tr>
<td>Conergin</td>
<td>150</td>
</tr>
<tr>
<td>Death Stick</td>
<td>250</td>
</tr>
<tr>
<td>Glitterstim</td>
<td>100</td>
</tr>
<tr>
<td>Infectious Disease</td>
<td>250</td>
</tr>
<tr>
<td>Inoculation</td>
<td>150</td>
</tr>
<tr>
<td>Lidocaine</td>
<td>200</td>
</tr>
<tr>
<td>Mangoriza</td>
<td>250</td>
</tr>
<tr>
<td>Pleezer</td>
<td>150</td>
</tr>
<tr>
<td>Spice market</td>
<td></td>
</tr>
<tr>
<td>Vecuronium</td>
<td>150</td>
</tr>
<tr>
<td>Ziroxin-12</td>
<td>200</td>
</tr>
<tr>
<td>Augment Inhibitor</td>
<td>1500</td>
</tr>
<tr>
<td>Force Inhibitor</td>
<td>2500</td>
</tr>
<tr>
<td>Psychic Augmenter</td>
<td>1500</td>
</tr>
</tbody>
</table>

### Medical Care

<table>
<thead>
<tr>
<th>Service</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bacta tank treatment (per hour)</td>
<td>300</td>
</tr>
<tr>
<td>Long-term care (per day)</td>
<td>300</td>
</tr>
<tr>
<td>Medpac treatment</td>
<td>300</td>
</tr>
<tr>
<td>Surgery (per hour)</td>
<td>500</td>
</tr>
<tr>
<td>Treat disease (per day)</td>
<td>500</td>
</tr>
<tr>
<td>Treat poison (per hour)</td>
<td>100</td>
</tr>
<tr>
<td>Treat radiation (per day)</td>
<td>1000</td>
</tr>
</tbody>
</table>

### Service

<table>
<thead>
<tr>
<th>Dining (per meal)</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Luxurious</td>
<td>150</td>
</tr>
<tr>
<td>Upscale</td>
<td>50</td>
</tr>
<tr>
<td>Average</td>
<td>10</td>
</tr>
<tr>
<td>Budget</td>
<td>2</td>
</tr>
</tbody>
</table>

### Transportation

<table>
<thead>
<tr>
<th>Transportation</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Taxi, local</td>
<td>10</td>
</tr>
<tr>
<td>Passage, steerage (up to 5 days)</td>
<td>500</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Item</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Passage, average (up to 5 days)</td>
<td>1000</td>
</tr>
<tr>
<td>Passage, upscale (up to 5 days)</td>
<td>2000</td>
</tr>
<tr>
<td>Passage, luxurious (up to 5 days)</td>
<td>5000</td>
</tr>
<tr>
<td>Chartered space transport (up to 5 days)</td>
<td>10000</td>
</tr>
</tbody>
</table>

### Vehicle Rental (per day)

<table>
<thead>
<tr>
<th>Item</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Speeder bike</td>
<td>20</td>
</tr>
<tr>
<td>Landspeeder, average</td>
<td>50</td>
</tr>
<tr>
<td>Landspeeder, luxury</td>
<td>100</td>
</tr>
<tr>
<td>Airspeeder</td>
<td>500</td>
</tr>
<tr>
<td>Shuttle, interplanetary</td>
<td>1000</td>
</tr>
<tr>
<td>Shuttle, interstellar</td>
<td>2000</td>
</tr>
</tbody>
</table>

### Augments

<table>
<thead>
<tr>
<th>Item</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Adrenaline Implant</td>
<td>1000</td>
</tr>
<tr>
<td>Advanced Combat Arm</td>
<td>1500</td>
</tr>
<tr>
<td>AJ^6 Cyborg Implant</td>
<td>2500</td>
</tr>
<tr>
<td>Amplify Blaster Hand</td>
<td>1000</td>
</tr>
<tr>
<td>Auto-Injector Hand</td>
<td>1250</td>
</tr>
<tr>
<td>Bio-Scanner Hand</td>
<td>1000</td>
</tr>
<tr>
<td>Boosted Reflexes</td>
<td>2500</td>
</tr>
<tr>
<td>Crushing Hand</td>
<td>1750</td>
</tr>
<tr>
<td>Electrical Wiring</td>
<td>1000</td>
</tr>
<tr>
<td>Lifeforce Stealer Hand</td>
<td>2500</td>
</tr>
<tr>
<td>Magnetized Plating</td>
<td>1000</td>
</tr>
<tr>
<td>Magnetized Hand</td>
<td>1000</td>
</tr>
<tr>
<td>Psicom 1260 Interface</td>
<td>1250</td>
</tr>
<tr>
<td>Repulsor Hand</td>
<td>1500</td>
</tr>
<tr>
<td>Scomp Link Interface</td>
<td>1000</td>
</tr>
<tr>
<td>Shatter Hand</td>
<td>1500</td>
</tr>
<tr>
<td>Shock Hand</td>
<td>1500</td>
</tr>
<tr>
<td>Stim Hand</td>
<td>1500</td>
</tr>
<tr>
<td>Strength Enhancement Arm</td>
<td>1750</td>
</tr>
<tr>
<td>Wetware</td>
<td>1500</td>
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</table>
What would Star Wars be without iconic starships? In the Saga Continues, you can purchase your own ship! There will be junk dealers around who can sell you something “on the cheap”, just don’t ask where they got it from or what the smell is!

When you purchase a ship, we will do our best to have it set up in the Artemis Bridge Simulator. Some ships (notably fighters) require a “Carrier” class ship in the simulator (if the system is ever updated to have the ability to run solo fighters, we will have that as well) to be used.

Ships have size classes. This comes with added costs, but also with the ability to customize more than a smaller ship. Each ship also has “Emplacement Points” and that limits how much upgrades a ship can have as well. Movement systems will be reflected in the Speed of the Ships in the Artemis.

### Movement Systems

<table>
<thead>
<tr>
<th>MOVEMENT SYSTEMS</th>
<th>POINTS</th>
<th>AVAILABILITY</th>
<th>SIZE RESTRICTION</th>
<th>COST</th>
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<tr>
<td>Atmospheric Thruster</td>
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<td>Huge or smaller</td>
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<td>Atmospheric Thruster, Advanced</td>
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<td>Large or smaller</td>
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</tbody>
</table>

Shields and Armour will be modified within the Artemis Simulator through back end mods to the ship.
DEFENSE SYSTEMS

EMPLACEMENT POINTS

AVAILABILITY SIZE RESTRICTION COST

Armor, 12 2 Licensed Huge or larger 2,000 credits base
Armor, 14 5 Restricted Gargantuan or larger 5,000 credits base
Armor, 16 10 Military Colossal or larger 10,000 credits base
Armor, 18 20 Military Huge or larger 20,000 credits base
Jamming Suite 1 Common Large or larger 5,000 credits base
Jamming Array 5 Common Large or larger 20,000 credits base
Regenerating Shields 2 Restricted Huge or larger 5,000 credits base
Reinforced Bulkheads, Grade 1 2 Common Huge or larger 2,000 credits base
Reinforced Bulkheads, Grade 2 5 Licensed Gargantuan or larger 5,000 credits base
Reinforced Bulkheads, Grade 3 10 Restricted Gargantuan or larger 10,000 credits base
Shields, SR 10 1 Common Gargantuan or larger 750 credits base
Shields, SR 20 1 Common Gargantuan or larger 1,250 credits base
Shields, SR 30 2 Common Gargantuan or larger 2,000 credits base
Shields, SR 40 2 Common Gargantuan or larger 3,000 credits base
Shields, SR 50 3 Common Colossal or larger 5,000 credits
Shields, SR 60 3 Common Colossal or larger 8,000 credits
Shields, SR 70 3 Common Colossal or larger 10,000 credits
Shields, SR 80 4 Common Colossal or larger 12,500 credits base
Shields, SR 90 4 Common Colossal or larger 15,000 credits base
Shields, SR 100 5 Common Colossal or larger 20,000 credits base
Shields, SR 125 6 Common Colossal or larger 25,000 credits base
Shields, SR 150 7 Common Colossal or larger 30,000 credits base
Shields, SR 175 8 Common Colossal or larger 40,000 credits base
Shields, SR 200 10 Common Colossal or larger 50,000 credits base

Weapons will be modified in the Artemis system. We are currently working on conversions for the Star Wars weapons vs. the Artemis.

WEAPON SYSTEMS

EMPLACEMENT POINTS

AVAILABILITY COST

Autoblaster 0 Restricted X2
Blaster Cannon, Light 0 Licensed 1,200
Blaster Cannon, Medium 1 Restricted 2,500
Blaster Cannon, Heavy 1 Military 5,500
Cannon, Double 2 Licensed X3
Cannon, Quad 0 Restricted X5
Cannon Enhancements 1 Military X2
Cannon Enhancements, Advanced 1 Military X5
Concussion Missile, Light 2 Military 500
Concussion Missile, Medium 0 Military 750
Concussion Missile, Heavy* 0 Military 2,000
Concussion Missile Launcher, Light 0 Military 2,000
Concussion Missile Launcher, Medium 2 Military 2,000
Concussion Missile Launcher, Heavy 5 Military 30,000
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APPENDIX D: THE LIST OF BLASTERS

This list below is not the end all, be all of the blaster world. Each year Nerf, Buzzbee et al add more to their lists. We will do our best to update this document. If your weapon is not on here, check with Logistics to ensure you can bring it into game. All MEGA blasters are “HEAVY”. Rival Blasters can be either regular or Heavy and will be tagged as such. Weapons in RED require the Rapid Shot Skill.

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*Demolisher
## Appendix E: Skills & Techniques Alphabetically

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11/13/17-3/19/18 (v 1.2)
- Added Alpha and Beta Characters
- Clarified PP in Character creation
- Altered charts to reflect changes
- Typos and Grammar
- Added “per encounter” to Dodge
- Added ranking structure to Artemis Bridge Sim
- Added wording “Unique Skill” to Jobs Skills and clarified
- Added second Technique to certain Jobs
- Added Incapacitated rule
- Renamed “Knock Out” to “Unconscious”
- Increased hacking credits to 10 minutes per 1,000.
- Added Bacta Tanks
- Clarified stages of wounding.

3/30/2018 Changes (v 1.2.1)
- Change the call for Defibrillator action.
- Defined what “Heavy” Blasters are and updated skills that require them.
- Updated weapon chart with spring/electric weapons and costs.
- Clarified “Job Skills” and untrained powers for Control, Sense and Alter Techniques.
- Revised IG ammo rules for streamlining.

4/10/2018 Changes (v 1.2.2)
- Alter Technique now states the correct
- Powers that can be used untrained.
- Surgical Kit now defined. Required for Medical Surgeon Technique
- Increased Medical Surgeon RP time to 60 seconds.
- Move Force Path Chart closer to powers and skills.
- Defined additional spends for Neutral and Deficiency Force Powers
- Revised a couple force powers to explain if they only cost single FP or are multiplied for Neutral or Deficiency.
- Added verbiage about a non-Job Skill or technique becoming a Job skill or technique and PP refund.

4-19-18
- Added in Linguist as a Universal Job Skill

ONGOING
- Will revise Appendix E once all changes are finalized.