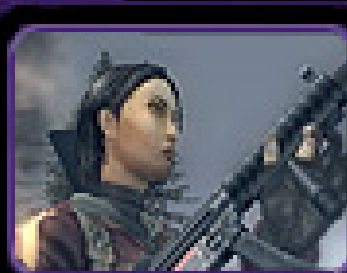
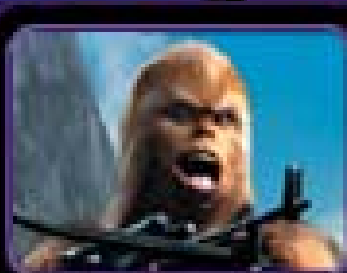
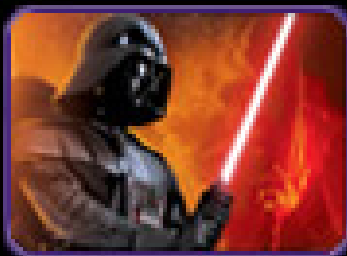


**GURPS**

Fourth Edition

# STAR WARS

## SOURCEBOOK



**BY DARK LORD AZAGTHOTH**

# GURPS®

Fourth Edition



# STAR WARS

ROLEPLAYING GAME

The **unofficial** Star Wars Sourcebook for GURPS fourth Edition  
Last update: 27-01-2008 next update 23-03-2008

A completely free unofficial sourcebook for GURPS 4<sup>th</sup> Edition set in the Star Wars Galaxy

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# CONTENTS

<b>INTRODUCTION</b>	- 5 -	Engineer	- 45 -
<b>WHAT IS GURPS - STAR WARS</b>	- 5 -	Hidden Lore	- 45 -
Disclaimer	- 5 -	Melee Weapon	- 45 -
About GURPS	- 5 -	Parry Beam Weapons	- 46 -
Feedback	- 5 -	Thrown Weapon	- 46 -
About the Author	- 5 -	<b>TECHNIQUES</b>	- 46 -
<b>GLOSSARY</b>	- 5 -	<b>STYLES</b>	- 46 -
Notation Conventions	- 6 -	Echani	- 47 -
GURPS References	- 6 -	Jar'Kai	- 47 -
<b>1: THE STAR WARS UNIVERSE</b>	- 7 -	Lightsaber Forms	- 47 -
<b>CHRONOLOGY</b>	- 7 -	<b>6. THE FORCE</b>	- 53 -
The Galactic Calendars	- 7 -	Introduction	- 53 -
Historical Database	- 7 -	The Force in GURPS	- 53 -
Official Movie Database	- 24 -	<b>THE DARK SIDE</b>	- 54 -
<b>AFFILIATIONS</b>	- 25 -	Redeeming to the Light Side	- 56 -
Governments	- 25 -	<b>THE FORCE AND GAMEPLAY</b>	- 56 -
Religious Orders	- 27 -	Using The Force	- 56 -
Corporations	- 29 -	Gaining Force Abilities	- 56 -
Crime Syndicates	- 30 -	Force Related Advantages	- 56 -
<b>MONETARY SYSTEM</b>	- 30 -	<b>FORCE POWERS</b>	- 56 -
Banking Systems	- 30 -	Alter	- 56 -
Currency	- 31 -	Control	- 57 -
<b>THE VORDARIAN BELTWAY GALAXY</b>	- 31 -	Sense	- 58 -
The Galactic Map	- 31 -	<b>FORCE-BASED ORGANIZATIONS</b>	- 59 -
Spatial Anomalies	- 32 -	Jedi	- 59 -
Resources	- 32 -	Sith	- 60 -
<b>2. SCIENCE &amp; TECHNOLOGY</b>	- 35 -	<b>LIGHTSABERS</b>	- 61 -
Bionics	- 35 -	Introduction	- 61 -
Cloning	- 35 -	Saber Construction	- 62 -
Computers	- 35 -	<b>7. COMBAT</b>	- 68 -
Defensive Capabilities	- 35 -	<b>8. GAMEMASTER'S SECTION</b>	- 69 -
Droids	- 36 -	<b>9. EQUIPMENT</b>	- 70 -
Electronics	- 36 -	<b>WEAPONS</b>	- 70 -
Gravity Technology	- 37 -	Weapon Statistics	- 70 -
Medical Sciences	- 37 -	Melee Weapons	- 72 -
Offensive Capabilities	- 37 -	Muscle Powered Weapons	- 74 -
Power	- 39 -	Fire Arms & Beam Weapons	- 75 -
Sensors	- 39 -	Heavy Weapons	- 78 -
Tools & Industry	- 39 -	Grenades	- 79 -
Translators	- 39 -	Mounted Weapons	- 80 -
<b>3. ADVANTAGES</b>	- 40 -	<b>ARMOR</b>	- 81 -
Energy Reserves - Force	- 40 -	Armor Statistics	- 81 -
Force Perception	- 40 -	High- and Ultra-Tech Armor	- 82 -
Force Sensitive	- 40 -	<b>SHIELDS</b>	- 85 -
Force Static	- 40 -	<b>MISCELLANEOUS EQUIPMENT</b>	- 85 -
Force Training	- 40 -	Camping & Survival Gear	- 85 -
Heat Dissipation	- 41 -	Communications and Information Gear	- 85 -
Rank	- 41 -	Law-Enforcement, Thief and Spy Gear	- 86 -
<b>PERKS</b>	- 41 -	Medical Gear	- 86 -
High Metabolism	- 41 -	Optics & Sensors	- 86 -
<b>MODIFIERS</b>	- 41 -	Tools	- 86 -
Enhancements	- 42 -	Transportation	- 86 -
Limitations	- 42 -	Weapon and Combat Accessories	- 86 -
<b>4. DISADVANTAGES</b>	- 43 -	<b>10. VEHICLES</b>	- 88 -
Code of Honor	- 43 -	Vehicle Statistics	- 88 -
Dark Side Taint	- 43 -	Wheeled & Tracked	- 89 -
Disciplines of Faith	- 43 -	Walkers	- 89 -
Technophilia	- 44 -	Speeders	- 90 -
Unnatural Features	- 44 -	Air Speeders	- 90 -
<b>QUIRKS</b>	- 44 -	Speeder Bikes	- 91 -
<b>5. SKILLS</b>	- 45 -	<b>11. STARSHIPS</b>	- 92 -
Armoury	- 45 -	<b>DESIGN</b>	- 92 -
Body Control	- 45 -	Spacecraft Hulls	- 92 -

SYSTEMS DESCRIPTION _____	- 92 -	Fourth-Degree Droids _____	- 96 -
Armor Systems _____	- 92 -	Droid Type _____	- 96 -
Bronzium Armor _____	- 92 -	Fifth-Degree Droids _____	- 97 -
Durasteel Armor _____	- 92 -	B1 Battle Droid _____	- 97 -
<b>12. DROIDS _____</b>	<b>- 93 -</b>	B2 Super Battle Droid _____	- 98 -
Droid Classification _____	- 93 -	Droideka Destroyer Droid _____	- 98 -
Droid Designation _____	- 93 -	Sixth-Degree Droids _____	- 99 -
Droid Template Format _____	- 93 -	<b>13. ALIEN SPECIES _____</b>	<b>- 100 -</b>
Meta-Trait Droid _____	- 94 -	Racial Template Format _____	- 100 -
Playing an Droid _____	- 95 -	Playing an Alien Species _____	- 101 -
Create Your Own Droids _____	- 95 -	Create Your Own Species _____	- 101 -
DROID TEMPLATE _____	- 95 -	ALIEN SPECIES TEMPLATE _____	- 101 -
Droid Type _____	- 95 -	Species Name _____	- 101 -
First-Degree Droids _____	- 95 -	Human _____	- 101 -
Second-Degree Droids _____	- 95 -	<b>13. CREATURES _____</b>	<b>- 103 -</b>
2-1B _____	- 95 -		
Third-Degree Droids _____	- 96 -		

The Way of the Jedi

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



## *The Way of the Sith*

*Peace is a lie, there is only passion.  
Through passion, I gain strength.  
Through strength, I gain power.  
Through power, I gain victory.  
Through victory, my chains are broken.  
The Force shall free me.*



## *The Way of the White Current*

*Not to conquer, not to convert  
but to find the place, where one belongs.*

# INTRODUCTION

## WHAT IS GURPS - STAR WARS

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

Welcome to the universe of Star Wars within GURPS. First of all, we have to tell you that this rulebook might not be about the Star Wars that you know and might not be what you expect to find. This rulebook is designed with the idea of playing the Star Wars universe in a "realistic" fashion, not in a cinematic space opera type. To that purpose, the Star Wars technologies depicted in this book have been "modified" to reflect a more real science approach: In this book, the Storm trooper armor cannot be pierced by Ewok arrows. In this book, it's not possible to navigate a speeder bike going 500mph through a dense forest. In this book, people usually die when hit by a blaster shot, and in this book Storm trooper usually hit what they aim for...

*"In fact, no one on Tatooine fires and destroys with this kind of efficiency. Only Imperial troops would mount an attack on a sandcrawlers with this kind of cold accuracy."*

Obi-Wan Kenobi

So, you say, what will I find in this book and what period does it cover?

We have decided to concentrate our efforts on no period in specific. The Star Wars timeline spans over more than 25,000 years and we did not want to exclude any period (be it the Ancient Era, the era of the Old Republic, the Golden Age of the Sith, the Clone Wars, The Galactic Empire, or the New Republic). Most of the information contained in this book has been designed by the authors of Star Wars novels, computer games, comics, and of course... the six epic Star Wars movies.

A great deal of effort has been made to make sure that this gaming variant respects the flavor of the Star Wars genre and its spirit. We hope we have succeeded.

GURPS stands for "Generic Universal RolePlaying System," however; the guidelines in this rulebook are derived from the fourth edition and specified towards the Star Wars universe.

## Disclaimer

The material contained in this book is drawn from the works of George Lucas, his collaborators and other Sci-fi authors who have helped the Star Wars phenomenon to grow since its birth in the late 70s. Most of the material referred to in this book is owned under copyright laws by George Lucas (Lucasfilm Ltd) and/ or/ either 20<sup>th</sup> Century Fox. All names, trademarks and logos used in this book are used without permission either given or implied by the copyright owners.

## About GURPS

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## Feedback

If you have read this book and have any comments, criticisms, ideas or you even want to report errors, such as typos and consistency errors, please contact me. You can use the following link ([Contact me](#)). Especially in the phase in which this book isn't finished yet, the feedback is most welcome.

When all goes well, a new release will be uploaded as soon as possible but at least once every month. See page 1 of this book to determine which release you've got and when a new update will be released. You can download these newer versions with the p2p program "emule" or you can download it at my website using the following link ([My website](#)).

## About the Author

Dark Lord Azagthoth is the alias of Willie van den Hurk. He lives in Helmond, The Netherlands. He's also the author of Dark World Battles and the supplemental Army books.

## GLOSSARY

GURPS is a roleplaying game (RPG). Like any hobby, gaming has its own unique language. To help you understand the concepts and terms used in this game (and other RPGs), we'll start with a few definitions:

### RolePlaying Game (RPG):

A game in which players take on the personalities of imaginary individuals, or characters, in a fictional or historical setting, and try to act as those characters would.

### Game Master (GM):

The referee, who chooses the adventure, talks to the players through it, judges the results, and gives out bonus points.

### Character:

Any being - person, animal, robot, etc. - that is played by the GM or a player.

### Non-Player Character (NPC):

Any character played by the GM.

### Player Character (PC):

A character created and played by one of the players.

### Statistics:

The numerical values that describe a character, piece of equipment, etc., taken collectively. These are often called "stats".

### Party:

A group of PCs taking part in the same adventure.



**Game World:**

A background for play; a setting. “World” might mean “planet”, but it could also refer to a region and historical period... or even an entire universe.

**Adventure:**

The basic “unit” of play in a roleplaying game, representing a single mission or plot. It might require several sessions of play, or just one play session.

**Encounter:**

One “scene” of an adventure, usually a meeting between the PCs and one or more NPCs.

**Campaign:**

A continuing series of adventures. A campaign will usually have a continuing cast of PCs, and the same GM (or team GMs). It may move from one game world to another, with a logical reason.

**Race:**

The species to which you belong. Nonhuman characters (Twilek, Wookiee, or Rodian, for example) are common in Star Wars RPGs.

## Notation Conventions

The following mathematical and scientific constants have been used in the design of this book:

- pc (parsec) = 3.26 light-years or  $19.234 \times 10^{12}$  miles or  $30.8572 \times 10^{12}$  km
- ly (light-year) =  $5.9 \times 10^{12}$  miles or  $9.461 \times 10^{12}$  km
- ly = 186,000 miles/s or 298,262 km/s
- AU (Astronomical Unit) = distance from Coruscant to its sun or 100 million miles.

- Mach 1 = speed of sound at sea level at 20°C; 760 mph or 340 m/s
- 1 G =  $11 \text{ y/s}^2$  (33 feet/s<sup>2</sup>) or  $10.1 \text{ m/s}^2$  (G of Coruscant)
- MGLT = Modern Galactic Light Time or megalight; 1 m/s or 1 y/s
- MGLT (2) =  $1 \text{ m/s}^2$  (2 turns/45°) or 1 y/s<sup>2</sup>
- sV (spherical volume) =  $4/3\pi R^3$
- t (ton) = 1 m<sup>3</sup> or 1,000 kg or 2,000 lbs
- Kt (Kiloton, vessels and ships) = 1,000 m<sup>3</sup> or 1,000,000 kg
- 1 mile = 1,760 yards = 5,280 feet = 63,360 inches
- 1 mile = 1,609.34 meters
- 1 yard = 91.44 centimeters or 3 feet or 36 inches
- 1 foot = 30.48 centimeters or 12 inches
- 1 inch = 2.54 centimeters

## GURPS References

The GURPS Star Wars book is not a game in itself. Ownership of the Basic Set (GURPS 4<sup>th</sup> Edition Basic Set Characters & GURPS 4<sup>th</sup> Edition Basic Set Campaigns) is required. In this book, references are made to other books. The following abbreviations are used when referring to GURPS Books:

- GURPS 4<sup>th</sup> Edition Basic Set (BS)
- GURPS 4<sup>th</sup> Edition Fantasy (FA)
- GURPS 4<sup>th</sup> Edition Magic (MA)
- GURPS 4<sup>th</sup> Edition Powers (PO)
- GURPS 4<sup>th</sup> Edition Space (SP)
- GURPS 4<sup>th</sup> Edition Bio-Tech (BT)
- GURPS 4<sup>th</sup> Edition Ultra-Tech (UT)
- GURPS 4<sup>th</sup> Edition Vehicles (VE)
- GURPS 4<sup>th</sup> Edition Traveler Interstellar Wars (IW)
- GURPS 4<sup>th</sup> Edition Martial Arts (MA)
- GURPS 4<sup>th</sup> Edition Spaceships (SS)

# 1: THE STAR WARS UNIVERSE

## CHRONOLOGY

### The Galactic Calendars

During the many millennia, people have started counting and recalculating anew over and over again. Each race, planet or society has its own calendar. Therefore; we will only use the calendars that were used by the majority of the galaxy's space traveling population.

The first notable calendar was used by the free people after the reign of the Rakata Empire. Because of the sudden disappearance of the Rakata at 500 planets at the same time, the indigenous inhabitants started all a new reckoning, without knowing of other races doing the same at the exact same time.

Because no planet has the same length of day and year, the calendars became less synchronized. With the adaptation of the Rakata hyperdrive engine, systems came relatively closer to one another, colonies were established and a standardization of time was desperately needed. Each civilization wanted their calendar and timetable to be used across the galaxy and chaos arose.

In 7,308 BBY, the Galactic Republic introduced a new Galactic Standard Calendar with the foundation of the Galactic Republic and the Jedi Protectorate as the first year. Rather than using a planet's length of a day and year, the average bio-clock or natural cycle of all known sentient beings was used. This resulted in a 24-hour day. A year consisted out of 12 cycles. A cycle had 5 weeks which in its turn had 7 days. Though the Republic's calendar was widely used, planet's which had not been contacted by alien races still used their own, somewhat primitive time notification.

Only 25,000 years later, a new calendar was being introduced... by force. This was the time of senator Palpatine who declared himself Emperor and the birth of the Galactic Empire had started. After the fall of Emperor Palpatine, this calendar was kept intact. This was mostly because Palpatine made sure that every remnant of the Old Republic was forgotten. Libraries were destroyed, databases erased, memory banks of droid were swept and Jedi Holocrons which were found were destroyed.

Date markers are as follows:

- GSC - Galactic Standard Calendar
- GIC - Galactic Imperial Calendar
- BBY - Before Battle of Yavin
- ABY - After Battle of Yavin

Date notifications are as follows: Date Marker Year/CycleWeek.Day. For example: GSC 24,102/011.1, or GIC 04/125.7. Because BBY and ABY are players aids it is noted as 23,000 BBY.

A simple way to determine the correct year in another calendar is to add 25,000 towards the canon BBY calendar to get the Galactic Republic calendar or 19 to get the Galactic Imperial Calendar (or subtract 24,981 years from the Galactic Standard Calendar).

### Historical Database

This history may deviate from official and other canonical sources. It was mostly developed through our personal studies of the phenomenon and whatever sources were available to us. Gaps and uncertainties have been filled with our interpretation. This will be revised once more information is available.

Because many other sites (especially the Star Wars Wiki from Wookieepedia), dates are primarily mentioned in BBY and ABY.

### The Pre-Republic Era

#### 13.7 billion years BBY

The universe is formed through the universal event called the Big Bang. Galaxies, stellar and globular clusters form out the spatial miasma of hot gasses and cosmic rays.

#### 10 billion years BBY

The Vordarian Beltway Galaxy, 850 trillion light years away from our Milky Way Galaxy, planetary systems near the galactic core are slowly forming. Among the first ones to evolve into full planetary star systems is the Coruscant star system.

#### 7.5 billion years BBY

The first star in the Cularin system, named Morasil, is formed.

#### 5 billion years BRE

Korriban and the Yavin system are formed.

#### 3 billion years BBY

The Sharu race begins to evolve in the Rafa system.

#### 2 billion years BBY

The Oseon system is created. A rogue star is believed to have passed too close to the system, disrupting the planet formation and creating an abnormally large asteroid belt.

#### 80 million years BBY

Life emerges on Coruscant and on other planetary bodies across the galaxy.

#### 10 million years BBY

Volcanic activity on Esseles begins to end.

#### 7.5 million years BBY

First sentient species in the galaxy begin to evolve.

#### 4 million years BBY

The Valley of the Giant Oysters on Mon Calamari begins to form.

#### 3 million years BBY

An asteroid collides with the planet Vinsoth, killing most life on its surface. The remaining survivors evolve into the Chevin.



**2,006,200 BBY**

The Columi first evolve.

**2,004,200 BBY**

The Columi take to the trees and begin to develop for arboreal life.

**2,002,200 BBY**

The Columi learn to use tools.

**2,002,000 BBY**

The Columi, with their newly acquired skill of mining for minerals, begin building tree spanning cities.

**2 million years BBY**

The Columi achieve interstellar travel.  
Wookiees begin to evolve on Kashyyyk.  
Beggar's Canyon is formed on Tatooine.  
Sullustans evolve underground on Sullust.

**1 million years BBY**

Feeling threatened by the Celestials, the Sharu go underground and hide their cities in order to protect themselves.  
The Corellian system is presumably formed by the Architects.  
The Hutts leave Varl and settle on the planet they dub Nal Hutta.  
The Bith undergo a terrible war.

**999,989 years BBY**

By this time, most sentient species have begun keeping historical records, though they prove indecipherable to modern historians.

**999,975 years BBY**

Sernpidal takes Dobido as its moon.

**750,000 years BBY**

Goroth begins to develop intelligent life.

**500,000 BBY**

The Devaronians achieve space travel.  
Naboo undergoes an ice age.  
The Gree evolve.

**499,989 BBY**

By this time, most sentient species have records decipherable to modern historians.

**300,000 BBY**

The Gree civilization enters its golden age.

**200,000 BBY**

The Taungs of Coruscant attempt to conquer the 13 baeline Human nations of the Battalion of Zhell.  
A volcano on Coruscant erupts decimating the Taung.  
The Taung flee to the planet Roon.

**199,989 BBY**

The sky over Coruscant is finally free of ash.

**130,000 BBY**

Sith society begins (that is, the Sith species, not the Sith religion).

**100,000 BBY**

The planet Coruscant is now covered entirely by its principal city, later known as Galactic City.  
The Sith race begins to develop their culture and civilization.  
The Columi survey Coruscant and Duro, dismissing them as "primitive" disappointments.

The Kwa construct the Infinity Gate and the Star Temples on Dathomir.  
Civilization on Goroth begins with an agricultural society.

**95,000 BBY**

The last time the lower levels of Coruscant see sunlight.

**80,524 BBY**

Sith magic is created on Korriban.

**57,000 BBY**

Utapau is colonized by humanoid species that would later evolve into the Pau'an and Utai species.

**50,000 BBY**

The Gree develop hypergates.

**49,000 BBY**

The Infinity Empire of the Rakata is established using a special form of hyperdrive.

**40,000 BBY**

Felucia is colonized by the Gossam  
The Civilization on Garos IV is wiped out by a ground quake.

**35,000 BBY**

The Castle Lands of Oroboro are built by the Killiks on Alderaan.

**30,000 BBY**

The Infinity Empire reaches its peak and constructs the Star Forge.  
The Killiks are driven from Alderaan and Alsakan.

**29,000 BBY**

The Kashi Mer Dynasty reaches its height.

**28,000 BBY**

The Rakata arrive on Korriban, but are eventually defeated by King Adas.

**27,700 BBY**

Reign of King Adas over the Sith ends.

**27,500 BBY**

The first Human colonists land on Alderaan.

**27,000 BBY**

Human colonists first arrive in the Tion Cluster.

**26,000 BBY**

The Morodins colonize Varonat.  
The Library of Xer is built on Crinton's Point.  
The Cult of M'dweshuu is formed on the Nikto homeworld of Kintan.  
Alsakan is colonized by Humans from Coruscant in the colony ship, Kuat Explorer.

**25,970 BBY**

Churabba the Hutt takes over Kintan.

**25,200 BBY**

A major plague sweeps through the galaxy that kills only Rakata. As a result of this, twinned with subject species rebellion, the Infinity Empire collapses.  
The Kitel Phar dynasty is founded on Atrisia.

**25,180 BBY**

The Verpine colonize the Roche asteroid filed.

#### **25,130 BBY**

The reign of Xim the Despot begins. Xim the despot rules a large portion of the galaxy. Xim is equipped with a War Droid army.

#### **25,105 BBY**

The Battle of Ko Vari and the First Battle of Vontor are fought between the Hutt Empire and the empire of Xim the Despot.

#### **25,100 BBY**

Both the Second and Third Battles of Vontor are fought between the Hutts and Xim the Despot.  
According to Tionese history, Xim the Despot is killed at Vontor, but he is actually captured and later dies as a slave in the dungeons of Kossak on Evocar.  
The Treaty of Vontor is signed.  
The Hutts gain control of the Si'Klaata Cluster.

## **The Old Republic Era**

#### **25,000 BBY (GSC 0)**

The Rakatan hyperdrive is adapted, manufactured, and widely distributed by the Corellians.  
The Unification Wars are fought.  
The Galactic Constitution is signed.  
The Galactic Republic is formed.  
Coruscant becomes the Republic's capital.  
Merk Quanto is the first elected Supreme Chancellor.  
The Jedi Order arises from the ashes of the Force Wars of Tython.  
Jedi Knights establish a school on Ossus.  
The Perlemian Trade Route is founded, linking Coruscant with Ossus.

#### **24,980 BBY (GSC 20)**

Rana Mas Trehalt, legendary Queen of Duro, dies.  
Dasid becomes King of Duro.

#### **24,500 BBY (GSC 500)**

The first war between the Jedi begins, when some of their number are drawn to the Dark Side, forming the Legions of Lettow.

#### **24,400 BBY (GSC 600)**

The Dark Jedi lose the war.

#### **24,000 BBY (GSC 1,000)**

Hosk Station is constructed on the surface of Kalarba's largest moon.  
The Tionese War is fought between the Galactic Republic and the Honorable Union of Deseviro & Tion.

#### **23,900 BBY (GSC 1,100)**

The former worlds of the Union, (with the exception of Deseviro), join the Galactic Republic as a member sector with Tion as the capital.

#### **22,000 BBY (GSC 3,000)**

The planet Nubia is settled.

#### **20,100 BBY (GSC 4,900)**

The Inner Rim is settled.

#### **20,000 BBY (GSC 5,000)**

The Galactic Republic's Great Manifest Period begins.  
The Etti flee persecution in the Core and eventually settle on Etti IV.

#### **19,997 BBY (GSC 5,003)**

An indigenous sapient species of Neona goes extinct.

#### **18,000 BBY (GSC 7,000)**

Bureau of Ships and Services is created.

#### **17,522 BBY (GSC 7,478)**

Haruun Kal is colonized for the first time.

#### **17,000 BBY (GSC 8,000)**

The Alsakan Conflicts begin.  
The Great Manifest Period ends.  
The Indecta era begins.

#### **16,950BBY (GSC 8,050)**

The Arkanians settle Xexto subjects on Quermia for a genetic experiment.

#### **15,500 BBY (GSC 9,500)**

The Duinuogwuin Contention.  
The first portable high-energy blade is constructed (though unstable and inefficiently guzzled power from a belt-mounted power supply).  
The University of Coruscant is founded by Borz'Mat'oh and Supreme Chancellor Fillorean.

#### **15,100 BBY (GSC 9,900)**

The Anomids of Yablari develop hyperdrive.

#### **15,000 BBY (GSC 10,000)**

The Indecta era ends.  
Yablari joins the Galactic Republic  
Neimoidia is finally considered a separate culture from Duro.  
Ando joins the Republic.  
The planet Dahrtag is settled.  
The Aquala and the Quara fight in a civil war.  
The Hutts take over Evocar

#### **14,975 BBY (GSC 10,025)**

Necropolis is colonized.

#### **14,000 BBY (GSC 11,000)**

Vulta joins the Galactic Republic.

#### **13,975 BBY (GSC 11,025)**

The Duros discover Sneeve.

#### **13,720 BBY (GSC 11,280)**

The Herglic Trade Empire collapses.

#### **13,000 BBY (GSC 12,000)**

Lan Barell is discovered.

#### **12,720 BBY (GSC 12,280)**

The Herglic establish contact with the human colonists of the nearby Tapani Sector and join the Galactic Republic soon after.

#### **12,500 BBY (GSC 12,500)**

The slave trade becomes an everyday part of life on Ryloth.

#### **12,000 BBY (GSC 13,000)**

Ord Mantell is colonized by Corellian colonists as an advanced military outpost for the Republic.  
The Pius Dea Crusades begin.  
The Galactic Museum is established on Coruscant.

#### **11,975 BBY (GSC 13,025)**

Morseer is settled.

#### **11,720 BBY (GSC 13,280)**

The Twelve Kingdoms Era in the Tapani Sector begins.

**11,708 BBY (GSC 13,292)**

First contact between the Mrlssi and Humans occurs.

**11,500 BBY (GSC 13,500)**

Female Jedi Knight Halbret brings together a contingent of Jedi Knights to defeat a powerful Dark Jedi who has enslaved the Kathol species.

**11,000 BBY (GSC 14,000)**

End of the Pius Dea Crusades.

**10,019 BBY (GSC 14,971)**

The Corellians discover New Plympto.

**10,000 BBY (GSC 15,000)**

Gravlex Med is briefly occupied by Shusugaunt conquerors. The Lost City of the Jedi is constructed on Yavin IV. Abregado-rae is discovered by Galactic Republic scouts. Kinyen recorded history begins. The Great Library of Ropagi II is built by the Ropagu.

**9,997 BBY (GSC 15,003)**

Fortress Barlos is built on Pochi.

**9,990 BBY (GSC 15,010)**

Lightsabers are invented. Kaja Cinis, a Civialian built the first lightsaber using a very rare Kyber crystal. Only three of these crystals exist.

**9,988 BBY (GSC 15,012)**

Adumar is settled.

**9,000 BBY (GSC 16,000)**

The Rianitus Period begins.

**8,296 BBY (GSC 16,704)**

Start of the Sullustan Calendar.

**8,000 BBY (GSC 17,000)**

The Republic establishes an outpost on the planet Malastare's eastern continent. Gran colonists arrive over the following millennia and begin to displace the native Dugs. The Rianitus Period ends.

**7,720 BBY (GSC 17,280)**

The Twelve Kingdoms Era in the Tapani Sector ends.

**7,700 BBY (GSC 17,300)**

The war between the Meris and Teltiors on Merisee begins.

**7,600 BBY (GSC 17,400)**

Gorothites develop hyperdrive.

**7,500 BBY (GSC 17,500)**

Goroth Prime joins the Galactic Republic.

**7,328 BBY (GSC 17,762)**

The Tapani Sector joins the Galactic Republic. The Mrlsst Academy is established on Mrlsst.

**7,308 BBY (GSC 17,782)**

The Galactic Standard Calendar is developed.

**7,299 BBY (GSC 17,701)**

Ishanna is colonized.

**7,032 BBY (GSC 17,968)**

The "Elders" engage in warfare with the Gungans, forcing the Gungans to retreat underwater.

**7,003 BBY (GSC 17,997)**

The Second Great Schism occurs, and the Hundred-Year Darkness begins.

**7,000 BBY (GSC 18,000)**

A prophecy tells of a Chosen One who will bring "balance to the Force".

According to legend, the Mandalorian Crusaders were formed on the planet Mandalore by the Taung, Mandalore the First.

**6,997 BBY (GSC 18,003)**

Mrlsst joins the Galactic Republic.

**6,950 BBY (GSC 18,050)**

Quermia is rediscovered by the Galactic Republic.

**6,900 BBY (GSC 18,100)**

End of the Hundred-Year Darkness.

The Dark Jedi lose the war at the Battle of Corbos, and the survivors are exiled from the Republic.

The Dark Jedi found the Sith Empire, which remains unknown to rest of the galaxy for almost two thousand years.

The Golden Age of the Sith begins. Quermia joins the Galactic Republic.

**6,300 BBY (GSC 18,700)**

S'krrr is discovered by the Rabaanites.

**6,000 BBY (GSC 19,000)**

Manderon Period reaches its height.

The Miraluka migrate to Alpheridies.

Rheshalva Interstellar Armaments is founded.

**5,975 BBY (GSC 19,025)**

Dorin joins the Galactic Republic

**5,689 BBY (GSC 19,311)**

The Sidereal Period begins.

**5,500 BBY (GSC 19,500)**

The first leg of the Rimma Trade Route is established by Tapani Sector merchants.

**5,100 BBY (GSC 19,900)**

Marka Ragnos defeats Lord Simus and is crowned Dark Lord of the Sith.

In the next three millennia to come, the following Dark Lords of the Sith were: Marka Ragnos, Ludo Kresh, Naga Sadow, Freedon Nadd and Exar Kun.

The Golden Age of the Sith ends with the death of Marka Ragnos

**5,033 BBY (GSC 19,967)**

A Jedi crashes on Yashuvhu and ultimately establishes a Force tradition there through his descendants.

**5,032 BBY (GSC 19,968)**

An interstellar race colonizes Kooriva, and becomes known as the Koorivar.

The end of the "Elder" civilization on Naboo

Future Jedi, Odan-Urr, is born on Draethos.

**5,020 BBY (GSC 19,980)**

Gav and Jori Daragon are born on Koros Major.

**5,007 BBY (GSC 19,993)**

The symbol of the Republic Navy is carved in a moon.

**5,002 BBY (GSC 19,998)**

Nazzri's hereditary monarchy is replaced with a theocratic oligarchy.

**5,000 BBY (GSC 20,000)**

The Great Hyperspace War begins when Gav and Jori Daragon accidentally lead the forces of the Sith Empire to the Republic.

Battle of Coruscant

Battle of Koros Major

Battle of Kirrek

Battle of Primus Goluud

First Battle of Korriban

Second Battle of Korriban

The Republic wins the war, but Dark Lord of the Sith Naga Sadow escapes to Yavin 4.

The planet Tatooine is discovered.

**4,996 BBY (GSC 20,004)**

The Great Jedi Library is established by Jedi Master Odan-Urr on Ossus.

**4,995 BBY (GSC 20,005)**

The Klatooinian Trade Guild is founded on Klatooine.

**4,990 BBY (GSC 20,010)**

The dissolution of the First Sith Empire.

**4,800 BBY (GSC 20,200)**

The Gank Massacres take place, resulting in the extinction of the Porporites.

**4,700 BBY (GSC 20,300)**

A Jedi Assembly is established.

**4,519 BBY (GSC 20,481)**

Uueg Tching. The fifty-fourth Emperor of Kitel Phard, states three ways on how to defeat an enemy, which ultimately becomes a famous, oft-referenced quote.

**4,500 BBY (GSC 20,500)**

The Quarren make war on the Mon Calamari.

**4,400 BBY (GSC 20,600)**

The Jedi Knight Freedon Nadd falls to the dark side, learning the secrets of the Sith from the spirit of Naga Sadow.

**4,350 BBY (GSC 20,650)**

The Beast Wars of Onderon begin.

**4,250 BBY (GSC 20,750)**

The Third Great Schism.

The Vultar Cataclysm.

**4,200 BBY (GSC 20,800)**

Anchorhead is founded on Tatooine.

**4,156 BBY (GSC 20,844)**

Taris suffers a civil war.

Non-humans are banished from the Upper City of Taris.

**4,150 BBY (GSC 20,850)**

Hapes is settled by raiders from Lorell.

**4,070 BBY (GSC 20,930)**

Amanoa is born on Onderon.

**4,050 BBY (GSC 20,950)**

The Lorell Raiders are defeated by the Jedi, resulting in the hatred of the Jedi within the Hapes Consortium.

**4,048 BBY (GSC 20,952)**

Drokko Kira is cast out of the Onderon city of Iziz.

**4,024 BBY (GSC 20,976)**

Nallastia is settled by colonists from the Darpa Sector.

**4,019 BBY (GSC 20,981)**

Four Jedi Masters (two Warrior Masters and two Sage Masters) establish the ziggurat of the Jedi Temple over the Force nexus on Coruscant.

**4,018 BBY (GSC 20,982)**

Ulic Qel-Droma is born on Alderaan.

**4,015 BBY (GSC 20,985)**

The Great Droid Revolution begins and is ended.

The Old Sith Wars begin.

**4,014 BBY (GSC 20,986)**

Future Mandalore, Canderous Ordo, is born on Ordo.

**4,002 BBY (GSC 20,998)**

Onderon joins the Galactic Republic.

**4,000 BBY (GSC 21,000)**

Sidrona Diath becomes Supreme Chancellor of the Galactic Republic.

The Beast Wars end, but the Great Sith War begins at the Battle of Onderon.

The Tallaani Shipyards are established on Tallaan.

**3,998 BBY (GSC 21,002)**

Foundation of the Krath cult.

The Freedon Nad Uprising occurs on Onderon.

**3,997 BBY (GSC 21,003)**

Former Jedi Exar Kun is crowned the new Dark Lord of the Sith

The Krath Holy Crusade begins with the Battle of Basilisk.

The Mandalorians, led by Mandalore the Indomitable, engage the Republic and the Basiliskans.

Jedi Knights Ulic Qel-Droma and Nomi Sunrider fight for the Republic at the First Battle of Empress Teta.

Jedi Master Arca Jeth dies at the Battle of Deneba while saving his apprentice, Ulic Qel-Droma.

After the Second Battle of Empress Teta, Ulic Qel-Droma defects to the Krath.

Ulic Qel-Droma becomes the apprentice of Exar Kun.

**3,996 BBY (GSC 21,004)**

At the Battle of Kuar on the Plains of Harkul, Ulic Qel-Droma defeats Mandalore the Indomitable in combat, winning his loyalty.

Mandalore the Indomitable is defeated by the Republic at the Battle of Onderon and killed by the beasts of Dxun. He is succeeded by Mandalore the Ultimate.

Sith Lord Ulic Qel-Droma turns away from the Dark Side.

Exar Kun is defeated at the Battle of Yavin IV by Ulic Qel-Droma and the Republic.

Both the Great Sith War and the Krath Holy Crusade end with the Third Battle of Empress Teta.

Mandalore the Ultimate begins secretly summoning clans from across the galaxy, building up arms and ships on Dxun, working toward the day when a new crusade can be launched.

**3,995 BBY (GSC 21,005)**

The Great Hunt is started by the Jedi to exterminate the terentateks.

**3,994 BBY (GSC 21,006)**

Ulic Qel-Droma revisits Yavin IV.

**3,993 BBY (GSC 21,007)**

The Great Hunt ends.

**3,990 BBY (GSC 21,010)**

The Sith Holocron of Adas is uncovered by Queen Amanoa of Onderon.

**3,986 BBY (GSC 21,014)**

Ulic Qel-Droma dies on Rhen Var.  
Conclave on Exis Station.

**3,976 BBY (GSC 21,024)**

The Mandalorian Neo-Crusaders, led by Mandalore the Ultimate, begin to conquer worlds in the Outer Rim.  
Brianna and Mical are born.  
Visas Marr is born on Katarr.

**3,974 BBY (GSC 21,026)**

Mira is born.

**3,970 BBY (GSC 21,030)**

Beginning of the Kanz Disorders.

**3,965 BBY (GSC 21,035)**

The Mandalorian Wars begin with the First Battle of Onderon.  
The Galactic Republic enters the war, but the Jedi Council forbids involvement by the Jedi until the problem has been assessed.

**3,964 BBY (GSC 21,036)**

Battle of Flashpoint Station.  
First Battle of Suurja.  
Second Battle of Suurja.  
Third Battle of Suurja.  
Fourth Battle of Suurja.

**3,963 BBY (GSC 21,037)**

The Battle of Cathar is so brutal, that it is also referred to as the Genocide of Cathar.  
In response, the Jedi Revan and Malak defy the Jedi Council and lead a large faction of the Jedi, including the Jedi Exile, to war.

**3,962 BBY (GSC 21,038)**

Eres III is nearly destroyed by Mandalorian hands, while at the same time the Xoxin plains are intentionally set on fire and continue to burn, even twelve years later.  
The Mandalorians nearly devastate planet Duro, forcing the Duros to evacuate and relocate.

**3,961 BBY (GSC 21,039)**

The Exchange is driven off Taris for a time, thanks to Revan's intervention.  
Juhani is freed from slavery.  
Revan and Malak discover Star Maps on Kashyyyk and Korriban.  
Brejik takes command of the Black Vulkar gang on Taris.  
Cassus Fett becomes the most wanted man in the galaxy.  
Mandalore the Ultimate is killed by Revan at the Battle of Malachor V.  
The Mandalorian Wars end.  
The Jedi Exile, who was serving as a general, loses all connection to the Force, returns to the Jedi Council, and is exiled from the Order for her crimes.

Revan and Malak disappear into unknown space with a third of the Republic fleet.

**3,959 BBY (GSC 21,041)**

The Jedi Civil War begins.  
Revan and Malak declare themselves Sith and invade the Republic.  
Only the Battle Meditation of Bastila Shan staves off certain defeat.  
Battle of Foerost.  
Bombing of Telos IV.

**3,958 BBY (GSC 21,042)**

Griff Vao leaves Taris with Lena, abandoning his young sister, Mission.

**3,957 BBY (GSC 21,043)**

Revan is defeated onboard his flagship, after Malak turns against him. Bastila Shan brings Revan back to the Jedi, who use the Force to strip his memories and create a new identity for him.

**3,956 BBY (GSC 21,044)**

Battle of Taris.  
Attack on Dantooine.  
At the Battle of Rakata Prime, Revan kills Malak in a lightsaber duel, and the Republic Fleet destroys the Star Forge.  
End of the Jedi Civil War.  
The First Sith Civil War begins.

**3,955 BBY (GSC 21,045)**

Revan disappears into the Unknown Regions to destroy the ancient Sith Empire.  
The First Sith Civil War ends.  
First Jedi Purge begins.  
Supreme Chancellor Cressa starts the Telosian Restoration Project, for which Aratech launches the G0-T0 droid series.  
The Conclave on Katarr is called to discuss the future of the Jedi Order.  
The Sith Lord Darth Nihilus uses his massive Force powers to feed off of the life on Katarr, destroying all life on the planet, (except for the Miraluka Visas Marr), and virtually wipes out the Jedi Order.

**3,951 BBY (GSC 21,049)**

The Exile is discovered aboard the Ebon Hawk, by Darth Traya.  
First Battle of Dantooine.  
First Battle of Onderon.  
Second Battle of Onderon.  
Battle of Telos IV.  
The Exile reestablishes connection to the Force, and then kills Darth Traya, Darth Nihilus, and Darth Sion, who have spent the last five years assassinating Jedi.  
Destruction of Malachor V.  
First Jedi Purge ends.  
The Second Sith Civil War begins.  
End of the Old Sith Wars.  
The Exile departs to the Unknown Regions to find Revan.  
The Czerka Corporation, through not entirely legal means, attempts to take control over the Telosian Restoration Project.

**3,946 BBY (GSC 21,054)**

Sixteen worlds in the Gordian Reach ruled by G0-T0 droids secede from the Galactic Republic to form the independent territory of 400100500260026.  
The Republic, under the directive of Supreme Chancellor Cressa, retakes 400100500260026.

**3,900 BBY (GSC 21,100)**

The planet Naboo is colonized by settlers from Grizmallt.

**3,670 BBY (GSC 21,330)**

End of the Kanz Disorders.

**3,600 BBY (GSC 21,400)**

The Jedi free the Lorradians from Argazdan control.

**3,519 BBY (GSC 21,481)**

An expansion to the Jedi Temple on Coruscant is made.

**3,500 BBY (GSC 21,500)**

The Iktotchi race is discovered by the Republic.

**3,475 BBY (GSC 21,525)**

Iktotch joins the Galactic Republic.

**3,100 BBY (GSC 21,900)**

The Hapan Consortium seals its borders with the rest of the Galaxy.

**3,032 BBY (GSC 21,968)**

The War of the Gungan Tribes.  
The Gungans are unified under Boss Gallo.  
Boss Rogoe dies.  
Building of Otoh Gunga.

**3,000 BBY (GSC 22,000)**

Freia Kallea charts the Hydian Way.  
Socorro is colonized by Corellian colonists.  
The Alsakan Conflicts end.

**2,996 BBY (GSC 22,004)**

Saalo Morn fails to become a Jedi Knight and crosses over to the Dark Side.

**2,992 BBY (GSC 22,008)**

The planet Dathomir leaves the Paecian Empire.

**2,989 BBY (GSC 22,011)**

The Sayings, (an Atrisian reference), is stored in the Atrisian Imperial Historical Library.

**2,979 BBY (GSC 22,021)**

Jabiim joins the Galactic Republic.

**2,973 BBY (GSC 22,027)**

The Senate Rotunda is built.

**2,700 BBY (GSC 22,300)**

The city of Kala'din on Ryloth collapses.

**2,519 BBY (GSC 22,481)**

An expansion to the Jedi Temple on Coruscant is made, including the addition of the Jedi Archives.

**2,200 BBY (GSC 22,800)**

The beginning of the height of Saffa painting.

**2,032 BBY (GSC 22,968)**

Coruscant experiences its last major ground quake.  
The Koorivar are expelled from Kooriva by an indigenous species.

**2,019 BBY (GSC 22,971)**

Durge is born.

**2,000 BBY (GSC 23,000)**

Jedi Master Phanius absconds from the order with a stolen Holocron.  
The departure from the Jedi Order of Phanius and his followers becomes the Fourth Great Schism.  
Phanius takes the name Darth Ruin and starts a New Sith Empire.

Darth Ruin is soon betrayed and killed by his followers.  
The New Sith War begins.

**1,998 BBY (GSC 23,002)**

Ecclessis Figg is born.

**1,991 BBY (GSC 23,009)**

Jomark is colonized.

**1,989 BBY (GSC 23,011)**

The planet of Beshpin is first colonized.

**1,750 BBY (GSC 23,250)**

The Dark Underlord becomes Dark Lord of the Sith.

**1,550 BBY (GSC 23,450)**

The end of the height of Saffa painting.

**1,532 BBY (GSC 23,468)**

The Koorivar win back control of Kooriva.  
Battle of Gap Nine.

**1,500 BBY (GSC 23,500)**

Jaing and Durge are used as pawns in an unnamed Outer Rim cyberneticist's plot to start a war between the Mandalorians and the Sith.

**1,489 BBY (GSC 23,511)**

The Sayings are printed for the Atrisian nobility.

**1,466 BBY (GSC 23,534)**

Battle of Mizra.

**1,250 BBY (GSC 23,750)**

Belia Darzu becomes Dark Lady of the Sith.  
The Sictis Wars begin.

**1,230 BBY (GSC 23,770)**

Belia Darzu dies.  
The Sictis Wars end.

**1,196 BBY (GSC 23,804)**

The civilization on Hathrox III is destroyed in a biochemical civil war.

**1,100 BBY (GSC 23,900)**

Tatooine is rediscovered by the Republic.  
Start of the Republic Dark Age.

**1,050 BBY (GSC 23,950)**

Battle on Unknown World (Young Hoth).

**1,043 BBY (GSC 23,957)**

Darth Bane is born on Apatros.

**1,025 BBY (GSC 23,975)**

Hurst, father of Darth Bane, dies on Apatros.

**1,020 BBY (GSC 23,980)**

The planet Melida/Daan is colonized.  
Battle of Phaseera.

**1,015 BBY (GSC 23,985)**

Darovit is born on Somov Rit.

**1,010 BBY (GSC 23,990)**



A Sith Lord creates the Behemoth from the World Below on Aduba-3.  
Dannik Jerriko is born on Anzat.

#### **1,001 BBY (GSC 23,999)**

Spira is colonized.

## **Fall of the Republic Era**

#### **1,000 BBY (GSC 24,000)**

Battle of Hoth.  
Battle of Drom.und Kaas  
Battle of Malrev IV.  
Battle of Harpori.  
Battle of Balowa.  
First Battle of Ruusan.  
Second Battle of Ruusan.  
Third Battle of Ruusan.  
Fourth Battle of Ruusan.  
Fifth Battle of Ruusan .  
Sixth Battle of Ruusan.  
Seventh Battle of Ruusan.  
The Battle of Ruusan. The remaining Sith are exterminated on Ruusan, with the exception of Darth Bane, who starts a new Sith Order with only one master and one apprentice at a time (this is known as the Rule of Two). Each subsequent Sith would bear the title Darth, with few exceptions.  
The Republic Dark Age comes to an end.  
The Jafan Dynasty begins on Naboo.

#### **990 BBY (GSC 24,010)**

Darth Zannah fights and kills Darovit on Ruusan.

#### **965 BBY (GSC 24,035)**

Chiss Ascendancy passes the Non-Aggression Law.

#### **920 BBY (GSC 24,080)**

Aruk the Hutt is born.

#### **915 BBY (GSC 24,085)**

Sise Fromm is born.

#### **896 BBY (GSC 24,104)**

Yoda the Whill is born on Grentarik and later begins his training with Hysalrian Jedi Master N'Kata Del Gormo on an unknown swamp planet.

#### **850 BBY (GSC 24,150)**

A box containing a 10,000 year old lightsaber is discovered on Ossus.

#### **800 BBY (GSC 24,200)**

Yoda begins to train Jedi in the ways of The Force.

#### **796 BBY (GSC 24204)**

Yoda is granted the title of Jedi Master.

#### **700 BBY (GSC 24,300)**

B'omarr Monks construct the monastery on Tatooine that will eventually become Jabba's Palace.  
An Alderaan Biotics operation is established on Borleias.

#### **620 BBY (GSC 24,380)**

The Antarian Rangers are established.

#### **610 BBY (GSC 24,390)**

Dewlannamapia is born on Kashyyyk.

#### **600 BBY (GSC 24,400)**

The Jedi Knight Allya is exiled to Dathomir.

#### **596 BBY (GSC 24,404)**

First Battle of Zeltros.  
Jabba the Hutt is born on Nal Hutta.

#### **595 BBY (GSC 24,405)**

Gandle Ott is colonized by Humans.

#### **571 BBY (GSC 24,429)**

The Clatear and the Nhoras begin a large-scale species-based feud.

#### **550 BBY (GSC 24,450)**

The Bandit Alkhara moves into what will eventually become Jabba's Palace. His slaughter of a tribe of Sandpeople begins the centuries-long Tusken/Human blood feud.  
The 222 fishing trawler is designed and produced by Ubrikkian Transports.

#### **532 BBY (GSC 24,468)**

Many Quarren and Mon Calamari were taken as laborers to Lamaredd.

#### **529 BBY (GSC 24,471)**

The Atrisian Parliament is formed.

#### **519 BBY (GSC 24,481)**

The species later known as the Polis Massans begin to investigate the remains of the Eellayin civilization on Polis Massa.

#### **516 BBY (GSC 24,484)**

Jabba the Hutt forces the bandit Alkhara out of his palace.

#### **509 BBY (GSC 24,491)**

Yaddle is born.

#### **500 BBY (GSC 24,500)**

The Jedi training vessel Chu'unthor, is built in orbit around the planet Abhean by Republic Fleet Systems.  
The Federation of the Double Worlds is founded.  
Plagen is discovered.  
Tyvokka is born on Kashyyyk.

#### **495 BBY (GSC 24,505)**

Ikrit is born on the Outer Rim world of Kushibah.

#### **491 BBY (GSC 24,509)**

A civilization on Jandoon disappears.

#### **490 BBY (GSC 24,510)**

The Corporate Sector Authority, a free-enterprise fiefdom of the galaxy, is founded to free the Galactic Senate and corporate moneymakers from each other.

#### **482 BBY (GSC 24,518)**

Ikrit begins training under Master Yoda.

#### **481 BBY (GSC 24,519)**

Using the Force, Ikrit saves his village from Xinkra.

#### **475 BBY (GSC 24,525)**

Corellia unsuccessfully attempts to withdraw from the Galactic Republic, going so far as to utilize the Contemplanys Hermi clause for the first time in history.  
Yinchorr is first charted by the Galactic Republic.

**470 BBY (GSC 24,530)**

Corellia, Selonia and Drall ally in a failed attempt to takeover the Federation of the Double Worlds.

**439 BBY (GSC 24,561)**

Spore is created by scientists on Ithor.

**400 BBY (GSC 24,600)**

The elitist Nomad's Retreat in the Nomad Mountains on Corellia expands its membership to become a public resort. Susevfi is settled by Corporate Sector expatriates.

**392 BBY (GSC 24,608)**

Kal'shebbol is first settled by Twi'lek refugees.

**380 BBY (GSC 24,620)**

Kieran Halcyon defeats the Afarathau cult.

**378 BBY (GSC 24,622)**

Ikrit discovers the Golden Globe within the Palace of the Woolamander on Yavin IV.

**350 BBY (GSC 24,650)**

The Trade Federation is founded.  
The Great Cleansing occurs on Fyodos, devastating the planet. Attichitcuk is born on Kashyyyk.

**340 BBY (GSC 24,660)**

The Jedi training vessel Chu'unthor crashes on the surface of Dathomir.

**332 BBY (GSC 24,668)**

The Sheyfs of Clan Vos begin to rule Kiffu.

**322 BBY (GSC 24,678)**

The Annoo-dat conquer Gelefil.

**321 BBY (GSC 24,679)**

Ord Cestus becomes a prison planet.

**320 BBY (GSC 24,680)**

Rill is born.

**319 BBY (GSC 24,681)**

An embezzlement scandal results in twelve Cybot Galactica executives being imprisoned on Ord Cestus.

**312 BBY (GSC 24,688)**

Berethon e Solo establishes a democratic constitutional monarchy on Corellia, replacing the previous absolute monarchy.

**300 BBY (GSC 24,700)**

The Bothan Spynet is established.  
Myrkr is discovered and settled.  
The Ho'Din begin to industrialize and move down from the trees.  
The Nozho-Weogar War between the Bith city-states of Nozho and Weogar devastates Clak'dor VII.

**297 BBY (GSC 24,703)**

The Kian'thar begin developing strong ties with Black Sun.

**296 BBY (GSC 24,704)**

The Tofs conquer the planet Nagi.

**292 BBY (GSC 24,708)**

Oon Tien is colonized by the Republic.

**282 BBY (GSC 24,718)**

The Houks colonize Sriluur.

**275 BBY (GSC 24,725)**

The Janguine language goes extinct, along with its users.

**250 BBY (GSC 24,750)**

Human colonists from Salliche colonize Varonat, founding the settlements of Tropis-on-Varonat and Edgefields-on-Varonat. Gelgelar is colonized.  
Adarlon is colonized by Alderaanians.

**247 BBY (GSC 24,753)**

Bosbit Matarcher is born.

**232 BBY (GSC 24,768)**

The Jedi notice that the Force has begun to "flux", and fear that the dark side is growing again.  
Worxer is destroyed when its sun goes supernova.

**229 BBY (GSC 24,771)**

The Gardaji Rift is surveyed by the Galactic Republic.

**222 BBY (GSC 24,778)**

A freighter from Geonosis crashes on Tatooine, leading to the domestication of the massifs by the Sandpeople.

**220 BBY (GSC 24,780)**

The Academy of Carida is founded.  
The mining city of Tayana on Duro reaches its height.  
Drongar is discovered by Nikto scouts.

**219 BBY (GSC 24,781)**

Gowix Computers is founded.

**212 BBY (GSC 24,788)**

Starting from his homeworld of Delemede, Bosbit Matarcher unintentionally time travels 190 years into the future, due to faulty relativistic shielding on his ship.

**206 BBY (GSC 24,794)**

Oppo Rancisis is born on Thissipias.  
Quagga is born on Kashyyyk.

**200 BBY (GSC 24,800)**

A Wookiee named Chewbacca is born on Kashyyyk.  
The Jedi Order feels that the Dark Side of the Force is growing strong again.  
The star Carosi destroys the innermost five planets in the Carosus system.  
Yperio Baobab creates Bab-Prime, precursor to Bab-Neo and modern-day droidspeak.  
Memory wipes become common droid maintenance following a personality virus unleashed by a member of the Baobab Merchant Fleet.

**195 BBY (GSC 24,805)**

Glova is colonized.

**194 BBY (GSC 24,806)**

Birth of the Bab-Prime language.

**192 BBY (GSC 24,808)**

Recycling bacteria in a manner that revolutionizes waste management develops on Coruscant.

**191 BBY (GSC 24,809)**

The natives of Fere are wiped out by a plague.

**190 BBY (GSC 24,810)**

Vima-Da-Boda is born.

**189 BBY (GSC 24,811)**

Vortex joins the Republic.

**188 BBY (GSC 24,812)**

Kibh Jeen falls to the Dark Side of the Force.  
Almas Academy is founded on Almas by the Jedi.  
Qornah dies on Almas.

**180 BBY (GSC 24,820)**

The space station Tatoo III is constructed in orbit around Tatooine.

**171 BBY (GSC 24,829)**

Yoda travels to Ord Cestus and saves its natives, the X'Ting, from a disaster.

**161 BBY (GSC 24,839)**

The Tarasin Revolt begins on Cularin.

**160 BBY (GSC 24,840)**

Orn Belden, future Bakuran senator, is born.

**157 BBY (GSC 24,843)**

Chalmun is born on Kashyyyk.

**155 BBY (GSC 24,845)**

Tojjevvuk is born on Kashyyyk.

**154 BBY (GSC 24,846)**

The Tarasin Revolt on Cularin ends with the Cularin Compact.

**150 BBY (GSC 24,850)**

The Jafan Dynasty on Naboo ends and an elective monarchy begins.  
The Bakur Corporation under Arden colonizes Bakura.  
A coalition of corporations on Corellia overthrows its ruling constitutional monarchy, installing the office of Diktat to better steward business interests in the sector.

**147 BBY (GSC 24,853)**

Incom and Subpro enter into a partnership.

**145 BBY (GSC 24, 855)**

Brath Qella is discovered by the Galactic Republic's Third General Survey.

**142 BBY (GSC 24,858)**

The planet of Belasco begins a war with a neighboring planet.

**140 BBY (GSC 24,860)**

Brath Qella enters a deep ice age.

**132 BBY (GSC 24,868)**

The Republic first makes contact with the Elomin.

**130 BBY (GSC 24,870)**

The Potentium Heresy first appears amongst younger members of the Jedi Order.

**128 BBY (GSC 24,872)**

Eppie Antruse is born on Bakura.

**124 BBY (GSC 24,876)**

The Treaty of Trammis is orchestrated by Jedi Master Omo Bouri.  
The Galactic Senate declares the Outer Rim to be a free trade zone.

**121 BBY (GSC 24,879)**

The armed conflict between the Human settlers and the Gungan natives of Naboo comes to an end.

**120 BBY (GSC 24,880)**

Ugloste is born on Gentes.

**119 BBY (GSC 24,881)**

The Republic discovers the planet Orax.

**118 BBY (GSC 24,882)**

A war between Garos IV and Sundari ends with a treaty.

**115 BBY (GSC 24,885)**

Jira is born on Tatooine.

**112 BBY (GSC 24,888)**

The 3PO-series protocol droid line begins production by Cybot Galactica.

**110 BBY (GSC 24,890)**

Batorine joins the Galactic Republic.

**105 BBY (GSC 24,895)**

Durga the Hutt is born on Nal Hutta.

**104 BBY (GSC 24,896)**

Xizor is born on Falleen.

**102 BBY (GSC 24,898)**

Count Dooku is born to an aristocratic family on Serenno. He is discovered by the Jedi, and begins his training in infancy.  
Lorian Nod is born.  
The Aqualish colonize Andosha II and the other Andoan Free Colonies.

**100 BBY (GSC 24,900)**

The Dowager Queen crashes on Tatooine, which is subsequently colonized by miners and farmers.  
Fort Tusken is founded on Tatooine.  
The corporate wing of the Bakur Memorial Building is built on Bakura.  
Eixes Valorum is Supreme Chancellor.  
Dreadnaught-class heavy cruisers vessels are first deployed.  
The Prophets of the Dark Side colonize Kalakar Six from Dromund Kaas.  
Eeth Koth is born on Nar Shaddaa.  
Jaster Mereel is born on Concord Dawn.  
Jocasta Nu is born.  
An'ya Kuro is born.  
An unnamed Mandalore is assassinated by the bounty hunter Durge and a group of rogue Jedi Knights.

**99 BBY (GSC 24,901)**

Survivors of the crash of the Dowager Queen found Bestine Settlement.

**98 BBY (GSC 24,902)**

The first attacks by Tatooine's Sandpeople occur at Fort Tusken, lasting three years.

**97 BBY (GSC 24,903)**

Droid Uprising occurs on Bakura.  
Droid Uprising occurs on Tatooine.

Orn Belden and Eppie Antruse are married.

**96 BBY (GSC 24,904)**

Danoor is colonized by scientists studying in the Kathol Rift.

**95 BBY (GSC 24,905)**

Entechment is proposed with the election of a new Shreeftut on Lwhekk.

Fort Tusken on Tatooine is abandoned after three years of Sandpeople attacks.

Viszla is born.

**94 BBY (GSC 24,906)**

Famine on Telos.

The 21st Battle of Zehava on Melida/Daan.

**93 BBY (GSC 24,907)**

A second group of colonists found Motesta and re-establish Anchorhead on Tatooine.

**92 BBY (GSC 24,908)**

Qui-Gon Jinn is born on an unknown planet. He is discovered by the Jedi, and begins his training in infancy.

Ki-Adi Mundi is born.

Montross is born.

Tahl is born.

Plo Koon is born.

**91 BBY (GSC 24,909)**

Finis Valorum is born on Coruscant.

**90 BBY (GSC 24,910)**

Coveway is colonized.

The future Dark Jedi Maw is born.

**89 BBY (GSC 24,911)**

Dooku is apprenticed to Jedi Master Thame Cerulian.

The Potentium heretics are expelled from the Jedi Order, and colonize Zonama Sekot.

Lorian Nod is expelled from the Jedi Order.

Eol Sha is settled by the Republic.

**88 BBY (GSC 24,912)**

The Dark Woman takes Ki-Adi Mundi to Coruscant for Jedi training.

Plett builds Plett's Well on Belsavis.

Sio Bibble is born on Naboo.

**87 BBY (GSC 24,913)**

Civil war breaks out between Garos IV and Sundari over the destruction of a Garosian grain-processing factory.

Tem Chesko is born.

**86 BBY (GSC 24,914)**

Locus Geen, future General in the Army of the Republic, is born.

**85 BBY (GSC 24,915)**

Mos Eisley is founded around the wreck of the Dowager Queen.

**83 BBY (GSC 24,917)**

Mos Espa is founded on Tatooine.

The Galactic Games are instituted.

**82 BBY (GSC 24,918)**

Dantius Palpatine is born on Naboo.

Dooku passes the trials and is made a Jedi Knight.

Yoda takes Ki-Adi Mundi as his Padawan learner.

Doman Beruss is born on Illodia.

Cliegg Lars is born on Tatooine.

**81 BBY (GSC 24,919)**

Nejaa Halcyon is born on Corellia.

**80 BBY (GSC 24,920)**

Rune Haako is born on Neimoidia.

Iaco Stark is born.

Etahn A'baht is born.

Panaka is born.

Orn Free Taa is born.

**79 BBY (GSC 24,921)**

Anoon Bondara is born on Ryloth.

**78 BBY (GSC 24,922)**

Rostek Horn is born on Corellia.

Scerra is born on Corellia.

Ronhar Kim is born.

**77 BBY (GSC 24,923)**

The Second Galactic Games are held.

Dooku, along with his apprentice Qui-Gon Jinn, is reunited with Lorian Nod, who is now the leader of a band of space pirates.

Ruwee Naberrie is born on Naboo.

Senator Blix Annon dies of a heart attack.

**75 BBY (GSC 24,925)**

Longwind is colonized by criminals released from Republic prisons.

Drewwa, the third moon of Almanian, is colonized.

**74 BBY (GSC 24,926)**

Bail Antilles is born on Alderaan.

**73 BBY (GSC 24,927)**

The planet of Kegan begins a period of isolation.

**72 BBY (GSC 24,928)**

Mace Windu is born on Haruun Kal.

Shmi Skywalker is born on Cardonas.

Ebenn Q3 Baobab is born on Manda.

**71 BBY (GSC 24,929)**

Xanatos is born on Telos at about this time.

Ric Olié is born on Naboo.

**70 BBY (GSC 24,930)**

The Kira Run is founded, connecting the Lazerian system to the Ropagi system.

The space station Tatoo III is destroyed over Tatooine.

Seti Ashgad is born.

Jorus C'baoth is born on Bortras.

**69 BBY (GSC 24,931)**

Bail Organa of Alderaan is born.

The ruins of Wiyentaah are discovered on Polis Massa.

The Third Galactic Games are held.

Clat'Ha is born.

Cin Drallig is born.

**68 BBY (GSC 24,932)**

Nejaa Halcyon is taken as a Padawan learner.

**67 BBY (GSC 24,933)**

Ki-Adi Mundi completes his Jedi training.

Essara Till is born.

Nym is born on Lok.

**66 BBY (GSC 24,934)**

Jango Fett is born on Concord Dawn.  
 Radiant VII is built and launched over Corellia.  
 Dooku and Qui-Gon Jinn embark on their last mission as Master and Padawan.  
 Shmi Skywalker is sold into slavery.  
 Jan Dodonna is born on Commenor.  
 Dorja is born on Coruscant.  
 Vanden Willard is born on Alderaan.

**65 BBY (GSC 24,935)**

Nute Gunray is born on Neimoidia.  
 The Hutts take control of Tatooine.  
 Gagra is born on Tatooine.

**64 BBY (GSC 24,936)**

Qui-Gon Jinn passes the Trials and becomes a Jedi Knight.  
 Tahl passes the Trials and becomes a Jedi Knight.  
 The H'kig arrive on Rishi.  
 Wilhuff Tarkin is born on Eriadu.

**63 BBY (GSC 24,937)**

Otto, future Imperial General, is born on Coruscant.

**62 BBY (GSC 24,938)**

The Flash speeder is developed on Naboo.  
 The Fourth Galactic Games are held.  
 The R3 series astromech droid is developed around this time.  
 Jocasta Nu joins the Jedi Council.  
 Vana Sage is born on Alderaan.  
 Coleman Trebor is born on Sembla.  
 Nee Alavar is born on Lorrd.  
 Obi-Wan Kenobi is born on the yellow rocky world of Pilegias.

**61 BBY (GSC 24,939)**

Followers of the H'kig religion, fleeing from persecution on their homeworld, settle the planet Rishi.

**60 BBY (GSC 24,940)**

The Millennium Falcon is constructed over Corellia.  
 The Corellian Security Force, or CorSec, is formed on Corellia.  
 Nejaa Halcyon becomes a Jedi Knight.  
 The Mandalorian Civil War begins.  
 Jaster Mereel becomes Mandalore.  
 Saun Dann is born.  
 Raith Sienar is born.  
 Bib Fortuna is born.

**59 BBY (GSC 24,941)**

Nejaa Halcyon and Scerra have a secret wedding on Corellia.  
 Qui-Gon Jinn's first apprentice passes the Trials and becomes a Jedi Knight. Qui-Gon becomes a Jedi Master and takes Xanatos as his second Padawan learner.  
 Shaak Ti is born on Shili.  
 Quinlan Vos is born on Kiffu.

**58 BBY (GSC 24,942)**

Jango Fett is orphaned when his family of simple farmers is murdered by the Mandalorian Death Watch. He is picked up by former Journeyman Protector Jaster Mereel.  
 Jabba the Hutt is sent to Tatooine to represent the Desilijic Clan.  
 Mace Windu is sent to Hurikane to negotiate with the insectoid-rock humanoids. He makes peace with them and receives purple Hurrikaine Crystals that he uses to build his lightsaber.  
 Darsha Assant is born on Alderaan.  
 The Yinchorri gain representation in the Galactic Senate.

**57 BBY (GSC 24,943)**

The Yinchorri join the Galactic Republic.  
 Bruck Chun is born on Telos IV.

Gilad Pellaeon is born on Corellia.  
 Nield is born on Melida/Daan.  
 Cerasi is born on Melida/Daan.

**56 BBY (GSC 24,944)**

Obi-Wan Kenobi begins training in the Jedi Temple under Master Yoda.  
 Nerra Ziveri turns control of the Jedi Academy on Cularin to Lanius Qel-Bertuk and disappears.

**55 BBY (GSC 24,945)**

The Fifth Galactic Games are held.  
 The Neimoidians become the leaders of the Trade Federation.

**54 BBY (GSC 24,946)**

Khameir Sarin (later known as Darth Maul) is born on Iridonia.  
 Bant Eerin is born on Mon Calamari.  
 Joclad Danva is born.

**53 BBY (GSC 24,947)**

Xanatos leaves the Jedi Order after Qui-Gon Jinn is forced to kill the boy's father, Crion, on Telos.  
 The opera, The Brief Reign of Future Wraiths, leaves Coruscant to tour the Galaxy.  
 Padawan Jorus C'baoth attends Mirnic University.  
 Bossk is born on Trandosha.  
 Aurra Sing is born on Nar Shaddaa.

**52 BBY (GSC 24,948)**

Palpatine's predecessor, Vidar Kim, is assassinated on Coruscant.  
 Palpatine is elected to the Galactic Senate as Senator of Naboo and the Chommell Sector.  
 Oppo Rancisis begins teaching at the Jedi Temple on Coruscant.  
 The Galactic Correctional Authority is formed, and establishes prisons on several worlds including Oovo IV.  
 Jaster Mereelis killed at the Battle of Korda 6.  
 Jango Fett becomes leader of the Mandalorians.  
 Jedi Master Dooku mediates an end to the Sevarcos Dispute.  
 Jocasta Nu steps down from the Jedi Council.  
 Jar Jar Binks is born on Naboo.  
 Garm Bel Iblis is born on Corellia.  
 Bolabo Hujaan is born on Sullust.  
 Gaen Drommel is born on Oplovis.  
 V-Davi is born on Kegan.  
 The Twi'lek twins Tann Gella and Ann Gella are born on Ryloth.  
 Zam Wessel is born on Zolan.

**51 BBY (GSC 24,949)**

Jorus C'baoth begins his service as the personal advisor to Senator Palpatine of Naboo.  
 The Dark Woman brings Aurra Sing to Coruscant for Jedi training.  
 Silya Shessaun is born on Thesme.

**50 BBY (GSC 24,950)**

Galladinium founds Galladinium's Galactic Imports on Lenthalis.  
 The Moddell sector joins the Galactic Republic.  
 Salt is introduced to the Arcona.  
 Annaj joins the Galactic Republic and becomes the Moddell Sector capital.  
 Young Anomids develop a nonconformist subculture.  
 Galactic Republic scouts discover Bosph and the Bosph species.  
 The Republic makes first contact with the Eloms.  
 Quarg and his pirates are exiled from the Korteem Belt to Drexel II.  
 The Arkanian Revolution is fought over the re-engineering of the Yaka.  
 Jorj Car'das is born on Corellia.  
 Charal is born on Dathomir.  
 Airen Cracken is born on Contruum.  
 Roblio Darté is born.  
 Gorm the Dissolver is born.  
 Valin Halcyon/Hal Horn is born on Corellia.  
 Owen Lars is born on Ator.

Schennt is born on Corulag.  
Sola Naberrie is born on Naboo.  
Sayer Mon Neela is born.

#### 49 BBY (GSC 24,951)

Lorana Jinzler is born on Coruscant.  
Breha Organa is born on Alderaan.  
Rorworr is born on Kashyyyk.  
Deel Surool is born on Ryloth.  
Sylvn is born on Cerea.  
Pter Thanas is born.

#### 48 BBY (GSC 24,952)

Arani Korden is born on Naboo.  
Beru Whitesun is born on Tatooine.  
Mon Mothma is born on Chandrila.  
Aayla Secura is born on Ryloth.  
Toba is born on Naboo.  
Maximilian Veers is born on an Unknown Planet.

#### 47 BBY (GSC 24,953)

Sharad Hett leaves the Jedi Temple.  
A'Sharad Hett is born on Tatooine.  
Sia-Lan Wezz is born.

#### 46 BBY (GSC 24,954)

Padmé Amidala (Padmé Naberrie) is born to Ruwee and Jobal Naberrie on Naboo.  
The Marzoon Confederacy joins the Republic.  
Garven Dreis is born on Virujansi.

#### 45 BBY (GSC 24,955)

The Katana fleet is lost.  
Qui-Gon Jinn chooses a young Obi-Wan Kenobi as his Padawan.  
Byss is first charted by the Galactic Republic.  
Veruna becomes King of Naboo.  
Raymus Antilles is born on Alderaan.  
Brandei is born on Mantooine.  
Dormé is born on Naboo.

#### 44 BBY (GSC 24,956)

Xanatos commits suicide on Telos by jumping into a pool of acid, rather than be captured by his former master, Qui-Gon Jinn.  
The Stark Hyperspace War.  
Tyvokka is killed by Trade Federation droids.  
Plo Koon joins the Jedi Council.  
Kol Huro Unrest.  
Ackbar is born on Mon Calamari.  
Tap-Nar-Pal is born on Cerea.

#### 43 BBY (GSC 24,957)

The planet of Kegan ends its thirty year isolation.  
Durnar is born.  
Dean Jinzler is born on Coruscant.  
Ferus Olin is born.  
Xeltek is born.

#### 42 BBY (GSC 24,958)

Anakin Skywalker, the Chosen One who will bring balance to the Force, is born to a slave named Shmi Skywalker on Thessius, a watery island world. She carries him and gives birth to him, but he has no father.  
T'Bolton is born on Lorrd.  
Omo Bouri dies.

#### 41 BBY (GSC 24,959)

Jedi Master Tahl dies on New Apsolon.  
Kit Fisto takes on Tahl's apprentice, Bant Eerin, as his own apprentice.  
Shea Sadashassa is born on Herdessa.  
Darra Thel-Tanis is born.

Kitster Banai is born on Tatooine.

#### 40 BBY (GSC 24,960)

Finis Valorum is elected Supreme Chancellor of the Republic.  
Barriss Offee is born on Mirial.  
Fenn Shysa is born on Mandalore.  
Sien Sovv is born on Sullust.  
Catarine Towani is born.  
Jeremitt Towani is born.  
Future Jedi master Adaz Storey is born.

#### 39 BBY (GSC 24,961)

Shmi and Anakin Skywalker come to live on Tatooine when they are purchased by Gardulla the Hutt. However, the Hutt ultimately loses her prize to a junk dealer named Watto.  
The Republic makes its first known survey of the swamp world, Dagobah.  
Firmus Piett is born on Axxila.

#### 38 BBY (GSC 24,962)

A Republic survey team crashlands on Dagobah and begins a one-way battle to survive.  
Professor Murk Lundi takes a sabbatical to scour Kodai for a lost Sith Holocron.  
Wald is born on Tatooine.  
Diric Wessiri is born.  
Narro Sienar dies when his starship is destroyed near Dantooine.

#### 37 BBY (GSC 24,963)

The Yam'rii are enslaved.  
Liberal revolution on Pergitor  
Tour Aryon is born on Treylon II.  
Bene is born.  
Dama Montalvo is born on Alderaan.  
Naat Reath is born.  
Orman Tagge is born on Tepasi.

#### 36 BBY (GSC 24,934)

Finis Valorum is re-elected Supreme Chancellor.  
The Yam'rii uprising.  
Nenevanth Tion is born on Lianna.  
Horton Salm is born.  
Cassio Tagge is born on Tepasi.

#### 35 BBY (GSC 24,935)

The Great Resynchronization occurs, in an attempt to harmonize different Galactic calendars.  
Padmé Naberrie is made an Apprentice Legislator.  
Jedgar is born.

#### 34 BBY (GSC 24,936)

The Mandalorians are destroyed by a Jedi task force led by Count Dooku in the Battle of Galidraan. Jango Fett is the only survivor.  
Mandalorian Myles dies on Galidraan.  
Anakin Skywalker begins to build C-3PO out of the pieces of several broken protocol droids.

#### 33 BBY (GSC 24,967)

The Yinchorri Uprising begins.  
Ki-Adi Mundi joins the Jedi Council.  
In response to a wave of Nebula Front attacks, the Senate grants the Trade Federation the right to arm its ships, in return for trade route taxation.  
Eriadu Trade Summit.  
Padmé Amidala becomes Princess of Theed.  
Republic exploration ship Pathfinder III rediscovers Yashuvhu.

## Rise of the Empire Era

#### 32 BBY (GSC 24,968)



Padmé Amidala, former Princess of Theed, is elected Queen of Naboo.

The Trade Federation, under the influence of Darth Sidious, blockades, and eventually invades, Naboo at the behest of the Dark Lord of the Sith.

Obi-Wan Kenobi and Qui-Gon Jinn free Queen Amidala along with her political entourage and personal security force.

R2-D2 an astromech droid aboard the Queen's Yacht repairs the shield generator in the midst of danger while the ship attempts to escape the blockade. After the ship eludes the Trade Federation and lands on the remote world Tatooine, R2-D2 begins a longstanding relationship with the protocol droid C-3PO build by Anakin Skywalker.

Anakin Skywalker is discovered by Qui-Gon Jinn on the planet Tatooine. Qui-Gon wins Anakin's freedom by betting against Anakin's owner Watto in a podrace Anakin himself participates in. Queen Amidala returns to Naboo and ends a period of disdain between the two predominant species on the planet: Humans and Gungans. The Gungans engage the droid army while the Queen and her security force capture the leaders of the Trade Federation. In the battle, Qui-Gon Jinn is killed by Darth Maul, who, in turn, is killed by Obi-Wan Kenobi. Daultay Dofine is killed when the Droid Control Ship is destroyed.

Following the Battle of Naboo, Senator Palpatine is elected Supreme Chancellor of the Republic, replacing Finis Valorum.

Count Dooku leaves the Jedi Order and disappears, secretly joining Darth Sidious.

The creation of a secret clone army begins on Kamino, under the order placed by Jedi Master Sifo-Dyas. Jango Fett a bounty hunter whose DNA is the specimen for replication, requests an unaltered clone be made for him; he names him Boba Fett.

Count Dooku murders Sifo-Dyas and becomes Darth Tyrannus, the Sith apprentice of Darth Sidious.

Kendal Ozzel is born on Carida.

The Yuuzhan Vong reach the Galaxy.

### **31 BBY (GSC 24,969)**

Lando Calrissian is born.

The Nightsisters succeed in capturing a Star Temple and slaughter many Kwi.

### **30 BBY (GSC 24,970)**

Adi Gallia, Ki-Adi Mundi and A'Sharad Hett begin the hunt for Aurra Sing.

Vergere is dispatched to investigate Zonama Sekot; she offers to go with the Yuuzhan Vong.

Kh'aris Fenn attempts a coup on the Twi'lek Clan Council.

Professor Rynalla attempts to excavate the Bracers of Najus on Leritor.

Anzati released from stasis by Aayla Secura overrun Kiffex.

### **29 BBY (GSC 24,971)**

Raith Siemar presents the original concept for the Death Star to Wilhuff Tarkin.

Han Solo is born on Corellia.

Thracia Cho-Leem leaves the Jedi Order.

Preparations begin for the Outbound Flight Project.

Jedi master Ki-Adi Mundi chooses Adaz Storey to be his Padawan.

The Jamaane Coup occurs.

### **28 BBY (GSC 24,972)**

The Vagaari are defeated by the Chiss Ascendancy.

Chancery election; Palpatine is re-elected Supreme Chancellor.

Radnor is struck by a bioplague; the nearby Avoni attempt to conquer it.

The Colicoids take over spice processing on Nar Shaddaa.

Aayla Secura is knighted on Coruscant.

Quinlan Vos is promoted to Jedi Master on Coruscant.

### **27 BBY (GSC 24,973)**

Mon Mothma is elected Senator of Chandrila.

The Outbound Flight Project departs from Yaga Minor.

The Sepan Civil War begins.

Reija Momen becomes administrator of the Intergalactic Communications Center.

Master Yarael Poof is slain by Ashaar Khorda while protecting Coruscant from the Infant of Shaa.

### **26 BBY (GSC 24,974)**

Yeorg Captison is elected to the Bakuran Senate.

Maxo Vista wins the Galactic Games.

### **25 BBY (GSC 24,975)**

The Yuuzhan Vong establish an advance base on the planet Bimmial.

The Jedi begin a campaign against the Pirates of Iridium.

Alderaanians scouts find the planet Isis, but keep it a secret.

Shaak Ti joins the Jedi Council, replacing Yaddle.

### **24 BBY (GSC 24,976)**

Count Dooku reappears on Raxus Prime and alleges that the Republic has become too corrupt and pushes for citizens to break from the Republic and form a new government of their own.

Granta Omega plots two assassination attempts on Palpatine and though they are averted by the Jedi, 21 Senators are killed.

Ferus Olin resigns from the Jedi Order. He eventually ends up living on the world of Bellassa where he starts a good friendship with Roan Lands.

Palpatine reaches the end of his second term as Supreme Chancellor; the passage of the Emergency Powers Act allows him to stay in office until the crisis is dealt with.

Amidala, after serving two terms as Queen, is appointed by her successor Jamillia to be Naboo's Senator.

Start of the Virgilian Civil War.

The Commerce Guild takes control of Korriban.

Ister Paddie assumes Lanus Wrede's former seat in the Galactic Senate.

### **23 BBY (GSC 24,977)**

Ludi Billane is born on Ord Thoden.

Judder Page is born on Corulag.

Battle of Antar 4.

### **22 BBY (GSC 24,978)**

The Military Creation Act and the Battle of Geonosis.

Anakin Skywalker returns to his homeworld of Tatooine and meets his step brother Owen Lars and his girlfriend Beru. Shmi Skywalker is captured by the Tusken Raiders. Anakin Skywalker finds her; unfortunately it is too late and his mother dies in his arms. Driven by anger and rage, Anakin massacres the entire village of Tuskens while the force ghost of Qui-Gon Jinn tries to stop him.

Obi-Wan Kenobi discovers that Nute Gunray has been attempting to have Padmé Amidala assassinated as revenge for the Battle of Naboo. He also discovers that the Separatists under the leadership of Count Dooku are forming the Confederacy of Independent Systems.

Palpatine is given emergency powers by the Senate and authorized the creation of the Grand Army of the Republic to "counter the increasing threats of the separatists."

The Clone War begins with the Battle of Geonosis. Mace Windu kills Jango Fett in the fighting and many Jedi are killed attempting to rescue Obi-Wan Kenobi, his apprentice and Padmé Amidala.

Anakin Skywalker and Padmé Amidala marry in secret on Naboo.

### **22 - 19 BBY (GSC 24,978 - 24,981)**

The Clone Wars begin.

Aayla Secura and Ylenic It'kla track down a Techno Union scientist on Corellia.

Padawan Adaz Storey reaches the rank of Jedi Knight, however he goes into hiding on the planet Tatooine due to his vision of the future.

A Dark Jedi named Asajj Ventress meets Count Dooku and proclaims herself as a Sith. However after fighting with Count Dooku she understands that her power is inferior to theirs and

wishes to join the Sith, so Darth Sidious and Count Dooku use her for their dark plan against Anakin Skywalker.

#### **20 BBY (GSC 24,980)**

Two warships battle above the planet Honoghr. A Lucrehulk-class Core Ship, crashes into the planet, triggering massive earthquakes and releasing toxic chemicals, trihexalophine 1138, into the air. When the disaster is over, all of the surviving Noghri clans put aside their differences and migrate to the habitable truce ground in search of a way to live on the dying world.

#### **19 BBY (GSC 24,981 or GIC 0)**

Birth of the Galactic Empire

The Clone Wars end, Count Dooku is killed by Anakin Skywalker during the Second Battle of Coruscant and General Grievous is destroyed on Utapau. Chancellor Palpatine, revealed to be the Sith Master Darth Sidious and with Anakin's help kills masters Windu, Kit Fisto, Saesee Tiin and Agen Kolar.

Darth Sidious reorganizes the Galactic Republic into the Galactic Empire with himself as Emperor and Anakin Skywalker turns to the Dark Side and becomes Darth Vader, Palpatine's ruthless second-in-command and apprentice.

The Great Jedi Purge is orchestrated by Sidious and Vader and almost all Jedi are hunted down and killed.

Darth Vader kills all the Separatist leaders on Mustafar.

Luke Skywalker and Leia Organa are born to Padmé Amidala on Polis Massa. Padmé Amidala dies in childbirth. Obi-Wan Kenobi, who survives the Purge, leaves Luke with Anakin's step brother Owen Lars and Leia with Bail Organa, in order to protect them from the Emperor and their father.

Mon Mothma and Bail Organa along with other senators loyal to the Republic, discuss in secret plans for a Rebellion. This eventually leads to the Galactic Civil War.

#### **18 BBY (GSC 24,982 or GIC 1)**

The Ghorman Massacre occurs.

Jedi Master Plett turns his fortress in Plawal on Belsavis into a sanctuary for fugitives from the Emperor's purges.

Emperor Palpatine constructs the Eye of Palpatine.

Callista transfers her spirit to the Eye of Palpatine's computer system.

Han Solo meets his cousin Thrackan Sal-Solo, who sells him back to Garriss Shrike.

Obi-Wan Kenobi finds Ferus Olin, (a former Jedi apprentice of Siri Tachi), on Bellassa and foils an Imperial plot to mass murder the residents of Bellassa's capital city, Ussa.

Ferus Olin finds Jedi Master Garen Muln in the Crystal Caves of Ilum.

Obi-Wan Kenobi stops Inquisitor Sancor from finding information about Padmé Amidala's death on the asteroid Polis Massa.

Ferus Olin and Trever Flume find Jedi Master Fy-Tor-Ana, now going by the name of Solace, in the underlevels of Coruscant, with the help of Dexter Jettster.

Ferus Olin is captured by Imperial stormtroopers in the Jedi Temple, and then interrogated by Inquisitor Malorum.

Ferus Olin, with the help of Queen Apailana and Boss Nass, defeats Malorum and temporarily rids Naboo of its Imperial presence.

R4-G9 meets R-3PO.

Kylantha succeeds the late Apailana as Queen of Naboo.

#### **17 BBY (GSC 24,983 or GIC 2)**

Darth Vader defeats all of the Sa Cuis clones and defeats the rebellious Dark Jedi Sheyvan in a lightsaber duel.

#### **16 BBY (GSC 24,984 or GIC 3)**

Skee and his family flee to an unknown jungle planet during the Rodian Clan Wars.

#### **15 BBY (GSC 24,985 or GIC 4)**

The Rego Mineral Company contacts Altor 14.

The Fromm Tower Droid is created.

#### **14 BBY (GSC 24,986 or GIC 5)**

Syal Antilles runs away from home and changes her name to Wynssa Starflare.

#### **13 BBY (GSC 24,987 or GIC 6)**

The Renatasia system is re-discovered.

#### **12 BBY (GSC 24,988 or GIC 7)**

The Kamino Uprising.

#### **11 BBY (GSC 24,989 or GIC 8)**

Maridun is discovered by the Galactic Empire; slaving and mining operations are quickly established.

Soontir Fel is blackmailed from Corellia and enlists in the Imperial Academy of Carida.

The Confederate Remnant dissolves during the Battle of Mustafar.

#### **10 BBY (GSC 24,990 or GIC 9)**

Han Solo escapes from Trader's Luck and begins life on his own, apart from Garriss Shrike's band of space gypsies.

#### **9 BBY (GSC 24,991 or GIC 10)**

Dash Rendar enters the Imperial Academy.

An earthquake crumbles Chadra-Fan civilization, converting those that survived into spacefaring nomads.

The HWK-290 light freighter that would become Moldy Crow is manufactured.

Sienar Fleet Systems purchases the patents and production rights to the Eta-2 Actis interceptor and Alpha-3 Nimbus V-wing from Kuat Systems Engineering.

Luke Skywalker contracts a case of Tatooine dust fever.

An entire village of settlers on Coveaway is killed by the new Imperial garrison's commander.

#### **8 BBY (GSC 24,992 or GIC 11)**

On Falleen, two hundred thousand Falleen perish in a controlled Imperial bombardment of a city ruled by Xizor's father to quarantine the spread of a biological weapon.

Han Solo earns the nickname "Slick" from Lieutenant Badure when he safely lands a malfunctioning U-33 orbital loadlifter.

Emperor Palpatine discovers a method of transferring his consciousness into a new body in a Holocron retrieved from Jedi Master Ashka Boda.

The Mount Tantiss storehouse on Wayland completes construction. Its architects, V'Droz brothers are killed to keep it a secret.

Venthann Chass's Selonian nudes are displayed in the Coronet City Museum of Fine Art on Corellia.

Eib sells Gryseium Incorporated to Rigris Corazon.

The Mecetti government nationalizes its key industries.

Ken is delivered to the Lost City of the Jedi.

#### **7 BBY (GSC 24,993 or GIC 12)**

Soontir Fel is assigned the 6th Squadron of the 37th Imperial Fighter Wing.

Flirry Vorru is sent to Kessel after being framed by Prince Xizor.

#### **6 BBY (GSC 24,994 or GIC 13)**

Pooja Naberrie becomes Senator of Naboo at age 20.

Loka Hask is expelled from the Imperial Academy. Han Solo graduates from the same institution.

Xizor seizes control of Black Sun.

Lando Calrissian visits Trammis III.

Captain Hoffner and Talon Karrde discover the Katana Fleet.

#### **5 BBY (GSC 24,995 or GIC 14)**

Han Solo, now in a military academy, saves Chewbacca, now a slave, and is subsequently drummed out of the Imperial Navy. Chewbacca pledges a life-debt to Han Solo and remains his partner for the next three decades.

Lando Calrissian buys the Millennium Falcon.  
Kyle Katarn enters the Imperial Academy of Carida.

#### **4 BBY (GSC 24,996 or GIC 15)**

Lando Calrissian discovers the Mindharp; its accidental activation causes massive changes in the Rafa system.  
Jorj Car'das' starship is commandeered by a Bpfasshi Dark Jedi. The vessel crashes on Dagobah, where Yoda kills the Dark Jedi and heals Car'das.  
The Service Special blaster pistol is developed.  
Slider moves onboard the Star of Empire.  
Navik the Red attempts to slaughter Greedo's family, forcing them to flee to Nar Shaddaa.

#### **3 BBY (GSC 24,997 or GIC 16)**

Gallofree Yards goes bankrupt  
Canna Omonda becomes senator of Chandrila, replacing Mon Mothma.  
Lando Calrissian saves the Oswaft people.  
Tavell Geen becomes Scrivinar of the Centrality.  
The Rebel spy post, Ghost Base, is discovered and captured by Imperials.  
The first recorded encounter with a Yarkora.  
Narg is taken over by the Empire.  
Han Solo wins the Millennium Falcon from Lando Calrissian during a sabacc tournament on Cloud City.  
Tsoss Beacon constructed.

#### **2 BBY (GSC 24,998 or GIC 17)**

The Corellian Treaty is signed.  
Emperor Palpatine creates the position of Grand Admiral.  
Large phrikite deposits are located on Gromas 16.  
The Cult of Varn is developed on Kamar.  
Hart-and-Parn Gorra-Fiolla, Han Solo, Chewbacca and Odumin disrupted the Bonadan slave trade.  
Greedo the Younger befriends Anky Fremp on Nar Shaddaa.  
Demetrius Zaarin becomes Grand Admiral at New Year Fete Week.  
Corellian Diktat Dupas Thomree dies.  
Han Solo and Chewbacca attempt a clotheslegging scheme in the Cron Drift.

#### **1 BBY (GSC 24,999 or GIC 18)**

The Rebel Alliance takes shape.  
Rebel spies steal the plans for the Empire's new Death Star battle station.  
Dark Forces (Project "Dark Trooper," under the direction of Imperial Admiral Mohc, is foiled by Rebel agents).

## **The Rebellion Era**

#### **0 BBY (GSC 25,000 or GIC 19)**

The Destruction of Alderaan and the Battle of Yavin.  
The Imperial Senate is disbanded, giving Palpatine absolute power.  
A squad of stormtroopers kills Owen and Beru Lars, Luke Skywalker's Uncle and Aunt, leaving him without any family that he knows of.  
The Death Star destroys Alderaan and Obi-Wan Kenobi is killed by Darth Vader, but his spirit lives on.  
The Battle of Yavin. Luke Skywalker, with the assistance of Obi-Wan Kenobi's spirit and Han Solo, destroys the Death Star before it can destroy the Rebel base on Yavin 4. Luke Skywalker and Han Solo join the Rebel Alliance. Grand Moff Tarkin dies in the destruction of the Death Star.  
The Emperor decrees from his throne on Coruscant that another Death Star should be built.

#### **0 ABY (GSC 25,000 or GIC 19)**

The Super Star Destroyer Executor is launched under the command of Captain Kendal Ozzel. It is dispatched to destroy the

Rebel base on Yavin. However, a miscalculation from Admiral Griff allows the Rebels to escape (after the Rebels are forced from Yavin IV, they briefly relocate to Thila before establishing Echo Base on Hoth).

#### **1 ABY (GSC 25,001 or GIC 20)**

Imperial forces seize Bakura.

#### **2 ABY (GSC 25,002 or GIC 21)**

An Imperial force led by Darth Vader catches up to some of the Rebels on Ord Mantell. It is here that Darth Vader learns the name of the Rebel who destroyed the Death Star, Luke Skywalker. While on Ord Mantell, Skorr, a bounty hunter working for Jabba the Hutt, nearly captures Han Solo.  
Luke and Leia discover the Kaiburr crystal on Mimban.

#### **3 ABY (GSC 25,003 or GIC 22)**

The Battle of Hoth and the Subjugation of Bespin.  
The Battle of Hoth. The Empire discovers the Alliance's secret base on Hoth and launches a successful attack on the Rebel base, with many Rebel casualties.  
Admiral Ozzel is killed by Darth Vader for incompetence and Captain Piett assumes command of Vader's fleet.  
Luke Skywalker discovers Yoda on Dagobah, and trains under him. When he receives disturbing visions of the future he halts his training but promises to return.  
Boba Fett captures Han Solo to take him to Jabba the Hutt after Solo is frozen in carbonite on Cloud City. Lando Calrissian joins the Alliance.  
Galactic criminal leader Prince Xizor plots the assassination of Luke Skywalker.  
Luke Skywalker is seduced by the Dark Side of the Force.  
Leia Organa, Luke Skywalker, and Lando Calrissian track Boba Fett to the Imperial enclave moon of Gall in the hopes of saving Han Solo. Boba Fett delivers Han Solo to Jabba the Hutt.  
Bothan spies capture the plans to the Second Death Star.  
Darth Vader reveals to Luke Skywalker that he is his father, but Luke is uncertain whether it is true or not.  
Prince Xizor is killed by Darth Vader and Black Sun collapses.

#### **4 ABY (GSC 25,004 or GIC 23)**

The Battle of Endor.  
Han Solo is rescued from Jabba the Hutt and Jabba is killed by Leia Organa. Boba Fett is imprisoned in the sarlacc, but survives.  
Yoda dies and Luke Skywalker discovers that he is truly the son of Darth Vader and that Leia Organa is his sister. He passes this information on to her.  
The Battle of Endor begins, Luke Skywalker surrenders to Darth Vader and the Rebel Alliance successfully destroys the shield generator with the help of the Ewoks and Luke duels with Vader. Darth Vader/Anakin Skywalker is redeemed to the light side of the Force by the efforts of Luke Skywalker. Anakin Skywalker destroys Palpatine, saving his son's life, and dies on the light side of the Force. The prophecies of both the Chosen One and the Sith'ari are fulfilled.  
The Battle of Endor. Lando Calrissian, Wedge Antilles and Nien Nunb destroy the second Death Star, virtually ending the Galactic Civil War. The Empire as the galaxy knows it is brought to an end and begins to tear itself apart through warlordism. Now-Admiral Piett dies when the Executor crashes into the Death Star.

#### **4 ABY (GSC 25,004 or GIC 23)**

A small Rebel task force responds to a distress call at Bakura. Converting into the Alliance of Free Planets, the Imperial and Alliance forces sign the Truce at Bakura, a ceasefire to work together to repel the invading Ssi-Ruuk.

## **The New Republic Era**

#### **5 ABY (GSC 25,005 or GIC 24)**

The New Republic is established and Mon Mothma is Chief of State.

Luke Skywalker attains the rank of General. Six months later, after Imperial forces under the command of Lord Shadowspawn fought to the last man against his army, he retires from the military.

Ysanne Isard engages in a series of political maneuvers to damage the New Republic and seize control of the Empire.

#### **6 ABY (GSC 25,006 or GIC 25)**

Rogue Squadron reforms under Wedge Antilles.

New Republic forces switch from the guerilla tactics of the Alliance to a campaign of claiming important Core worlds as the Empire's grip crumbles.

#### **7 ABY (GSC 25,007 or GIC 26)**

The New Republic captures Coruscant from what remains of the Empire.

Ysanne Isard leaves an artificial virus called the Krytos Virus that infects all non-humanoids, behind on Coruscant to drain the New Republic's already strained resources and create an enmity between humans and non-humans. Together these are designed to tear the New Republic apart.

The New Republic secures the needed bacta from Thyferra in the Bacta War to eliminate the plague. Isard fakes her death and disappears.

#### **8 ABY (GSC 25,008 or GIC 27)**

Leia Organa marries Han Solo.

Prince Isolder allies the Hapes Consortium with the New Republic.

Imperial warlord Zsinj dies.

#### **9 ABY (GSC 25,009 or GIC 28)**

Jacen and Jaina Solo are born to Leia Organa and Han Solo.

Grand Admiral Thrawn's attempt to destroy the New Republic and restore dignity to the Galactic Empire fails.

Obi-Wan Kenobi's spirit moves.

The Noghri defect to the New Republic when they discover that the Empire has been manipulating them and polluting their world.

Ysanne Isard returns, and helps Rogue Squadron defeat her clone, who is using a warlord to do her dirty work. Isard is killed by Iella Wessiri on the Lusankya, while Wedge Antilles kills the clone and warlord.

#### **10 ABY (GSC 25,010 or GIC 29)**

The Imperial Remnant temporarily recaptures Coruscant, but splinters into two factions, and fights with each other. The New Republic is forced to hide at Pinnacle Base.

Emperor Palpatine is reborn in a clone body and makes Luke Skywalker his second in command, but Luke turns against him and kills Palpatine with Leia and destroys his flagship Eclipse.

The New Republic wins The Battle of Mon Calamari.

The Emperor returns again, but Empatajayos Brand destroys his life-force. Brand dies and Palpatine is ultimately dead. R2-D2 destroys Eclipse II and the Galaxy Gun, causing the destruction of the Imperial Fleet of Palpatine, and the planet Byss, where cloning machines of Palpatine are located.

Anakin Solo is born to Leia Organa and Han Solo.

#### **11 ABY (GSC 25,011 or GIC 30)**

Luke Skywalker establishes a Jedi academy on Yavin IV. Leia becomes the Chief of State of the New Republic.

Kyp Durrin, under the influence of Exar Kun, uses the Sun Crusher to destroy Carida.

Corran Horn trains at the Jedi Academy on Yavin IV. He rescues his wife from Leonia Tavira, and destroys the Invids from the inside-out.

Exar Kun's spirit is destroyed.

#### **12 ABY (GSC 25,012 or GIC 31)**

The Darksaber is constructed.

#### **13 ABY (GSC 25,013 or GIC 32)**

Adumar joins the New Republic as a planetary government.

#### **14 ABY (GSC 25,014 or GIC 33)**

Lord Hethrir captures Han and Leia's children, but is defeated.

Rise and fall of the Disciples of Ragnos.

#### **15 ABY (GSC 25,015 or GIC 34)**

Tahiri Veila is orphaned.

Luke Skywalker confronts Brakiss for his Dark Side leanings. Brakiss flees Yavin 4.

Ailyn Vel concludes that her father, Boba Fett, is dead.

Sliven is injured badly during a battle between his tribe of Tusken Raiders and a group of smugglers.

#### **16 ABY (GSC 25,016 or GIC 35)**

The Black Fleet Crisis.

Under command of the Machiavellian Viceroy Nil Spaar the Yevethan forces conquer the Koornacht Cluster.

Luke meets the Fallanassi while in search for his mother.

Yevethan forces are defeated at the Battle of N'Zoth.

#### **17 ABY (GSC 25,017 or GIC 36)**

The Almanian Uprising.

#### **18 ABY (GSC 25,018 or GIC 37)**

The Corellian Insurrection.

#### **19 ABY (GSC 25,019 or GIC 38)**

The New Republic and the last fragment of the Empire sign a peace treaty ending all legalized conflict between the Empire and the New Republic.

#### **20 ABY (GSC 25,020 or GIC 39)**

Luke Skywalker marries Mara Jade.

#### **21 ABY (GSC 25,021 or GIC 40)**

GemDiver Station completes construction.

#### **22 ABY (GSC 25,022 or GIC 41)**

Jacen and Jaina Solo join the Luke Skywalker's Jedi Praxeum on Yavin IV.

Their younger brother Anakin Solo joins the Junior Jedi Class of the Academy months later and befriends a young Human girl named Tahiri Veila. The two young trainees have several adventures including discovering the Golden Globe and the ancient Jedi Master Ikrit, accompanying their Melodie friend Lyric to her homeworld of Yavin 8 to undergo an important ceremony, visits to Dagobah to discover Anakin's future and the discovery of Kenobi's lightsaber and an ancient Jedi Holocron at Bast Castle on Vjun. Anakin later returns to Coruscant where he attended school, developed his piloting skills, and studied under the careful tutelage of C-3PO.

Luke and Mara Jade Skywalker travel to the Unknown Regions where they join a Chiss/Empire of the Hand mission to locate the remains of the ill-fated Old Republic/Jedi expedition Outbound Flight. They discover it in an inaccessible region known as the Redoubt and also learn that the survivors of the Outbound Flight have founded a colony within the wreckage. This combined team also defeats a Vagaari attack.

#### **23 ABY (GSC 25,023 or GIC 42)**

Jacen and Jaina Solo fight against the Second Imperium which attempts to disrupt the peace between the New Republic and Imperial Remnant, as it has become known, and restart the Galactic Civil War.

Following the defeat of the Shadow Academy, the Academy is rebuilt. Anakin Solo also came to aid in the reconstruction efforts.

Leia resigns her post as Chief of State and the Bothan Borsk Fey'lya replaces her.

#### **24 ABY (GSC 25,024 or GIC 43)**

The Diversity Alliance, an extremist anti-human organization, is defeated by the Solo twins and their Jedi companions.  
An attempt by Czethros to return Black Sun to its former glory is thwarted by the Solo twins and their Jedi companions.  
Mon Mothma dies.

## **The New Jedi Order Era**

#### **25 ABY (GSC 25,025 or GIC 44)**

The Yuuzhan Vong War begins.  
The Yuuzhan Vong invade the galaxy  
Chewbacca dies at Sernpidal.  
The New Republic Historical Council sets the year of the Battle of Yavin to the year zero, adopting the current date system.

#### **26 ABY (GIC 45)**

Ben Skywalker is born to Luke Skywalker and Mara Jade.  
Destruction of Kalarba, its moon Indoboc, and Hosk Station.  
The Jedi Order is driven off Yavin 4 by the Yuuzhan Vong.  
Sriluur is overrun by the Yuuzhan Vong.

#### **27 ABY (GIC 46)**

The Yuuzhan Vong conquer Coruscant.  
Anakin Solo dies.  
Chief of State Borsk Fey'lya is killed.  
Cal Omas is elected Chief of State.  
Tenel Ka Chume Ta'Djo becomes Queen Mother of the Hapes Consortium.  
The Bothans declare a state of ar'kai for the first time in millennia.  
First YVH 1 droid, YVH 1-1A, is released.

#### **28 ABY (GIC 47)**

The YVH-M droids are created by Lando Calrissian.  
The New Republic is reorganized into the Galactic Alliance.  
Nas Choka is escalated to Warmaster.  
Ssi-Ruuk foiled attempt of a second invasion of Bakura.

#### **29 ABY (GIC 48)**

Radical, and still partially obscure, changes occur in the Chiss Expansionary Defense Force and Chiss society in general.

#### **30 ABY (GIC 49)**

Admiral Ackbar dies.  
Coruscant is liberated from the Yuuzhan Vong.  
Zonama Sekot forges a peace accord between the Galactic Alliance and the Yuuzhan Vong. The war ends after five years of fighting.

#### **35 – 36 ABY (GIC 54 – 55)**

The Dark Nest crisis.

#### **35 ABY (GIC 54)**

Efforts to rebuild galactic civilization after the Yuuzhan Vong war continue, with many war-torn worlds still under reconstruction.  
The Jedi, struggling to come to terms with a new role in the galaxy and a new philosophy on the Force are called upon to act as police and diplomats by the Galactic Alliance, despite the wishes of Luke Skywalker.  
Luke Skywalker sees an image of his mother for the first time through R2-D2.  
A mysterious alien race called the Killiks with a leader very strong in the Force, who are ancient enemies of the Chiss return, with some of the younger members of the Jedi interfering, and becoming part of their alien "Hive", physically and mentally joined to each other.  
Voren Na'al publishes the New Essential Chronology.

#### **36 ABY (GIC 55)**

The Swarm War occurs.

Luke Skywalker witnesses a hologram, kept by R2-D2, of his father leading the slaughter at the Jedi Temple, as well as another one in which Anakin was Force-choking his mother.  
The Conclave on Ossus convenes.  
Allana is born to Jacen Solo and Tenel Ka.

## **The Legacy Era**

#### **40 ABY (GIC 59)**

Second Corellian Insurrection.  
Jacen Solo and Ben Skywalker return from a dangerous covert mission on Adumar.  
The Galactic Alliance, in an attempt to silence malcontent among its members, begins a deterrent campaign against Corellia, leaving the galaxy on the edge of a full-scale war.  
Tensions begin to grow between members of the Skywalker-Solo clan.  
Lumiya makes her first appearance in the galaxy in 20 years.  
Jacen Solo becomes a Sith.  
The first Civil War since the Galactic Civil War breaks out between the Galactic Alliance and the Corellian system and its allies.

#### **104 ABY (GIC 123)**

R2-D2 narrates his stories to a Shaman for the Journal of the Whills.

#### **116 ABY (GIC 135)**

Cade Skywalker is born.

#### **127 – 130 ABY (GIC 146 – 149)**

The Sith-Imperial War.

#### **130 ABY (GIC 149)**

Around that time, the Galactic Alliance, Jedi Order and Yuuzhan Vong initiate a successful terraforming of the war devastated planet Ossus. As a result, Yuuzhan Vong terraforming technology is implemented on a hundred other planets. The New Sith Order sabotages it.  
The resurgent Galactic Empire (formerly the Imperial Remnant) starts a secession movement against the Alliance.  
The Empire declares war on the Alliance at the Treaty of Anaxes.  
The Sith form an alliance with the Galactic Empire through the Director of Imperial Intelligence Nyna Calixte.  
After three years of fighting, the Alliance is defeated at Coruscant and its remaining territories are absorbed by the Empire which becomes the new galactic government. The Jedi Order is nearly destroyed during a massacre at Ossus, with Kol Skywalker as one of the casualties.  
The Sith-Imperial War ends.  
The New Sith Order turns against Emperor Roan Fel and his Imperial Knights.

#### **137 ABY (GIC 156)**

Cade Skywalker, descendant of Luke Skywalker, is trained as a Jedi but self-exiled of the Order to become a bounty hunter. He begins to rediscover his destiny as a Jedi Knight and as a member of the Skywalker family, and rises to fight the new Sith. He embarks in a series of adventures in his starship Mynock.

The saga continues...

## **Official Movie Database**

#### **32 BBY (GSC 24,968)**

Star Wars Episode I: The Phantom Menace

#### **22 BBY (GSC 24,978)**

Star Wars Episode II: Attack of the Clones

**22 - 19 BBY (GSC 24,978 - 24,981)**

Star Wars Clone Wars

**19 BBY (GSC 24,981 or GIC 0)**

Star Wars Episode III: Revenge of the Sith

**19 - 0 BBY (GSC 24,981 - 25,000 or GIC 0 - 19)**

Star Wars Live Action TV Series

**15 BBY (GSC 24,985 or GIC 4)**

Star Wars: Droids

**1.5 BBY (GSC 24,998/06 or GIC 17/06)**

Star Wars: Ewoks

**1 BBY (GSC 24,999 or GIC 18)**

The All New Ewoks

**0 BBY (GSC 25,000 or GIC 19)**

Star Wars Episode IV: A New Hope

**0 ABY (GSC 25,000 or GIC 19)**

The Star Wars Holiday Special

**3 ABY (GSC 25,003 or GIC 22)**

Star Wars Episode V: The Empire Strikes Back  
Caravan of Courage: An Ewok Adventure

**4 ABY (GSC 25,004 or GIC 23)**

Ewoks: The Battle for Endor  
Star Wars Episode VI: Return of the Jedi

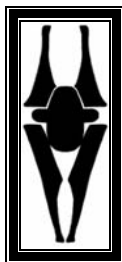
## AFFILIATIONS

### Governments

#### Rakata Infinity Empire

**(49,000 - 25,200 BBY)**

The Infinite Empire was the first known government in the galaxy founded by the Rakata, a scientifically advanced species that used their knowledge to conquer and enslave other species throughout the known Galaxy. The empire expanded over a period of twenty thousand years and at its height, it consisted of 500 subject worlds with a population of ten billion Rakata and one trillion slaves. It produced technological innovations such as terraforming machinery, semi-sentient star maps and computers, and the transmuting Star Forge (built in 30,000 BBY). Among its many crimes were those of aggressive war, slavery on a massive scale, and the casual obliteration of member worlds such as Tatooine. The Infinite Empire collapsed due to a civil war and a virulent plague that affected only the Rakata in 25,200 BBY.

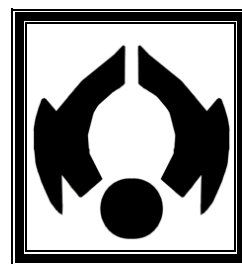


Due to the limitations of the Rakatan hyperdrive technology, the Infinite Empire consisted of only 500 worlds, but they were scattered far and wide over the entire length of the known galaxy.

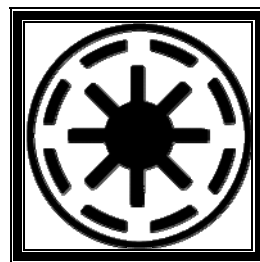
#### Galactic Republic

**(25,000 - 19 BBY)**

The Galactic Republic was the name of the galactic government prior to the establishment of the Galactic Empire in 19 BBY. Although it was commonly known as the Old Republic, this was not so until the establishment of the Empire; its name when it existed was the Galactic Republic, or simply the Republic.



In its latest years, it was said to be a benevolent—though ineffectual—democratic government tied up in layers of bureaucracy.



The Republic, as it was commonly known, had a highly democratic government that was able to sustain itself for over twenty-five thousand years. It is said that its complete history would "fill a thousand libraries".

The Galactic Republic was composed of a significant portion of the known Galaxy, stretching from the Core Worlds to Wild Space, though it was widely believed that the government held little power in the outlying regions, and preferred to focus its attentions on the Core Worlds.

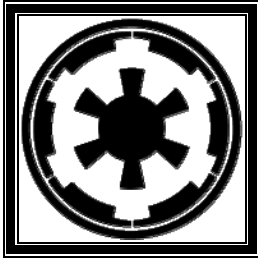
The capital of the Galactic Republic was Coruscant, a planet considered to be the cultural and economical center of the Galaxy, despite being located outside of the Deep Core. To signify its importance in galactic affairs, Coruscant was given coordinates 0-0-0 in the standard galactic coordinate system.

#### Galactic Empire

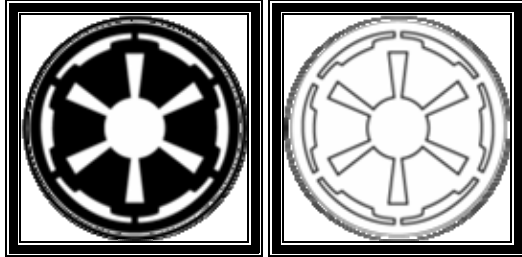
**(19 BBY - now)**

The Galactic Empire, also known as the New Order or Palpatine's New Order, was the galactic government established by Supreme Chancellor Palpatine to replace the Galactic Republic.





The Republic, which had lasted for almost 25,000 years, ended following a period of intense political turmoil and the devastation of the Clone Wars. After General Grievous was defeated at the Battle of Utapau, and while the leaders of the Confederacy of Independent Systems were being killed on Mustafar by Darth Vader, Supreme Chancellor Palpatine declared himself Emperor of the Galaxy and reorganized the Galactic Republic into the first Galactic Empire.



The Galactic Empire's territory consisted of over one million member worlds and fifty million colonies, protectorates, and governorships throughout the Galaxy stretching from the borders of the Deep Core to Wild Space at its peak.



The original name of the Empire's capital world was Coruscant; however, it was renamed Imperial Center by the Empire. Few outside the Empire's government used this name, and upon the capture of the planet by the New Republic, the name "Coruscant" was readopted.

## Rebel Alliance

(1 BBY – 4 ABY)

The Rebel Alliance was founded during the reign of Emperor Palpatine by Senator Bel Iblis but left after a power struggle between him and senator Mon Mothma. The rebel Alliance made their first victory in 0 BBY, when they destroyed the first Death Star near Yavin IV.



After the destruction of the second Death Star and the deaths of both Emperor Palpatine and Darth Vader near Endor, the Rebel Alliance transformed from a loose rebel resistance into a new Galactic government, the New Republic.

## New Republic

(5 ABY – 28 ABY)

The New Galactic Republic was the name of the galactic government established by the Alliance to Restore the Republic to replace the Galactic Empire after the Battle of Endor.

Formed in 5 ABY, after the dissolution of the former Alliance of Free Planets (which was formed directly after the Battle of Endor as an intermediate government), it was to become the supreme governmental authority of the Galaxy. The "New" Republic was supposed to be a sort of continuation of the original Galactic Republic that had become known as the Old Republic at that time. The New Republic was founded on the same premise that the old Galactic Republic was a thousand generations earlier—to have a representative parliamentary body govern the Galaxy in a fair and equal manner—and it was designed to eradicate the shortcomings that brought about the Galactic Republic's downfall. The New Republic was protected by the New Jedi Order that was established by Luke Skywalker, just as the Galactic Republic was once protected by the old Jedi Order.



New Republic's territory varied in size a great deal during the course of its history. In 8 ABY over 600,000 worlds were members, and by 9 ABY three-quarters of the known Galaxy, including all of the Core Worlds except the Corellian Sector were under the control of the New Republic. Yet, subsequent wars against Thrawn and the reborn Emperor reduced the size of the Republic drastically. By 15 ABY the New Republic only consisted of eleven thousand planets throughout the Galaxy, due to many former New Republic worlds choosing neutrality until the war with the Empire reached an end. By 19 ABY, most of the Galaxy had once again allied with the New Republic, in light of the fact that the war against the Imperial Remnant was approaching the end.

The Borderland Regions separated the territories of the New Republic and the Imperial Remnant during the latter part of the Galactic Civil War. Presumably, this was continued even after the Galactic Civil War.

Coruscant was the capital world of the New Republic, as it was for the Galactic Empire and the Galactic Republic before it. Its membership included worlds from all regions of the Galaxy, stretching from the borders of the Deep Core to Wild Space.

## Galactic Alliance

(28 ABY – now)

The Galactic Federation of Free Alliances, better known as the Galactic Alliance, was the galactic government directly following the New Republic. Incorporating most of the known Galaxy, the Galactic Alliance was the first government to achieve this since the Galactic Republic.

The Galactic Alliance was composed of a significant portion of the known Galaxy, stretching from the Core Worlds to Wild Space. Its membership was greater than that of the New Republic, due to the fact that other governments like the Imperial Remnant and Hapes Consortium were members as well. The capital of the Galactic Alliance was Coruscant, keeping in tradition with the previous galactic governments. The Galactic Alliance was also bordered by two smaller galactic powers, the Chiss Ascendancy and Hutt Space. It is not clear if Hutt space was a nominal member of the Galactic Alliance, as it was under the Empire. The status of the other minor governments, such as the Corporate Sector, Cron Drift, Senex Sector, Juvex Sector, Centrality, and so on, is also unclear, although it is known that the Mandalore Sector didn't join the Galactic Alliance as of 40 ABY.

## Bakuran Protectorate

(15 BBY - now)

A Bakuran was a Human from the planet Bakura. Most Bakurans were descended from the Bakur Mining Corporation's colonists, who arrived on Bakura in 15 BBY. Soon afterwards, the Bakurans became independent of corporate control, setting up a Bakuran Senate and electing Prime Ministers. The descendants of Arden, the leader of the Bakur Mining Corporation's expedition, were the heads of the Bakuran government.

Bakura was independent of the Galactic Republic for decades. They were used as a base during the Clone Wars by the Confederacy of Independent Systems, but only for a short period of time. They remained neutral during this conflict, more concerned with internal disputes. By 1 ABY, these disputes left Bakura open to conquest by the Galactic Empire. Though there was a short period of resistance, the Bakurans were subjugated until 4 ABY, when they joined with forces from the Alliance to Restore the Republic to expel both the invading Ssi-Ruuk and the Imperial forces during the First Battle of Bakura. The Bakurans became supporters of the fledgling New Republic, but reasserted their independence by 18 ABY. Even then, they supported the New Republic during the Corellian Crisis, sending the Bakuran Defense Fleet to fight on the New Republic's side during the Battle of Centerpoint Station. Though they also fought a renewed Ssi-Ruuk offensive alongside the Galactic Alliance during the Second Battle of Bakura, the Bakurans continued their tradition of independence.

Due to the isolation of their homeworld, Bakurans had little contact with non-Humans other than the Kurtzen, Bakura's indigenous people. This, combined with the invasion of the Ssi-Ruuk, brought out an unfortunate xenophobic streak in many Bakurans, especially towards the most alien-looking non-Humans. Bakurans were also uneasy around droids, as a result of a droid uprising in 97 BBY.

Most Bakurans followed the teachings of the Cosmic Balance, a religion that held that every action in the universe had an equal and opposite reaction elsewhere (for example, if one person's life improved, another's life would have to become worse.) This also led them to be suspicious of the Jedi order, whose power they believed created an imbalance in the universe which required great evil to correct it.

## Djemsok Federation

Also situated within the New Republic territory, and far from Imperial influences, the Djemsok Federation is a quiet and peaceful place. They keep away from galactic politics and live their normal lives in peace. But not everything is idyllic for them: their worlds lack many important resources and many speculate that they will eventually petition for admittance in the New Republic. They do field a standing army and navy, in order to patrol their borders.

## Sventorii Autonomous Region

The Sventor are the worst situated of all neutral states. Stuck squarely in the middle of the New Republic and the Imperial border, they are constantly implicated in political turmoil as each side accuses them of cooperating with the enemy. The Sventor are having difficulties keeping their freedom as they are often harassed by Imperial troops raiding their natural resources. Lacking the capacity to defend themselves against the mighty Empire, they must let them pillage their worlds. The New Republic, lacking the resources to protect the Sventor against the enemy, can only watch. The non-intervention of the New Republic is quickly creating a strain in the Sventor - Republic relations and might eventually drive the Sventor to let the Empire conquer them.

Due to constant Imperial piracy of their commercial structure, research and production have come to a halt. Their navy is equipped mostly with surplus ships from the Clone Wars and cannot efficiently face-up with the Imperial fighting craft.

## Shindaarni Alliance

Also sharing their border with both the Empire and the New Republic, the Shindaarni are in a better position than the Sventor, because they have high technology and can easily defend their frontiers. The Shindaarni are a very old race, older than the Humans, populating 80% of the galaxy, are. Some scholars even propose that they are the lost Precursor colony that managed to survive the Extinction and reemerged at about the same time the Humans did.

Both superpowers leave them strictly alone, fearing intervention in the continuing conflict. The Shindaarni are protectionists and have very strict control of their borders, rarely granting access of their space to anyone.

The average Shindaarni Defense Force (SDF) personnel are usually very well equipped. All are linked and operated through implants in the brain.

## The Neutral Zone

(19 - 34 ABY)

After the last major engagement that gutted both the New Republic Armed Forces and the Imperial Navy, diplomats met at Bakura and hammered a treaty that is mostly responsible for today's state of affairs. One of the provisions of the treaty was the establishment of a neutral zone separating two realms and a "non-aggression pact" for at least 15 years. The Neutral Zone varies in width from 2 parsecs to 4 parsecs and separates the two superpowers so that they do not touch directly in any places. The Neutral Zone only separates the New Republic and the Galactic Empire and thus not extend within the boundaries of other sovereign states, allowing free passage from one realm to the other through a 3<sup>rd</sup> party.

## Religious Orders

### Jedi Order

(25,000 - 19 BBY and 11 ABY - now)



Protectors of peace, these Force users are a military and political neutral law-enforcement, diplomats and judges. The Jedi Order, during the Rise of the Empire, was betrayed by one of their most gifted pupils, Anakin Skywalker and the order was completely destroyed. Only Obi-Wan Kenobi and Yoda survived the onslaught. Luke Skywalker managed to set up a new Jedi Academy during the forming of the New Republic.



## Sith Order

(6,900 BBY – now)

The Sith was a race from the planet Korriban, behind the Sith nebula. Their Sith magic is the oldest art of using the Force but only after a twin, two merchants who jumped into hyperspace with good luck, landed on Korriban, the Sith became known to the rest of the galaxy. Even though the Sith have been slain, their beliefs and power still remains and once in a time, Force users are seduced by the Dark Side of the Force.



The Sith Order under Darth Bane was created as a result of the devastating Seventh Battle of Ruusan, which saw the annihilation of the previous Sith Order. Bane's Sith Order, known formally as the Order of the Sith Lords, was founded upon the principles of the Rule of Two, utilizing stealth and secrecy to achieve their means. It would be this Sith Order, and its principles, that would finally triumph over the Jedi and the Galactic Republic nearly 1,000 years later.



## The Fallanassi

(? – now)

The Fallanassi are an ancient sect of Force adepts who refer to the Force as the White Current. Secretive in the extreme, they are believed to have wandered the galaxy for centuries little noticed by others, including the Jedi. They meditate on the workings of their bodies, minds and spirits; how those disparate elements form an individual; and how disparate individuals form eddies and whorls in the Current. They have little or no interest in manipulating the physical universe and apparently cannot use the Current to physically affect their surroundings.

This may seem like a weakness, but the Fallanassi have other strengths. They can use the Current to hide themselves and others from any known means of detection, and they are masters of creating illusions, which they can maintain for long periods of time. Such skills, made more powerful by being used in cooperation, have served the order well, allowing its members to evade detection and remain detached from the societies within which they dwell.

## Witches of Dathomir

Perhaps the best known of the non-Jedi who walk on the "Light" side of the Force, the Dathomir Witches are a clan-based matriarchy whose women are the sole Force users. Those Dathomir who turn to the Dark Side are referred to as: "Nightsister".

The Witches use the Force in a manner similar to several types of fantasy magicians. Their use of the Force is mystical in practice, and they call their abilities "spells". However, they do not have a large number of these spells, but their intensity when used often varies.

Most Witches can be found after the events of "Return of the Jedi", although a few were known prior to the Clone Wars.

## Sorcerers of Tund

An older order, some say as old as the Jedi, the Sorcerers of Tund also used the Force in a mystical manner. These Sorcerers often straddled the line between the Light and Dark sides, embracing the "Living" Force. The last known member of the order was killed during the eighteen year gap between "Revenge of the Sith" and "A New Hope". It is possible that most of them had served with the Jedi during the Clone Wars and were subsequently eliminated alongside them when Order 66 was issued.

Like the Witches above, the Sorcerers used the Force to cast "spells". However, their spells were of the more traditional type.

## H'kig

H'kig was a religious leader on the Core World of Galand martyred several centuries before the Battle of Yavin. About sixty years before that battle, some 50,000 of his followers, called the H'kig in veneration, left Galand and founded a religious colony on far-off Rishi. The colony quickly dissolved in religious schism, with the minority pulling up stakes once more settling on J't'p'tan (Doornik-628E). The H'kig preach an ascetic code, valuing physical labor and rejecting all advanced machinery and demand strict standards about public dress, hair length and hair styles. Despite this they are tolerant of others, provided those others don't interfere with H'kig practices.

## Disciples of the Dark Side

This order of monks is descended from a Dark Lord of the Sith who broke off from that dark order over a difference of opinion. While remaining hidden, they sought to explore the power of the Force by looking inward instead of through conquest. Some claimed to "serve the balance of the Force", and that often meant opposing the light side which dominated the galaxy for so long.

The Disciples may learn many of the same Force abilities as the Jedi and Sith; however, their primary focus appears to be the powers of the mind.

## The Brothers of Chaos

Out of their world of their fortified lair on Sarke, the fanatic faithful of Morgk, God of Chaos, terrorizes their Republican neighbors. The Brothers of Chaos (followers of Morgk) are a fanatical religious order that believes that the current bad situation of the Sventorii Autonomous Region is due to the "evil" and "decadent" New Republic. They believe that only the Jihad can deliver the peoples of Sventor from an eternity of hardship and poverty.

Large sums of money are spent each year by Republican worlds near the Sarke region for anti-terrorists activities and protection. Republic Rangers based nearby, all get extra training in anti-terrorism.

## The Order of Aurora

History is fraught with stories of good Jedi turned to the Dark Side that revolted against those they were once sworn to protect. Thus, some ordinary peoples banded together and created the Order of Aurora, to protect the people's interests against possible Jedi abuse. The Knights of Aurora are a secret organization that exists across the galaxy. It has existed for thousands of years and plans to exist for a thousand more. Members are accepted in the order based on their bloodlines and ties to existing members. No outsiders have been admitted in the past 500 years.

The Knight's homeworld is unknown, as are their numbers.

## The Group

The purpose of The Group remains mysterious to this date. They have been present in galactic affairs and history since the dawn of the Galactic Republic. From time to time, they have emerged with information that changed the course of history, while at other times their silence meant defeat rather than victory. No one can fathom The Group's true purpose.

Of the little information available from The Group, only the following have been verified true time: All of their operatives appear to be females, they seem to have some Force Powers, they are extremely well informed about many subjects even some top secret operations and they seem to have access to a rather important source of revenues.

The leader and the homeworld of The Group remain a closely guarded secret.

## Corporations

Some corporations have established themselves as political influential companies even to the point of being governments themselves.

### BlasTech Corporation

BlasTech Corporation is one of the main corporations in producing handheld weapons. The Rebel Alliance was supplied illegally by BlasTech Corp. The most well know weapon was the BlasTech DLT 20A and the A280 Blaster Rifles.

### Corellian Corporate Treaty

The CCT is a treaty between the major Corellian Corporations. Members are the Corellia Engineering Corporation, Corellia Mining Corporation, Corellia StarDrive, Corellian Chemical Corporation, Corellian MasterNav Incorporation and the Corellian Merchant's Guilds.

### Damage Incorporated

The largest mercenary company in known space, Damage Inc. has a reputation for quick decisive actions and highly professional soldiering. They have access to a large, unknown, source for funding that allows them to constantly upgrade and maintain a large weapon, vehicle and ship inventory. Signing a contract with Damage Inc. costs a lot of credits, but is worth it. Only the most famous mega-corporations or planetary governments can usually afford their combat rates.

### Duros Corporate Alliance

The Duros Corporate Alliance is an entanglement of many small sub-corporations held together by a Corporate Government. They are well known for their droids with humanoid-looks. One of such sub-corporation manufactures protocol droids of the C-series. The Duros Corporate Alliance was also the first to have a large order of JOG-0 by master Jè-Di for the newly founded Jedi Order.

## Goliath Gmbh

Goliath Gmbh is the largest manufacturer of civilian and paramilitary weapons, armor and vehicles. It rules its multi-star system empire from its megalopolis HQ of David, on Balmorra.

Goliath is well known throughout the galaxy for the manufacture of the Artemis Mk IV Hand Blaster pistol, the most sold personal weapon of all time, with over 350 billion pieces on the market to date. Goliath is also the sole supplier of the Galactic Republic's Rangers armament and gear.

## Incom Corporation

Incom Corporation is known across the galaxy for its main two products, the T-65B Aerospace Superiority Fighter and the Z-95 Planetary Dominance Fighter. Commonly referred to as the X-wing, the T-65B is the proud result of years of R&D by Incom.

Because of the superior engineering and design of the T-65B, Incom Corp has been selected as the sole supplier of fighters for the new Republic Armed Forces navy procurement division. Incom currently works on the next generation aerospace fighter (research code named Z-wing) technology, which will start replacing current X-, A- and Y-wings within the next 5 years.

## Industrial Automation Corporation

IAC is known throughout the galaxy for its top-of-the-line astromech droids, among which the well known R2 series. From its HQ on Teltir (Inner Rim Territory, 3<sup>rd</sup> quadrant), IAC rules the largest droid manufacturing factories and research laboratories. Teltir itself is a corporate world, with over 60% of its population base involved in some way with IAC.

Beside the R1 through R7 series Astromech droids, IAC is reputed for its 1GD through 9GD Guard droid series.

## InterGalactic Banking Clan

The monetary system is controlled by the Banking Clan based on the planet Muunilinst. They are the only ones who have banks and they are all linked together. Planets on which the Banking Clan has no influence still deal with hard currency. The Banking Clan itself only allows members of its own race, the Muun. Because of their long existence and mono-racial society, it is stated as an independent affiliation.

After their joining with count Dooku and the Separatists and, the defeat against the Grand Army of the Republic, they were put of commission; with the result of a wide spread inflation of the Republic credit. Only when the New Republic had been founded, the monetary system and the InterGalactic Banking clan were reinstalled.

## Interstellar Transit Authority

The Interstellar Transit Authority is a permanent non-profit organization whose role is to regulate and maintain the conventions for use of stellar coordinates and mapping conventions regarding the use of hyperspace. The I.T.A. was created somewhere in 6,512 BBY and has always been respected by every nation and government. The I.T.A. is responsible for the seeding, maintenance and update of the hyperspace beacon network covering most of the galaxy. It owns a fleet of frigates to act as engineering centers and defense platforms.

The I.T.A. is based on Nekor in the Neutral Zone. From there, the I.T.A. Permanent Council and Assembly make their rulings about interstellar travel laws, and regulate the price of fuel production and distribution across known space.

Each of the major nations have a permanent representative on the council, is allowed a number of votes equal to the number of star

systems they represent and owns a veto right on the council's decisions. Rulings made by the Council and the Assembly are final and must be obeyed by every nation.

## Kuat Drive Yards

KDY is the largest manufacturer of spaceships and military technology in the known universe. At the time of the Empire, KDY manufactured the Victory-class, Imperial-class and Emperor-class Star Destroyers. During the New Republic, it sits in Republic space. KDY has re-tooled its production base to manufacture Mon Calamari MC80 Star Cruisers.

During peace time, KDY drops its production base from a war-driven economy to a peace-economy. Only 18% of its production facilities are in peace time geared for military production, the rest responding to civilian needs and other national interests. KDY shipyards and corporate HQ are located on Kuat.

## Kyril & Darch

The most advanced AI and computers always bear the mark of K&D. Treated by some like species of art rather than tools, K&D's AI and computers are so advanced that they balance on the threshold between TL 12 en TL 13.

All of K&D production is done on their homeworld Vergesso.

## Sienar Fleet Systems

This small Para-governmental outfit is the current manufacturer of the Imperial TIE ships and also supplies Strom trooper armors and rifles. The Imperial Household own 60% of Sienar's stocks with the other 40% distributed among some 20 influential Imperial families. Sienar's HQ and manufacturing facilities are located on Sluiss Van

## Crime Syndicates

### Black Sun

The Black Sun is the most prominent criminal syndicate in the Galactic Republic.



The Black Sun is the major source of illegal traffic related to guns, technology and drugs. Their web extends all across the republic and also deep in Imperial territory. The Black Suns are lead by prince Xizor. During the training of Darth Maul, many Black Suns have been killed by him in order of Darth Sidious.

### Black Widow

The infamous Black Widow Company is a low-life mercenary band that borders on piracy. They have a reputation of unnecessary bloodshed, wanton mayhem and failure to complete contracts, sometimes even turning on their employers. The fact that they are a damn efficient fighting force and are seldom stopped during their mission is possibly the only reason why anyone would want to hire them. Their current HQ and staging world remains a closely guarded secret and is unknown.

### Galactic Exchange

A prominent syndicate until the planet on which its HQ was based, was bombed by Darth Malak's flagship.

### Hutt Space

Nestled between Imperial and Republican space sits the region known as Hutt Space. A lawless bed of scum and villainy, Hutt Space is a haven for smugglers, criminals and anyone who's on the "most wanted" lists. Shortly after the downfall of the Empire, and before the Republic could consolidate too much power, many gang leaders flocked to Nar-Shaddaa and from there they instituted an autonomous region known as Hutt Space. It is a region devoid of "official" involvement (as it has always been) and where neither Republic nor Imperial forces are welcomed. Individual worlds are responsible for providing some of the police force, mostly to prevent major outbreak of violence.



At the head of those gang leaders sits always a Hutt. After Jabba the Hutt has been killed, many smugglers went their own way and 5 years later they teamed together, under leadership of Talon Karrde, to help the New Republic unofficially.

### Shadow Wing

The Shadow Wing is a pirate syndicate which operates throughout the galaxy. This is only one of the pirate organizations, but one whose power is felt everywhere, even in the deep core systems. Their current HQ is located on a rogue asteroid which has been altered with a propulsion system and hyperdrive engine.

## MONETARY SYSTEM

Throughout the galaxy, each civilization has its own currency. Each inhabitant of a modern society has a credit-chip or credit-stick. Merchants and traders also have an inter-chip. On the backwater planets, hard currency is still used.

Prices given in official GURPS books are the normal prices for a certain region with its appropriate currency. Outside the region, the value of a particular type of currency may vary (e.g., the Republic Dataries were less worth in the Outer Rim than inside the sphere of influence from the Galactic Republic.

## Banking Systems

The Galactic Credit had many different values trough the 25,000 years of history. In general the GURPS \$-sign is replaced by the Star Wars ₪-sign.

### Galactic Banking Network

This is a collection of banks throughout the galaxy that have linked their assets together to allow free movement of funds. Up

until the Rise of the Empire, this was solely run by the InterGalactic Banking Clan.

#### **Credit-chip**

This small memory device was developed to track a being's monetary value. Each chip was built with specialized memory algorithms to prevent tampering, and could be used to add or subtract credits from a being's account.

#### **Credit-stick**

This device replaced the traditional credit-chip as the preferred method for maintaining a being's monetary value. The credit stick was a pen-shaped device that performed the same functions as a credit-chip, with the same forms of memory algorithms and security checks, but in a smaller device.

#### **Inter-chip**

This small device processes the transfer from one party to another. When a being purchases something from a merchant, the merchant enters the cost into the inter-chip. The being then inserts their own credit-chip and the inter-chip debits their account in the correct number of credits before depositing them into the merchant's account. Payment between two individuals can also be accomplished the same way.

## **Currency**

#### **Alliance Credit**

The Alliance credit as the official monetary unit used by the Alliance, it was exchanged on par with Imperial credits on most Alliance worlds. Other worlds would exchange 25 Alliance credits for a single Imperial credit.

#### **Republic Credit**

The Republic Credit, also called datary, was the standard monetary unit of the Galactic Republic. It was valid in all but the most remote systems.

#### **Imperial Credit**

The Imperial credit was the basis for all monetary transactions in the galaxy, during the height of the New Order. It defined a standard denomination around which all races and planets could easily interact in business and pleasure. During the Imperial reign, other monetary units were outlawed, except for those working as Imperial spies or mercenaries.

The Emperor issued a credit coin, the decicred, to celebrate his 10<sup>th</sup> anniversary as Emperor. The obverse of the coin displayed the visage of the Emperor, while the reverse displayed the Imperial emblem. This coin however, has more collectible value than real-life value.

#### **Wupiupi, Peggat and Trugut**

The wupiupi was a Huttese unit of money, and was in prominent use in the Outer Rim Territories during the Old Republic. There were sixty-four wupiupi in one peggat, which was worth four truguts (druggats) or about forty Republic dataries.

# **THE VORDARIAN BELTWAY GALAXY**

## **The Galactic Map**

The Vordarian Beltway galaxy is about 36,000 parsecs in diameter and approximately 3,600 parsecs in height. It contains just a hundred billion stars. Around half of these have planets which support some form of life. Some ten percent of these planets developed life on their own, and one in a thousand of these worlds developed sentient life. These rough calculations reveal that there are about 5 million forms of sentient life to be found in the Vordarian Beltway galaxy. To map such a vast space would consume enormous resources and a lot of space. Several maps have been sold but none of them look alike. The maps provided by West End Games, Wizards of the Coast, New Essential Chronology, and LucasArts have some similarities but also many differences. Therefore we have chosen not to make a galactic map for this game.

The Vordarian Beltway galaxy is divided into quadrants and density rings. The upper-right quart is called the First Quadrant (also called the Alpha Quadrant). Going clockwise you have the Second (Beta) Quadrant, the Third (Gamma) Quadrant and finally in the upper-left side the Fourth (Delta) Quadrant.

The density rings are named (starting from the inside going outward): Galactic Centre (GC), Deep Core (DC), Core (C), Colonies (CO), Inner Rim (IR), Expansion Region (ER), Mid Rim (MR) and Outer Rim (OR). Beyond that there is only space. This surrounding area is called Wild Space (WS).

Because galactic coordinates can be confusing at first, the quadrant and density ring is noted before the coordinates.

#### **Galactic Centre (GC)**

At the very heart of the galaxy, the Galactic Centre is a small region with huge gravitational pull of the vast number of young, stars, clustering tight together and making hyperspace travel impossible.

#### **Deep Core (DC)**

Near the very heart of the galaxy, the Deep Core (a.k.a. Core Systems) was a small region that hid unusual worlds. Due to the gravitational pull of the vast number of stars, hyperspace travel is difficult at best. The region was thought inaccessible until Emperor Palpatine found several safe hyperlanes into the region. The area remained an imperial stronghold almost twenty years after the Battle of Endor.

#### **Core (C)**

An ancient region bordering the outlying areas of the Deep Core, the Core Worlds were some of the most prestigious, well-developed, well-known, and heavily populated planets in the galaxy. The Core Worlds were the original areas of Human occupation. The Galactic Republic and subsequently, all galaxy-wide governments were born in the Core Worlds and spread out over the galaxy.

#### **Colonies (CO)**

The Colonies was the name given to a region of the galaxy between the Core Worlds and the Inner Rim. It was among the first areas outside the Core to be colonized, and the worlds here are typically heavily populated and industrialized.

During its reign, the Galactic Empire was very forceful in controlling the Colonies, and as a result, the New Republic gained support quickly there.

#### **Inner Rim(IR)**

The Inner Rim was a region of the galaxy between the Colonies and the Expansion Region. It was originally just called "The Rim" as it was expected to be the farthest extend of the known galaxy for centuries, but the Expanded Rim (later renamed the Expansion Region) was opened within a hundred years of the Inner Rim.



During the reign of Palpatine, the Galactic Empire ruthlessly controlled the Inner Rim. Rather than rebel, many residents chose to flee to the Outer Rim territories.

### Expansion Region (ER)

The Expansion Rim was an experiment in corporate-controlled worlds, with powerful corporations exploiting and profiting heavily from the planets for their raw materials, metals and ores. Inhabitants were oppressed while the corporations stripped entire stellar systems of all their resources. Eventually civil unrest spread from system to system. The Galactic Republic eventually took control of the systems due to the mounting pressure from its denizens by limiting or evicting corporate interests. The Expansion Region worlds continued to be producers of raw materials and ores. However, most natural resources were exhausted during the Imperial era.

### Mid Rim (MR)

With fewer natural resources (and therefore a smaller population) than many neighboring regions, the Mid Rim is a territory where residents work hard for everything they have. Several planets have built up impressive economies, and pirate raiders often hide in the relative unexplored spaces far from major trade routes.

### Outer Rim (OR)

The Outer Rim was the last widely settled expanse before Wild Space and the Unknown Regions. It was strewn with obscure worlds, and rugged, primitive frontier planets. Due to its distance from the Core, the region was home to many supporters of the Rebel Alliance. The Empire's Grand Moff Wilhuff Tarkin was assigned the difficult task of bringing the entire Outer Rim in line.

### Wild Space (WS)

Wild Space was the frontier of galactic society. Wild Space was unexplored for a long time because it was considered to be empty space. One can encounter uncharted nebulae, global clusters, galactic halo and only a few million stars.

## Spatial Anomalies

Although it's a huge galaxy, the fact that it is well traveled makes the notification of spatial phenomenon rather simple. One only has to notify the Interstellar Transit Authority, and the next engineering ship will update the beacon network accordingly. Among the most notable features known to traveler, the following are spectacular sights or grave dangers.

## Badlands

The Badlands are an area about 350 cubic parsecs, located on the Mid Rim, in the 3<sup>rd</sup> quadrant near Nar Shaddaa. The Badlands are a huge cloud of gases in a constant state of plasma fusion. It generates plasma fires of incredible magnitude, sometimes hot and big enough to swallow an Imperial-class Star Destroyer whole. Certain paths exist to the 3 planets located inside the Badlands proper. These paths are not traveled often and are usually reserved to crazy bush pilots. No official carrier lands on any of the Three Sisters as the Badland's planets are known. Of course, the difficulty traveling to the Badlands makes it a perfect area for pirate and smuggler's bases.

## Cloak of the Sith Nebula

This huge cloud of proto-stars sits in the Outer Rim territories, 2<sup>nd</sup> quadrant and surrounds the Sith system and its planet Korriban. It is a spectacular sight due to its monstrous size (many cubic parsecs). The cloak of the Sith nebula always wreck havoc with the electronics of ships, often disabling those traveling to close to its borders.

## Starforge Nebula

This area of the galaxy is a vast expanse of interstellar gas and is populated by a wealth of newborn stars. It is located in Ado Sector. The Starforge Station and the homeworld of the Rakata can be found deep within this nebula.

## Resources

In the Vordarian Beltway galaxy, many natural resources can be found unknown to us. Crystals used in the construction of lightsabers are explained in detail in the chapter The Force concerning the construction of lightsabers.

Below are those specific materials described which are used in the Star Wars Galaxy. Most of them just add flavor to the setting and some of them have specific properties which can be used for building and construction of armor, weapons or even spaceships.

Normal materials used on Earth (e.g., iron, copper, bronze) are also used in the Star Wars galaxy but as time goes by, these materials became inferior to the newly found elements and created materials and alloys. These new alloy became lighter, stronger and more durable but some application require old fashion heavy metals (e.g., wheeled and tracked vehicles rely on mass to gain stability, trust. When these vehicles are too light they may be blown away by even a light wind).

## Crystals & Minerals

### Adegan

Adegan is a type of crystal that comes in many different forms. Adegan crystals can be imbued by the Force. Lightsabers always contain at least one Adegan crystal.

## Ore & Metals

### Agrinium

This lightweight metal is used to create a coating which is used to repair solar sails. During the era of the Great Sith War, agrinium was used to create strong, lightweight grips for knives and other melee weapons.

### Alantium

This natural ore is an important component in the formation of starship hull plating.

### Allum

This ore is the primary component used by the Mandalorians to create their unique body armor. It is known to be resistant to lightsaber damage.

### Aurodium

This metal was considered a valuable commodity during the last decades of the Old Republic, and a large ingot could command more than 300 million Republic credits. The metal, especially in ingot form, appeared to burn with an inner light which refused to have a definite color.

This valuable ore was refined and used for currency by the Trade Federation, during the last decades of the Old Republic. The Federation would only accept bribes in the form of aurodium ingots, since they could be easily moved about without interference from the Republic.

### Axidite

This strong metal is used to form control boxes and other protective coverings.

### **Bandorium**

This unusual, liquid metal was found in the oceans of the planet Bandomeer, specifically long the path of the Gray Westerly. Scientists and engineers working for the major mining operations on Bandomeer discovered that bandorium seemed to move about in "tides," which seemed to be controlled by the winds of the Gray Westerly. The exact nature of these tides was not discovered. Bandorium was used in many starship counter-sensor systems, and it was believed that it was also used in the creation of cloaking devices.

### **Beryllius**

This silvery metal was used to create antique-looking metal ware.

### **Bronzium**

This metal is quite dense, and is often used in the creation of structures where radiation might be a threat. It is comparable to lead but has the appearance of bronze.

### **Burthan**

This element is often extruded into thin threads, which are used to reinforce metals and ferrocrete structures. It is a light-weight material.

### **Chromium**

This metal is one of the primary metals used in the creation of droid plating, which has to be as light as possible, yet provide modest durability.

### **Cortheum**

This rock, present in the crusts of planets which have corthel-laden atmosphere, is mined for a number of uses. Among its primary use is in the manufacture of photo-receptors used as droid eyes.

### **Cortosis**

This unusual ore is known to repel the energy of a lightsaber blade. Despite its resistance to the blade of a lightsaber, cortosis was unstable in the presence of explosives, and would shatter if hit with a grenade. However, cortosis is known to cause any lightsaber that struck it, to overload and shut down.

### **Cubirian**

This metal is one of a few other metals which are considered acceptable substitutes for meleenium, in the process of making durasteel.

### **Desh**

This natural element was combined with terenthium to produce a super-light alloy

### **Diatium**

This metal was used in the creation of miniature power sources, such as those used in the lightsabers of the Jedi Knights.

### **Ditanium**

A natural element used in the armor-like plating that covers military buildings.

### **Doonium**

A heavy metal, mined from asteroids and the planet Atraken, used for the construction of war machines.

### **Durelium**

This ore, found in the Mestra and Tava Yagen asteroid field, is an essential material used in the construction of hyperdrives.

### **Kalonterium**

This low-grade ore was used in the development of weapons and building materials, before higher-grade ore like doonium and meleenium were discovered.

### **Lommite**

A chalky ore once thought to be found exclusively on Elom, it is one of the primary components used in making transparisteel, durasteel and dura-armor.

### **Meleenium**

Meleenium is the primary component of durasteel.

### **Neuranium**

This is one of the heaviest, densest metals found in the galaxy. Among its most useful properties is the fact that even a millimeter-thick piece of neuranium was impervious to sensors.

### **Quadranium**

This incredibly strong and durable element is used in the manufacture of starship fuel tanks, and could be honed to create a makeshift blade if necessary.

### **Rubindum**

A valuable ore used in the production of hyperdrive engines.

## **Synthetics & Alloys**

### **Armorplast**

Armorplast was an advanced ceramic version of the popular metal durasteel. Because of its expensive price it was only used for top priority subjects. It was used mainly by the Confederacy of Independent Systems to armor LM-432 Crab Droids. Grievous' mechanical body and mask employed Armorplast plates.

### **Armorweave**

Armorweave was an armored cloth material. Bounty hunters, mercenaries, and the count Serenno traditionally wore capes made out of Armorweave. Take the nanoweave armor from Ultra Tech.

### **Baradium**

A powerful but unstable synthetic element, baradium is used as the primary explosive in thermal detonators. When ignited, the baradium generates a particle field around the exploding particles which are being emitted from the detonator.

### **Duracrete**

Duracrete is a building material that can be poured into forms. It then hardens into a nearly impervious surface.

### **Durafab**

This is a strong fabric used to make tents and portable shelters.

### **Durafill**

This dense, adhesive sealant was developed during the era of the New Republic for filling the micro pits and other small dents that were formed in a starship's hull as it moved through real space.

### **Duralloy**

This is a composite metal that is used to plate starship hulls and heavy bulkheads.

### **Duranium**

This expensive alloy is very hard and has a bony color. It is only used in the most vital parts (for example: the bone structure of general Grievous).

### **Durasteel**

This strong, durable building material was created from Lommitite, meleenium, neutronium, and zersium.

#### **Ferrocrete**

This is the first attempt to make concrete stronger and harder without using separate iron bars in it to hold it together. Most civilizations have abandoned the use of ferrocrete and are now using permacrete which is lighter and stronger.

#### **Flimsiplast**

#### **Plastoid**

Plastoid is made from compressed biological fossils. It is used for most household equipment, gear and other things. Cheap armors are made of plastoid.

Another type of plastoid is plastisteel. This is much harder and therefore more often used for armored suits, spacesuits and civilian vehicles.

#### **Nanoweave**

Nanoweave was a sort of armor. Electrotex was a type of nanoweave armor. It was gray, opalescent, being renowned more for its appearance than for its armor abilities. Take the monocrys armor from Ultra Tech.

#### **Permacrete**

Permacrete is the strongest type of concrete. Though it is heavy, it can easily carry its own weight even if it's stacked many miles high. Most buildings are made of permacrete. Without permacrete, the high buildings on Coruscant were not possible.

Another application for permacrete is in starships. It is an altered version called hydro foamed permacrete which attains the same strength of normal permacrete but weigh a lot less.

#### **Polyplast**

#### **Transparisteel**

This is a transparent variant of durasteel. It is used in most of the TL 11 buildings and starships. During the fabrication of transparisteel, a mineral named lommitite is used which makes durasteel transparent.

#### **Ultrachrome**

Ultrachrome is a hardened chrome to make those shiny starships. Ultrachrome is much stronger than normal chrome. Ultrachrome is specially made for starships. It reflects light and in a lesser amount heat but it is useless as armor. Naboo ships are famous of their completely enclosed ultrachrome starships.

Ultrachrome is also used as a superconductor and some Force-users plated their lightsaber handles with ultrachrome.

## 2. SCIENCE & TECHNOLOGY

Basically, the setting of Star Wars is TL 11. That is considered the galactic average. Some worlds have evolved more slowly and are still in pre-space technologies (TL 7- ). Other, more reclusive worlds are above galactic average and can even reach up to TL 15. Unless specified otherwise, technologies described in this book are galactic average, TL 11.

As with spacecraft technologies, most equipment in GURPS Star Wars is galactic average of TL 11, unless specified otherwise. Most equipment available from GURPS is available in the setting of Star Wars. Some technology is forbidden and assumes that it has not yet been developed or has been banned. Past experiences have shown that too much automation and medical sciences can have devastating effects over a society. This is why the technology has evolved to "super-science", but remains somewhat bulky and simple, often requiring certified personnel to handle. A good example is aboard a starship: A large number of engineers are required for the ship's drives, because they are not heavily automated. Some races, namely Bakuran and Shindaarni, do not have the same taboo and use heavy computerization and automation in their design.

Star Wars technology compared to real-life technology may differ... a lot. Though I intended to clarify the mechanics of the technology used in Star Wars, it is by no means scientifically true. Real-life plasma weapons are non-existable, and high powered lasers require more than just power.

### Bionics

The advantages of bionic reconstruction are well known and widely used in the galaxy. Bionics has evolved in a distinct branch of medicine. All bionic reconstruction is assumed to imitate the replaced part perfectly, unless the patient decides otherwise. Bionic is used only in cases where bionics regeneration is not possible, like when a hand was completely severed and lost. Base costs assume human-looking bionic parts, with standard attribute values (10).

### Implants

Implants are a subcategory of bionics. These types of enhancements are forbidden within the Republic. Implants include any sort of package that enhances attributes, skills or give special advantages such as immunities, regeneration etc.

Implants are very expensive and inserting an implant might prove difficult and even dangerous to the patient if the body rejects the artificial enhancement. Mental disorders are not uncommon with patients who had inserted an implant.

The fact that it is available does not mean that everybody starts getting implants. A strong cultural trait exists in most races and 99% of the population prefers to rely on real body parts rather than bionics. They are used as medical replacements only, not as augmenting devices (exceptions: Mandalorians and Shindaarni). GM's may wish to impose a "social stigma: Cyborg" a 10 points disadvantage to players that wish to have bionic equipped PCs.

### Cloning

Although cloning is technologically possible at the technological level attained by most worlds, very strong ethical rules forbid the creation clones. The events of the Clone Wars have taught scientists, governments and the public to be afraid of the miracle brought by that science. Scientists that actively pursue cloning research can be prosecuted by the states and are eligible to life sentences on the worst prison planets that the Galactic (New) Republic can offer to convicts. Some worlds, mostly in the neutral states, do practice cloning. Since those are outside of the Republican sphere of influence, there is little the super power can do about it.

The Empire does not condemn cloning. As well as Senator Palpatine as one of his Grand Admirals, Thrawn, used clones to seize power, or create clones of them to insure a sort of immortality.

### Computers

Small computers are always expert systems, designed for a particular task or group of tasks. All computers are always designed as AI, except the smaller systems like those found in PDA's or equipment computers. Larger systems, like those found aboard starships, are multipurpose systems with multiple capabilities not restricted to a specific task. Such systems are usually a group of parallel processing computers, each with their own subset of tasks. Because computers are 99% of the time AI systems, they can FEEL someone trying to fool around in their "guts". Thus, the hacker is at greater risk when attacking a computer system. Many larger systems include efficient defenses such as electric current feedback and numerous safety subprograms. Computer Hacking skill is IQ/Very Hard and always roll at least at-3 on computer systems (see page 184 of GURPS 4th Edition Basic Set). Many hackers have had their brains fried when hacking while hooked in a neural interface. Prudent hackers, or those using standard interfaces (keyboard, voice, HUD, etc.) usually live longer lives, but eventually get caught when the AI notifies police that it is being "assaulted".

### Defensive Capabilities

For complete game statistics on energy weapons, please refer to the Equipment chapter.

### Armor

Most armor available for spaceships will be manufactured of high-tech composite materials (e.g., durasteel). Because of the dangers inherent to space travel, current regulations forbid the use of certain types of armor plating that might be considered a risk to navigation.

### Shields

Shields gain its power from different types of force field generators. All shields and screens are legality class 1.

#### Navigational Shields

Navigational shields are weak. They do not block incoming attacks. They are only installed on starships in order to block space dust and natural radiation.

### **Deflector Shields**

This section will be added after I have bought GURPS Vehicles 4<sup>th</sup> Edition.

### **Force Screens**

This section will be added after I have bought GURPS Vehicles 4<sup>th</sup> Edition.

### **Phototropic Shields**

This is a shielding system that uses transparent materials such as transparisteel, and turns them into light filters. Phototropic shields absorb or disperse incoming light above certain brightness, thus allowing the individual using the material to not be blinded by large amounts of incoming light.

## **Droids**

### **Use of Droids**

Droids are as common in the galaxy as are other biological lifeforms. Droids are everywhere and are used in all types of jobs. From the smallest messenger droids to the largest defender droids, they are an intrinsic part of the day-to-day life of every citizen in the galaxy. Droids are available from specialized shops or from private citizens used as gods. Although they are “self-aware” and imbued with their own personality and quirks, droids are considered property and can be treated as seen fit by their masters. The relationship between owner and droid is very similar to slavery, although it is not considered as such due to the obviously artificial life of the droids.

Some droids, for different reasons or fluke of destiny, are without masters. Such droids are always regarded as oddities and suffer from a major social stigma. On some worlds, “free” droids are illegal and are hunted down and destroyed. Most citizens will not approach or deal with a “free” droid, afraid that it might be defective and dangerous. There is no standard programming that prevents droids from harming their masters or sentient beings. Most droids, even if self-aware, are somewhat restricted by the original programming and the role for which they were created. Thus, most droids not designed for violence will not even conceive the possibility that they can do violence to others.

### **The Taboo of Automation**

On many worlds and across the galaxy in general, strong cultural traits exist against over automation and the use of computer sand robots to replace humans to do certain jobs. Three major events have created this social taboo among the citizen and politicians of the galaxy. The first one was the occupation by the war droids of the despot Xim. The second one was the Outbound Flight Project (in 23,984) and the third the Naboo crisis (23,998).

The despot Xim used a massive droid army to conquer the galaxy. Due to the lack of hyperspace capability, conquests by biological lifeforms were impossible. Droids could overcome the stresses and time of sub-light space travel. After the rule of Xim, a new law rose, forbidding any government to equip itself with a droid army.

The Outbound Flight Project was a major undertaking to explore beyond wild space and possibly reach another galaxy. Scientists had fully automated over 200 Dreadnaught-class cruisers, called the Katana fleet, and slaved their systems together so that they could act as one single entity. The result was disastrous as the whole fleet jumped and disappeared together. Although it has been found and the mystery explained partially, the Outbound

Flight experience proved that over automation could be dangerous.

The Naboo Crisis is more a rewind of the war droids of Xim. Although it involved much automation, its main problem was the usage of droids during the crisis. In 23,998, the Trade Federation invaded the planet Naboo with whole armies of combat droids, aerospace fighter droids and fully automated starships. With an almost limitless source of troops (they just had to build more if needed), there seemed to be nothing to stop the invasion from reaching completion. Many senators quickly saw there a possible danger for the whole galaxy: What if a tyrant appeared with planet full of battle droids? What if worlds banded together and started conquering their neighbors with armies of such droids and space ships. What could the Republic do? All these concerns brought the Senate to regulate the ownership and usage of droids (not just war droids like before). Needless to say, with the eruption of the Clone Wars, the same attitude would quickly grow towards clones as tyrants actually did with clones what was feared of droids...

Current Republican and Imperial laws ban the use of droids as crew complements (they are allowed if the total droid population aboard ship represents less than 15% of the total crew complement). Furthermore, all ship systems are designed without automation hook-ups and other similar communication protocols and devices. It is possible to jury rig automation systems in space ships. Certain states (like Bakura and the Shindaarni) have no qualms about automation or droid in general.

### **Restraining Bolt**

The easiest way to stop a droid from performing actions is to shut it down. Doing this can be achieved in two ways: flipping the appropriate switch on the droid (assuming it has one and it lets you get access to it...), using a restraining bolt or collar, or disable it by shooting the droid with an ion gun.

The restraining bolt is a small piece of hardware that is installed on the exterior of the droid, near its main power source. When activated, it temporarily short-circuits the power conduits and blacks out the droid, effectively shutting it down. The bolt comes with an integrated sensor that can determine where it should be placed for best result. It also contains a powerful encroaching anchor that allows it to be placed without damaging the droid, while still preventing its removal by the same droid. A special key is used to remove the bolt.

Restraining collars are simpler gear that is basically a cuff sets for droids: They are placed around the main propulsion system, preventing the droid from moving.

Typical prices vary between 775 to 7200 for a bolt and 750 to 7100 for a collar. Restraining bolts and collars are legality 1.

### **Player Character Droids**

Playing a droid can be as much fun as it can be a challenge to most players. With a universe as diversified as the Star Wars universe, and with droids so common across the galaxy, it will be tempting to play a droid, if using GURPS 3<sup>rd</sup> edition Robots rules, you will quickly realize that building a simple droid like R2-D2 will make it a very expensive PC. Instead, you create a character using the standard GURPS 4<sup>th</sup> Edition rules and take the appropriate racial template (see chapter 12 Droids in this book).

The player should be allowed to earn experience in the regular manner, and find ways to upgrade it and buy new programs and aptitude.

## **Electronics**

Photon technology is still very bulky compared to ordinary copper wired hardware. Thus most electronic devices rely on microcircuits and copper and gold wiring for their normal

operations. Optic fiber is in use, but only on very large spaceships like star destroyers. Because of this, spacecrafts engines remain bulky and require a large number of personnel to maintain them.

# Gravity Technology

## Repulsor Lift

Another very important bit of technology available in the Star Wars universe is the repulsor lift. This is treated as GURPS contragrav. It allows vehicles, ships, tools, and robots to cancel the effect of gravity and effectively float away from the ground. Without proper propulsion, the unit is left to drift on air current. With the use of vectored thrust, the unit can move about and even reach orbit. It is also possible, through manipulation of the gravity field surrounding a vehicle, to achieve some movement. This allows, as an example, a fighter to move away from the ground crews before engaging its thrusters.

It allowed Man to be freed from the enslaving of gravity. With the repulsor lift, spacecraft could depart silently and quickly toward space, some robots could go about their business in all kinds of terrain and mostly, ground vehicles were no longer restrained to paved roads. Quickly after the discovery of repulsor lift, the ability to manipulate gravity in other form was discovered. This allowed Man to travel in zero-G without losing its footing and flying off into space. Today, passengers can go about their business on spaceships as if they were still on the ground. Because of this though, many space travelers do not know even the basics of Free Fall manhandling and would be helpless if their craft lost its gravitational field.

Spaceships willing to jump in to hyperspace must have its repulsor lifts disabled. Only the artificial gravity generated by the hull-plating does not need to be shut down.

## Interdiction Fields

Interdiction fields are the bane of space pilots and navigators. Because of the physics behind FTL travel, gravity fields play a major role in the ability (or lack thereof) of a ship to enter hyperspace. Any large gravity field will prevent a ship from entering hyperspace and will bring one out off hyperspace with drastic results. Special ships, called Interdictor-class cruisers of the Galactic Empire, exist that are equipped with powerful gravity well generators. These large projectors are designed to create a large gravity shadow across a ship's path, preventing it from entering hyperspace.

# Medical Sciences

With the discovery of cloning and bionics, most doctors believed that most accidents and diseases could be cured. They were wrong. Cloning was rapidly outlawed in the galaxy, so that the venue of solution was closed to doctors and health officials. There remains only bionics, but in cases where the member was not to be amputated, bionics could do little. Many patients came to the hospital with degrees of ailments that required a more subtle level of intervention. The medical corps started researches in genetics and other parallel technologies issued from cloning. From there, they were able to create special viruses and molecules that could be tailored to a specific need and injected in the patient. Again, that was not sufficient to cure everything...

## Kolto

During the Mandalorian War, the Galactic Republic was allowed to set up a temporary base on Manaan. There they learned from the local population the existence of kolto. Kolto was a fluid extracted from the soil of Manaan's vast oceans. This substance was, when it was pure and after it was refined, able to regenerate superficial damage. Somewhere in the year 3,960 BBY, the Sith also

set up a base on Manaan. Because of the Selkath's blind neutrality and the animosity between the two camps, the soil of Manaan's oceans became its victim. The kolto became heavily polluted and could not be used for medical applications ever again.

Kolto is only available in ESU (Emergency Support Units). One ESU contains an injection gun and 10 ampoules which each regenerates 1 HP instantly. Such an ESU kit costs 7300. A single ampoule costs 725.

## Bacta

A few thousand years later, by a total fluke of chance, a group of colonists on Thyrferra discover bacta. Bacta is a serum issued from a plant (ambori) native of that planet and proliferating profusely in the dense jungles of the southern hemisphere. The colorless liquid from the ambori is mixed with the gelatinous, translucent red alazhi and kavam bacterial particles. That serum, when given the proper time to act, has the property to cure and regenerate almost any biological being. Quickly, the medical world started experimenting with bacta and induced-coma regeneration. It was discovered that bacta was the miracle cure...

Bacta is a universal medication available almost everywhere in the Star Wars universe from 4,000 BBY and later. Most hospitals and large ship's sickbays will be equipped with bacta-tanks to receive patients for treatment. Smaller ships will usually only carry ESU for lack of space and qualified resources. Bacta cannot bring back the dead. Bacta cannot fully regenerate a lost arm, but can help reattach one. A PC or NPC immersed in bacta will recuperate lost HT/HP at a rate of 2 per day. The following table should be used to determine additional recuperation time. Remember that a completely severed or destroyed member can only be replaced through the use of bionics.

Injury Level	Recovery Time*	Cost (7)	Success Roll
HP to 0 HP	1HP/12 hrs	10/HP	HT+5
0 HP to -HP	1HP/18 hrs	15/HP	HT+3
-HP to -HPx2	1HP/24 hrs	25/HP	HT
-HPx2 to -HPx4	1HP/36 hrs	75/HP	HT-2
-HPx5	Dead	Burial	n/a
Crippled limbs	+24hrs/limb	+50/limb	As per above
Crippled organs	+24hrs/organ	+75/organ	As per above
Severed limbs (reattached)	+72hrs/limb	+150/limb	-1HT
Severed limbs (not reattached)	As per bionics	As per bionics	As per bionics

\*Time required in induced coma in bacta-tank.

It is possible to do a field intervention with bacta. If used within 10 minutes, it will stop bleeding and restores 1 HP. This is in addition to any first-aid or physician rolls or any other mechanical or electronic devices used on that patient.

# Offensive Capabilities

For complete game statistics on energy weapons, please refer to the equipment section.

## Projectile Weapons

Projectile weapons ignore the DR bonus of ray shielding.

### Proton Torpedo Launchers

The PTL is the basic launcher system for the popular Proton Torpedoes. It consists of a mechanical launch tube that ejects the torpedo from the tube at supersonic speeds (when firing in atmosphere, a sonic bang can be heard each time the weapon is fired). Once free of the tube, the torpedo operates on its own.

### Proton Torpedo

The PTORP is a cased, energy, single shot weapon. The proton torpedo contains its own power source, which allows it to sustain the required speed (supersonic) and firepower to attack its target. The PTORP is catapulted out of the launch tube and ignites its own thrusters once cleared of the firing tube. The PTORP carries

enough fuel to travel up to 30,000 yards (50,000 yards for the APTORP) in atmosphere. In space, maximum distance is unlimited, as the PTORP will continue on its vector even once its fuel is depleted. The explosive charge on the PTORP is made of a mix of proton and anti-protons that are synched to react together in stasis. Once the stasis is broken (due to impact), the protons and anti-protons mix and thus create a small controlled anti-matter explosion.

### Missile Launcher

The MSL is the most common weapon available, principally due to its low cost. It is the basic launcher system for the cheap and common concussion missiles sold across the galaxy. It consists of a mechanical launch tube that keeps the missile idle until needed. It does not eject or fire the missile per say, but simply holds it and guides it for launch. Most MSL are equipped with laser or neutrino guidance systems to assist the (A)CMIS in acquiring targets. Once free of the tube, the CMIS operates with its own fuel, thrusters, targeting-radar, and directional systems.

### Concussion Missiles

The CMIS or the better ACMIS, along with its launcher, is the most common weapon available and that principally due to its low reload cost. It is a basic solid-fuel propelled explosive warhead (HEADPS). Most CMIS are equipped with laser or neutrino (ACMIS) guidance systems to assist them in acquiring targets. The information is usually fed to the CMIS by its parent MSL. Once free of the tube, the CMIS operates with its own fuel, thrusters, targeting-radar, and directional systems.

### Heavy Rocket Launcher

The HRL can be found on the heavier bombers or attack fighters. These launchers are similar to the MSL but are slightly larger and greater in diameter to be able to support the Heavy Rockets. The HRL is equipped with laser or neutrino guidance system to assist the HROC in acquiring targets.

### Heavy Rocket

The HROC are expensive, solid-fuel propelled warheads. The HROC are to slow and cumbersome and thus have no directional systems. Once free of the tube, the HROC operates with its own fuel and thrusters.

### Space Bomb Launcher

The SBMBL differs from the other launchers in that they eject the projectile out of the tube.

### Space Bomb

The SBMB are slow moving, short distance, high explosive warhead. The SBMB are ejected from the tube and thereafter cannot change speed or direction. Bombers and heavy attack fighters most enclose its target up to 0.5 miles before they can launch their bombs.

## Energy Weapons

Energy weapons ignore the DR bonus of particle shielding.

### Blasters

Blaster weapons all function in a similar way. The basic principle behind blaster technology is the plasma charge. The weapon uses its energy to heat a small amount of nitrogen (extracted from the atmosphere or from a small tank built into the weapon) into a semi-plasma state (gases at very high temperatures). The weapon then draws energy from the power cell to produce and emit a low-yield, charged particle field to support and compress the semi-plasma state of nitrogen. This "packet" of plasma is expelled from the weapon along the carrier particle field.

The overall effect gives the illusion that a "bolt" of orange/red energy is expelled from the barrel of the weapon. Because of the

coldness of deep space, space-based blasters appear less efficient than their atmosphere-based cousins. This is due to the fact that the extreme temperature of deep space causes the semi-plasma state to loose heat (and thus power) rapidly. The end result is that space-based blasters do not provide anti-armor penetrating power. Because the bolt loses temperature rapidly it will only generate surface damage (crushing) rather than penetrating damage (impaling).

## Laser Cannons

Most laser weapons function in the same way. LASER is an acronym for Light Amplification by Stimulated Emission of Radiation. The weapons fire a stream of high-energy ray-jacketed in an ionized particle field, creating the visual effect of a bolt rather than an invisible beam of radiation like a normal laser. Because of their high power yield, lasers do impaling damage. They are designed to penetrate armor and to keep on going once the target is breached. Direct hit damage from a laser weapon will often result in explosive decompression of the damaged ship section.

## Turbolaser Batteries

Turbolasers are basically very powerful laser cannons operating in "boosted" or gatling modes. The principle remains the same as with regular lasers, except that turbolasers will use more power and concentrate the beam somewhat more than the regular cannons. The end result is a weapon that provides increased firepower, but at a greater energy consumption costs and at a greater size (due to added cooling and amplification gear).

Another facet of turbolasers versus cannons difference is in the turbo crew requirements. While a laser cannon may be fired automatically from a single gunner emplacement, turbolasers require a crew to man and fire the gun. STBL requires a crew of 3, MTBL a crew of 5 and LTBL a crew of 8. HTBL even require a crew of 25.

## Super Lasers

A super laser is nothing more than multiple turbolasers firing at a special designed piece of equipment which combine, regulates and amplifies the separate beams into one massive shot. This weapon consumes a lot of energy and produces a lot of heat. Therefore, these weapons are only found on the large Death Stars build by the Empire. These were large enough to house the massive power reactors, cooling and amplification gear.

During the New Republic era, several capital ships were known to have smaller, keel-mounted versions of a Super Laser. These Super Lasers were not as powerful as that on the Death Stars, but was still capable of slashing through planetary shields, searing the crust and blowing apart entire continents.

## Ion Cannons

Ion cannons are among the most common type of weapons found on civilian vessels. Mainly a defensive weapon, Ion cannons are used to disable, rather than destroy, the opponent. The principle is rather simple and has been known for tens of thousand years: The gun fires a bolt of ionized energy (photons or electrons) at a target in order to create an EMP pulse and thus disrupt the target's electronics and avionics.

If the bolt hits the target, the craft must make a HT roll in or take the appropriate effect. LIC attacks will make the roll at HT-3 (using size modifier as a bonus) or have 1d electronics-based systems disabled for HT turns. MIC will roll at HT-7 (using size modifier as a bonus) or have 2d electronic-based systems disabled for HT turns. HIC will roll at HT-12 (using size modifier as a bonus) or have 3d electronic-based systems disabled for HT turns. PIC will roll at HT-15 (using size modifier as a bonus) or have 4d electronic-based systems disabled for HT turns.

# Power

Nothing beats a good old piston and air-cushioned shock absorber. The discovery of repulsor lift technology did not change the universe as much as it was initially feared. Most worlds still rely on mechanical forms of transport using wheels and tracks. The power systems have changed much, with a lot of cold fusion in use everywhere. The Supertec Gas Turbine, allowing a safe and environmentally friendly alternative to combustion of fossil fuels, also propels many ships and vehicles.

## Corbana Gas Turbines

The Corbana Gas Turbine is similar to TL 9 deuterium - hydrogen fusion reactor. It uses a mix of corfaize and tibanna gases, and a fusion reactor to burn those two into plasma and expels it out of the engine assemble, producing thrust. The CTGT assembly contains its own internal fusion reactor to burn the mixed corfaize & tibanna into plasma. The main difference between the fusion air-ram and the CTGT is that the CTGT functions as a closed circuit and can thus be used in vacuum. The CTGT is more powerful than their equivalent fusion air-ram and provides a much higher thrust-to-mass ratio.

The most common form of power generation for building and large installation is the Cold Fusion Power Plant. Pollutant fossil fuels are almost extinct, except on very low-tech worlds (TL-5). The most widespread energy source is the Corfaize-Tibanna Gas Turbine. Although the CTGT is used mainly in vehicles and spaceships, it is sometimes found as the power source for larger droids and some older installations.

High tech nations such as the Bakuran and Shindaarni use anti-matter in their starships and in day-to-day use (Shindaarni only).

## Sensors

This section will be added after I have bought GURPS Space 4<sup>th</sup> Edition. As far as I'm concerned using GURPS 3<sup>rd</sup> Edition Space, sensors are limited to TL7. A large starship can be detected only by

accident at a distance as small as 1 AU. This would be visual or radio detection only. Finding planets of a star, while orbiting that star, would take a week of observation.

Combat scanning can detect ships at a range of 20 clicks. Detailed scanning of ships can be done within 1.5 clicks.

### Point Detectors:

These sensors are used to locate and pinpoint jump points or jump line entries. This is an active sensor type.

## Tools & Industry

The tools used by industries and individuals are not really much different from those in use on earth today. Although the technology available in the Star Wars universe is very advanced, the material used and tools used are very simple in manufacture. The good old pipe wrench still is the major tool used by most star ports mechanics. The good old manual screwdriver still comes in handy once in a while. Thus, high tech devices such as nano-machines do not exist. This is a direct result of the lack of computerization and automation in the galaxy.

## Translators

There are many races in the galaxy, and none of them really speak the same language. Because Humans are so prolific and have managed to expand to the far reaches of the galaxy (especially during the Clone wars) they can be found anywhere, and make up about 80% of the galactic population. The Humans have made up most of the galaxy wide ruling government for over fifteen thousand years, and have managed to impose their language as the "default" official language in the galaxy. As such, Galactic Basic" or simply Basic, is the most known and spoken language. Although the TL level is high, it still does not permit the design and manufacture of "translators" other than in the form of protocol droids, thus obliging sentient to learn other languages, if they need to communicate. Most space travelers will speak basic plus at least 1 or 2 other languages. People that do not travel will usually only speak their native tongue.



## 3. ADVANTAGES

### Allowed Advantages

Advantages which are listed in the racial template (see Chapter 12: Alien Species) must be taken by the player. With the GM's approval, additional advantages may be taken. The player should always clarify what the basis is for a particular advantage (e.g., biological, technical, Force). Even the mundane advantages should be explained.

### Energy Reserves - Force

Points:  $\pm 3$  per 1 ER

Prerequisite: Force Sensitive

Modifier: Force -10%

#### Description

You are in harmony with yourself through your connection to the Force. For each 3 points spend you gain 1 ER. This ER can only be used to power Force abilities. This Force advantage may be bought multiple times. Energy Reserves - Force +2 simply means you have spent 6 points on 2 ER. See PO page 119.

### Force Perception

Points: 50

Prerequisites: Force Sensitive; Racial Template - Miraluka

#### Description

You are blind to all wavelengths of light. However, your ability to see through the Force allows you to sense your surroundings as though you could see normally, allowing you to attack and make skill rolls without suffering penalties for blindness.

Force Perception includes the advantages 360° Vision (BS page 34), Dark Vision (BS page 47), See Invisible - Force (BS page 83) and limitation (Force), and the disadvantage Blindness (BS page 124) with Mitigator (Force).

You can enhance your Force Perception with Acute Senses for the normal cost. See FA page 128 and BS page 35.

Force Perception does not give you the ability to perceive the strength of Force users and auras. You need the Force Power - Force Sight. Force Perception is just a way of vision. Your brains will translate the information into visual images in the same way as the brain would with the information obtained by your eyes.

### Force Sensitive

Points: 5

#### Description:

You can feel the Force. You must purchase this advantage before buying anything else (Force Powers, Force Talents, Force skills and Force Advantages).

You can only take this advantage at the creation of your character. Your character is either Force Sensitive or not. Taking this advantage does not mean your character is aware of his abilities.

The advantage Force Sensitive also grants the owner access to the more exotic advantages which are normally only available in the racial templates. These advantages are all subject to the limitation - Force and thus cost 10% less than normal.

Advantage	Prerequisite	Book
Absolute Direction	Force Sensitive	BS page 34
Absolute Timing	Force Sensitive	BS page 35
Combat Reflexes	Force Sensitive	BS page 43
Danger Sense	Force Sensitive	BS page 47
Destiny	Force Sensitive	BS page 48
Energy Reserves	Force Sensitive	Chapter 3
Enhanced Defenses	Force Sensitive; Trained By A Master or Weapon Master	BS page 51
Extra Attack	Force Sensitive	BS page 53
Fearlessness	Force Sensitive	BS page 55
Fit	Force Sensitive	BS page 55
Force Perception	Force Sensitive; Racial Template - Miraluka	Chapter 3
Force Training	Force Sensitive	Chapter 3
Longevity	Force Sensitive; Alter	BS page 66
Perfect Balance	Force Sensitive; Control	BS page 74
Recovery	Force Sensitive	BS page 80

### Force Static

Points: 30

#### Description

You are "absent" in the Force. Force abilities cannot directly affect you or anything you are carrying or wearing. For instance, a Jedi could throw a rock at you, but he could not grab a sword from your hand or heal you using the Force.

For special limitations and enhancements see BS page 78.

### Force Training

Points: 1 point per level/Force Ability

Prerequisite: Force Sensitive; Trained By a Master (Mastery & Harmony only)

#### Description:

This advantage comes in levels and must be Force-Sensitive to acquire this training from a Force using Master.

Note that high Force Training in combination with the appropriate Force Talent lets you produce powerful results with even the most basic Force skills. The GM sets the maximum and starting Force Training allowed to PCs.

The descriptions below are limited. The effect of Force Training will be described within the description of each Force ability but mostly lets you add extra enhancements. Sometimes an enhancement is not depended on Force Training. This enhancement is stated as being unlimited or irrespective of Force Training.

Note that Force Training is not an advantage that is noted down separately. It is inherent to a particular Force ability and should be noted down as such. For each one Force ability you should choose your level of Force Training after the approval of the GM. The points cost is not included in the Force ability.

#### Attuned:

You have been taught to learn to use the Force. This lets you add, if allowed, +1 level of any or all enhancements.

**Adept:**

You have extended knowledge of the Force. This lets you, if allowed, +2 levels of any or all enhancements.

**Mastery:**

You have mastered the Force. This lets you, if allowed, +3 levels of any or all enhancements.

**Harmony:**

You have become almost one with the Force. This lets you, if allowed, +4 levels of any or all enhancements.

## Heat Dissipation

Points: +21 per level

Prerequisite: Racial Template – Dashade

Heat Dissipation contains three linked advantages. For each 4 levels of DR the character must have 2 levels Obscure and 2 levels of Temperature Control. A Dashade may use each absorbed heat damage to raise the temperature with 1 degree and as a side effect of this, others gain a penalty of 1 when they try to detect a Dashade by means of infra red based vision or scanning. Each level of Heat Dissipation costs 21 points.

Damage Resistance (Heat Absorption+4, Common, -40%)

Obscure (Infravision/infrared scanning+2)

Temperature Control (Heat +2, -50%)

## Rank

Points: +5 per level

Prerequisites: Force Sensitive; membership of the Jedi Order or the Order of the Sith Lords.

## Jedi

**Padawan Novice:**

These are the younglings. They have only started training as Jedi. It offers no Status.

**Padawan Trainee:**

These younglings have completed the first stage of the training. A training lightsaber is given to them by their Masters. Status is +1

**Padawan Student:**

These are pupils who have become of age and are allowed to go on assignments under close watch by their mentor. Status is +2.

**Padawan Adept:**

These are Jedi pupils who are at the final stage of their training. They must make a lightsaber at this stage before being ready for

the trials. Their training lightsaber must be given back to his master. Their Status is +3.

**Knight:**

Jedi who succeeded their trials are known as Jedi Knights. They are the ones who are best known who fulfill assignments and complete many missions. Their Status is +4.

**Grand Knight:**

These are Jedi Knights granted a seat in the council but not granted the title of Master. Anakin Skywalker was a Grand Knight during the end of the Clone Wars. Status is +5.

**Lord:**

Jedi Lord should not be mistaken with a Sith Lord. During the Clone Wars, many Jedi were appointed as a commander, general, admiral or any other rank in the military. Their Status +4 or +5 added to the status obtained by the military rank they occupy. Mostly, the military rank is temporary (see BS page 29)

**Master:**

Jedi Knights can only be granted the title of Master by the Jedi Council. A seat in the Jedi Council is not necessary. Status is +6.

**Grand Master:**

Only one Jedi Grand Master at a time can exist. This is the highest rank a Jedi can achieve, and not many did. Status is +7.

## Sith

**Apprentice:**

Force users who are being trained in the arts of the Sith are named Apprentice. They have access to lightsabers or any non-powered melee weapon. Sith Apprentices are sent on secret mission on an early stage. At the end of their training they must kill another Force user (e.g., Jedi Knight or higher or another Sith Apprentice or higher). Sith themselves have no rank or status. Their status mostly evolves as a result of the position they obtain (political, military, and administration).

**Darth:**

An original title of the Sith. Normally this title is paired with a Sith name other than the character's own name (e.g., Tyrannus, Vader or Maul). A Darth has killed at least one other Force user. More often, a Darth is called Lord or Dark Lord.

**Master:**

A Sith Master is the terror of the Jedi. Luckily, after the Golden Age of the Sith, there is only one Master at a time. A prerequisite to this rank is either having an apprentice or just being the last Sith alive.

# PERKS

## High Metabolism

High Metabolism allows characters to indulge themselves with food and drinks but keeping their appearance level and not gaining any weight.

# MODIFIERS

# Enhancements

## Limitations

### Dark Side

Points: -5%

Calling upon the Dark Side of the Force may have some negative effects. Each time when a Force ability with the limitation Dark Side is used, a Will test must be made. If the test is failed the character gains automatically another point of disadvantage.

These Dark Side disadvantages are: Bad Temper, Bloodlust, Bully, Callous, Compulsive Lying, Delusions, Fanaticism, Greed, Intolerance, Jealousy, Killjoy, Loner, Low Empathy, Manic-Depressive, Megalomania, Miserliness, Obsession, Overconfidence, Phobias, Reputation, Sadism, Secret, Selfish, and Uncontrollable Appetite, Unnatural Features, Appearance Penalty, or any other disadvantage that the GM and the player agrees with.

The points gained in this way must be put into Force Powers (e.g., improving the Force ability just used, improving Talents, taking new Force abilities, etc).

Depending on the campaign setting and the seriousness of the "evil act", modifiers may be added to reduce or enhance points cost. This way, a character can slide gradually towards the Dark Side when taking 1 point quirks and later on enhancing these quirks by altering the modifiers.

#### Author's note:

Although this limitation does not actually limit the use of Force abilities, it surely does prevent from characters learning that ability in order to stay on the Light Side of the Force. Characters who want to go the easy way, the quick one may be seduced to take this limitation for granted. The Force ability is cheap and the points gained by taking extra disadvantages improve the Force

capability of the character in a much faster way than by earning CP.

### Force

Points: -10%

All Force Powers have a counter. Some races are immune or resistant to some Force Powers (e.g., Hutt and Toydarian), other races are completely Force static (e.g., Yuuzhan Vong and Ysalamiri).

Some equipment might block or nullify some or all Force abilities (e.g., Lightsaber might block a Force Lightning).

Normally, Talents may be added freely (if one has already bought them) to your skill. The Force Talents may only be added to your Force ability if you have had any training in that particular ability and then you only add that much as the level of that Talent and the level of your Force training.

#### Author's note:

The combination of the three limitations described above explains the -10% modifier instead of the -5% modifier normally used by GMs as the Force Power modifier. This results in a 10% reduction of points cost for all Force abilities which, I think, reflect the overall superiority of a Force user over a mundane character.

### Light Side

Points: -5%

Some Force Powers are inherent good, like using the Force to aid others.

Force Users who are walking the path of the Dark Side might find it more difficult to use the Force for good (see the disadvantage Dark Side Taint).

### Poisons & Toxins Only

Points: -40%

This is a limitation to the Healing advantage. As the tile implements, the Healing advantage will only work against poisons and toxins.



## 4. DISADVANTAGES

### Allowed Disadvantages

Disadvantages which are listed in the racial template (see Chapter 12 Alien Species) must be taken by the player. With the GM's approval, additional disadvantages may be taken. The player should always clarify what the basis is for a particular disadvantage (e.g., biological, technical, Force). Even the mundane advantages should be explained.

### Code of Honor

#### Battle Honor

Points: -10

Prerequisite: Sludir Racial Template

#### Description:

Warriors eagerly show their battle prowess in close combat. Using ranged high-tech and ultra-tech weapons are dishonorable. Hiding and retreating are the tactics of a coward.

### Clan or Family

Points: -5

Prerequisite:

#### Description:

The safety of your clan or family comes before all.

### Jedi

Points: -15

Prerequisite: Jedi Order Template

#### Description:

The Jedi must stay at peace with the universe, and follow the Jedi code. The character may not use his powers for selfish or evil gains. Never break your word. Protects your Order, protect the Republic, and anyone weaker than yourself. Even in open war, sides and weapons must equal if the foe is also noble and chivalrous.

### Nagai

Points: -5

Prerequisite: Nagai Racial Template

#### Description:

The Nagai hate and fear their extragalactic enemies, the Tofs. Whenever encountered a Nagai must attack a Tof after making a successful Fear roll with an -1 to Will for each Tof encountered at the same time.

### Sith Rule of Two

Points: -5

Prerequisite: Order of the Sith Lords Template

#### Description:

There are only two Sith; a master and an apprentice. If there are more than two Sith at any time given, the chance is great infighting will occur when it is discovered.

### Yuzzem

Points: -5

Prerequisite: Yuzzem Racial Template

#### Description:

A Yuzzem always pays his debts within the time agreed upon. A Yuzzem always has a strong sense of fair play.

### Dark Side Taint

Points: -4 per level

Prerequisite: Force Sensitive; appropriate number of Dark Side Disadvantages

#### Description:

Tainted (-4): Your number of points with Dark Side disadvantages must be at least half of your Will score. All Dark Side Force abilities are used with a bonus of +1 and all Light Side Force abilities have a penalty of -2.

Devotee (-8): Your number of points with Dark Side disadvantages must be at least your Will score. All Dark Side Force abilities have a bonus of +2 and all Light Side Force abilities have a penalty of -4.

Dark Sider (-12): Your number of points with Dark Side disadvantages must be at least double to your Will. All dark Side Force abilities have a bonus of +4. All Light Side Force abilities have a penalty of -8 and all Neutral Force abilities have a penalty of -1.

In the Table below are all Force abilities listed and on what aspect the modifiers apply.

Force Ability	Aspect Modified
Beast Speech	Reaction Roll or Beast's IQ
Combat Precognition	attack roll, dodge, parry, or skill roll
Cure Another	IQ
Detoxify Another	IQ
Farseeing	Activation Number
Fear	Level of Terror
Force Grip	Level of Affliction
Force Jump	Level of Super Jump
Force Lightning	Innate Attack (Beam skill)
Force Move	Level of Enhanced Move
Force Pull	Fast Draw
Force Push	Push skill
Force Sight	Perception
Force Stealth	Force Sight
Heal Another	IQ
Heal Self	HT
Hyperspace Navigation	Piloting and Navigation (Hyperspace)
Mind Trick	Will
Sense Life	Perception

## Disciplines of Faith

### Jedi

Points: -10

Prerequisite: Jedi Order Template

#### Description:

You are complete devoted to the Jedi Orders pursuits, which often involves the denial of ego and self. You must spend at least 75% of your time completing tasks given by your Order, and cannot have above-poor Wealth, or Status beyond that granted by the Jedi Order, The Galactic Senate, or the Supreme Chancellor. After The Great Sith War it is forbidden to marry and maintain other family attachments.

## Technophilia

Points: -10\*

Prerequisite: None

### Description:

You are instinctively fascinated by technological devices, no matter how dangerous or frightening they appear to be or to get a hold on. Make a self-control roll whenever you see a technological device (or something) like this. If you fail, you assume control over it and start disassembling it immediately. A technophile finds himself often tempering with dangerous artifacts, studying new high tech apparatus, or stealing devices from dangerous villains.

As partial compensation, you get a bonus to Fright Checks when taking or defending a technological device.

Self-Control Number	Bonus
6	+4
9	+3
12	+2
15	+1

NPCs with this trait will react to high TL PCs carrying technological devices at a similar bonus.

## Unnatural Features

### Dark Channeling Eye

Points: -1 or -5

Prerequisite: Force Sensitive

### Description:

Typically, when channeling the Dark Side of the Force, the user's eyes turn yellow. During this state all reaction rolls from non-Sith are at -1. If the visual effects do not wear off after stopping channeling the Dark Side of the Force it becomes a -5 point disadvantage.

## QUIRKS

## 5. SKILLS

### Armoury

#### Lightsaber/TL^ (IQ/Average)

Defaults: IQ-6 or Engineer (same) -4

**Prerequisite:** Force Sensitive

This is the ability to build, modify, and repair any lightsaber. It does not include skill at design; for tat, see Engineer (Lightsaber). A successful roll lets you find a problem, if it isn't obvious; a second roll lets you repair it. Time required is up to the GM.

### Body Control

#### Force Trance (HT/Very Hard)

Defaults: None

**Prerequisites:** Trained By A Master; Meditation; Force Power - Control

You may enter a Force trance that slows your metabolism, allowing you to survive for extended periods of time with very little air, water, or food. You may enter a trance at will; doing this requires a minute. It also takes a minute to awaken from the trance. While in a trance, your heartbeat slows, your breathing all but ceases, and you appear to be dead (use of the Sense based See Force power will identify the target as being in a trance). A character in a Force trance uses only 10% as much air as a sleeping person and needs no food or water for an extended period of time. For purposes of natural healing, a Force trance is equivalent of assisted healing.

You can also use this skill to flush poisons from your body (see BS page 181).

When entering a trance, the character must declare the circumstances under which the trance will end. Examples include a time limit or a certain stimulus (such as being touched)). A character in a trance is not conscious of his or her surroundings and may not use any skills or abilities.

A character can remain in a trance for up to one week in a dry climate or up to one cycle in a wet climate before succumbing to thirst. If a character can stay hydrated (via an intravenous drip, for example), he could remain in a trance for up to three cycles before dying of starvation.

### Engineer

#### Lightsaber/TL^ (IQ/Hard)

Defaults: Armory (same) -7

**Prerequisite:** Force Sensitive

This is the ability to design and build any lightsaber. A successful roll lets you design a new system, diagnose a glitch, identify the

purpose of a strange device on a found lightsaber, or improve a lightsaber to solve a problem. Time required for each event is up to the GM.

### Hidden Lore

#### Jedi Lore (IQ/Average)

Defaults: None

You know the tales and history of the Jedi, their deeds and possibly even the Force itself.

This knowledge may be acquired by Jedi Masters, Force Spirits, or Jedi Holocrons. During the era of the Old Republic, Jedi Lore is still counted as hidden for the mundane people.

#### Sith Lore (IQ/Average)

Defaults: None

You know the secrets of the Dark Side of the Force, the motivations of the Sith Lords and possibly even the history of the Sith Lords.

This knowledge may be acquired by your Sith Master or Sith artifacts such as the Sith Holocrons.

### Melee Weapon

#### Arg'garok (DX/Average)

Defaults: Two-handed axe -2

This weapon favored by Gamorrean warriors consists of a heavy axe blade mounted on a simple wood handle. The arg'garok is perfectly balanced to take advantage of the Gamorrean's low centre of gravity and enormous strength.

A Gamorrean trained with this weapon does not need to make a Ready maneuver after an attack.

#### Double-Bladed Lightsaber (DX/Average)

Default: Staff -5

This type of lightsabers has a lengthened hilt from which sprouts two energy blades.

A double-bladed lightsaber must have one Force crystal and may contain up to three Force crystals.

#### Gaderfii (DX/Average)

Defaults: Polearm -2; Spear -4; Staff -4; Two-Handed Axe/Mace -4

Gaderfii are unbalanced pole weapons made of scrap materials. no two Gaffi sticks are identical. Some have smooth sharp blades, others feature pointed tips and hooks, while others have crude jagged edges.

## Fencing Lightsaber (DX/Average)

**Defaults: Rapier-5; Lightsaber-4**

Any lightsaber with a curved hilt, such as Count Dooku has, requires this typical skill of handling. If you have a fencing lightsaber, you get an improved retreating bonus when you parry, see Retreat (BS page 377). Furthermore, you have half the usual penalty, for parrying more than once with the same hand (see Parrying, BS page 376).

## Force Pike (DX/Average)

**Defaults: Polearm -5; Spear -3**

Force pikes are powered spear-like weapons which do extra damage (mostly stunning)

## Lightsaber (DX/Average)

**Defaults: Any sword -5; Short-Bladed Lightsaber -2; Fencing Lightsaber-4**

Any sword with a blade made out of energy instead of matter. This refers to an ultra-tech weapon that projects energy from a powered hilt. Because of the lethal blade (even if touched lightly) the default to any sword skill is -5.

A lightsaber must have one Force crystal and may contain up to three Force crystals.

## Short-Bladed Lightsaber (DX/Average)

**Defaults: Any sword -5; Lightsaber -2**

This type of lightsaber has a shortened blade (as a short sword or large knife).

A short bladed lightsaber must have one or two Force crystals.

## Stranglestick (DX/Average)

**Defaults: None**

This is the skill of using a stranglestick. Stranglesticks are spear-length rods with forked ends that a thin strip of leather is threaded through. The strap can be tightened to restrain a target quickly and quietly. The Stranglestick does damage if the victim struggles. If the victim cooperates, the Stranglestick does no damage, but merely acts like a harness

## Thogk (DX/Average)

**Defaults: Two-handed sword -2**

This weapon is favored among the wealthier Gamorrean. It consists of a heavy blade set into a crude hilt. The Thogk is perfectly balanced to take advantage of the Gamorrean's low centre of gravity and enormous strength.

## Vibro-Weapons (DX/Average)

**Default: Variable**

These weapons include many types of powered weapons. Simply use the Melee Weapon skill instead but add Vibro to the front of the name. The following skills are available: Vibro-dagger (knife); vibro-axe (axe/mace); vibro-blade (shortsword); vibro-halberd (polearm); vibro-lance; vibro-spear; vibro-sword (broadsword).

The defaults listed in BS are the values of other vibro-weapons. Using defaults of none vibro-weapon, subtract one of the default value (i.e., Lance has defaults DX-5 or Spear-3 but Vibro-Lance has Defaults DX-6 or Spear -4 or Vibro-Spear -3).

For more information see UT page 164.

## Parry Beam Weapons

(DX/Very Hard)

**Defaults: Parry Missile Weapons -6**

**Prerequisites: Enhanced Time Sense; Melee Weapon - Any Lightsaber skill at +5**

This skill lets you parry beam weapons (such as blaster bolts) with a ready lightsaber. Your Parry score is (skill/2) + 3, rounded down, but based on Parry Beam Weapons skill, not your Melee Weapon skill.

## Thrown Weapon

**Darkstick (DX/Hard)**

**Defaults: DX-6**

This is the skill of throwing a Kerestian darkstick. A successful roll means the darkstick will return to the owner's hand. The thrower makes another darkstick roll for catching the weapon.

**Lightsaber (DX/Average)**

**Defaults: Axe/mace throwing -2; Stick throwing -2; Knife throwing -4.**

Lightsabers may be hurled towards the opponent (when the on switch can be locked).

# TECHNIQUES

Here's a list of Techniques described in GURPS 4<sup>th</sup> Edition martial Arts and its counterpart in Star Wars. For ease of reference, only the GURPS names are used in the styles.

GURPS Technique	Book and Page	Star Wars Technique
Disarming	MA, p70	Sun Djem
Targeted Attack (Swing/Hand)	MA, p68	Cho Mai
Targeted Attack (Swing/Leg)	MA, p68	Cho Mok

Targeted Attack (Swing/Weapon Arm)	MA, p68	Cho Sun
Targeted Attack (Swing/Neck)	MA, p68	Sai Cha
Targeted Attack (Swing/Lower Body)	MA, p91	Sai Tok
Targeted Attack (Thrust/Vitals)	MA, p68	Shiak (Sith)
Targeted Attack (Thrust/Limbs)	MA, p91	Shiak (Jedi)
Spinning Strike	MA, p79	Shun

# STYLES

# Echani

Echani was the combat techniques of the Echani Warriors. This art was practiced without armor, weapons, and the use of the Force.

Echani culture held the belief that combat was the only means to “know” someone. Echani fighting was not only self-defense, but a form of self-expression, a means of communication similar to art.

Skills: Karate; Body Language

Techniques: Back Kick; Elbow Strike; Exotic Hand Strike; Feint (Karate); Hammer Fist; Jump Kick; Kicking; Knee Strike; Spinning Kick; Stamp Kick

Cinematic Skills: Breaking Blow; Immovable Stance; Kiai; Mental Strength

Cinematic Techniques: Lethal Kick; Lethal Strike

Perks: Clinch (Karate); Technique Adaptation (Feint)

## Optional Traits:

Advantages: Language (Echani); Reputation (Imperial Royal Guard, from everyone)

Disadvantages: Pacifism (Self-Defense Only); Dislikes (Wearing armor)

Skills: Vibro-Blade; Vibro-Dagger; Double-Bladed Vibro-Blade; Shield

# Jar’Kai

Points:

Jar’Kai was originally the name of a city on Atrisia. Here were crafted the original Jar’Kai dueling sabers, which were wielded by the Yovshin Swordsmen. The Swordsmen, wielding one saber in each hand, invented the Jar’Kai style.

Jar’Kai relied on steel blades, as lightsabers had not yet been invented, but the style could be used with a great variety of weapons.

The Jedi incorporated this style as a sub-form of Form VI: Niman.

Skills: Saber

Techniques: Counterattack (Saber); Feint (Saber); Targeted Attack (Saber, Swing/Arm); Targeted Attack (Saber, Swing/Neck); Targeted Attack (Saber, Swing Skull); Targeted Attack (Saber, Swing, Legs); Targeted Attack (Saber, Thrust, Vitals)

Cinematic Skills:

Cinematic Techniques: Dual Weapon Attack (Saber); Dual Weapon Defense (Saber); Whirlwind Attack (Saber)

Perks: Off-Hand Weapon Training (Saber); Unusual Training (Dual Weapon Attack, Both attacks must target the same foe)

## Optional Traits

Advantages: Ambidexterity; Combat Reflexes

Disadvantages: Bloodlust; Reputation (User of unconventional strategies)

Skills: Any melee weapon (also lightsabers)

# Lightsaber Forms

## Form I: Shii-Cho

Points: 2

Shii-Cho, or The determination Form, was the first of the seven forms of lightsaber combat.

As the weapons technology of the lightsaber was developed, the need for a form of combat arose. Thus Form I, also called Way of the Sarlacc, was born. Shii-Cho was the most ancient style of lightsaber combat, developed by early Jedi Masters to incorporate key principles of ancient sword-fighting traditions. Existing as the simplest even four thousand years before the Battle of Yavin, Shii-Cho was among the many forms known to the Jedi. Due To its simplicity, it was often the first form taught, so almost all lightsaber duelists include some aspect of Shii-Cho in their swordplay.

One of the marks of contact, sun djem, was a goal of early Form I duelists, as disarming or destroying the opponents’ weapon could ensure victory without causing injury, which was always a Jedi objective. However, with the rise of Form II, sun djem became nearly impossible as Makashi duelists were well trained to prevent their own weapons being taken or destroyed.

Skills: Lightsaber

Techniques: Back Strike (Lightsaber); Disarming; Targeted Attack (Lightsaber, Disarm/Weapon)

Cinematic Skills: Blind Fighting

Cinematic Techniques: Whirlwind Attack (Lightsaber)

Perks: Acrobatic Kicks; Grip Mastery (Lightsaber)

## Optional Traits

Advantages: Force Pull; Combat Precognition

Disadvantages:

Skills: Double-Bladed Lightsaber; Fencing Lightsaber; Short-Bladed Lightsaber

## Form II: Makashi

Points: 3

Makashi, or The Contention Form, was the second of the seven form of lightsaber combat.

After Form I’s proliferation as a lightsaber combat technique, Form II, or Way of the Ysalamiri, came about as a means of lightsaber-to-lightsaber combat. It was described of being very elegant, powerful, and requiring extreme precision, allowing the user to attack and defend with minimal effort, while his opponent tires himself out, often wielding the blade one-handed for greater range of movement and fluidity. The form relied on parries, thrusts, and small, precise cuts, as opposed to the blocking and slashing of the other forms. Form II countered sun djem, the goal of early Form I masters, by being well trained in prevention of disarming and weapon destruction.

Feints would also be commonly used to confuse or set-up their opponents for a trap, a tactic that Count Dooku commonly used in his duels during the Clone Wars. Precise footwork and movements were required for maintaining proper distance from the opponent during defense and/or when moving in for an attack. The blade manipulation required for this form was very refined and required intense focus. Timing, accuracy, and skill, rather than strength, were relied on to defeat one’s opponent, and with a skilled practitioner, the results were extremely potent.



The footwork of Makashi practitioners followed a single line, front and back, shifting the feet to keep in perfect balance as the practitioner attacked and retreated. Makashi was a style based on balance, on back-and-forth charges, thrusts, and sudden retreats. Elegance, gallantry, enchantment, finesse, artfulness, and economy were the core of Makashi. Makashi duelists trained themselves to avoid enslavement to form; as such enslavement opened the practitioner to be defeated by predictability and the unforeseen.

Makashi users were elegant, precise, calm, and confident to the point of arrogance (as befit Dooku's personality). Form II users were supremely confident in their chances for victory, and often looked so relaxed when they were fighting they even appeared to be dancing.

Despite its effectiveness, Makashi was not without its weaknesses. Among the first of these was the fact that it was somewhat harder to block against blaster fire with this style. Makashi was developed before blasters had become common place in the galaxy, and Form II training taught its practitioners to defend solely against blades. Skilled users could overcome this obstacle with minimal effort, however. Another drawback was that Makashi was most potent when used against a single opponent, and therefore was reduced in strength when fighting groups of adversaries. Exceptionally skilled users could still fare very well against multiple foes, however. Dooku, for example, could fight up to four adversaries at once with little difficulty.

But the greatest flaw with this system of combat was that it could not withstand strikes from later styles which emphasized more powerful strokes over Makashi's elegance and precision. As shown during Dooku's fatal duel with Anakin that Makashi simply did not generate the necessary kinetic energy to meet (Skywalker's preferred style) on an even footing. The sheer raw power of Form V wore down Dooku's defenses, physically exhausting him and draining his reserves of Force power.

Skills: Lightsaber; Precognitive Parry

Techniques: Counterattack (Lightsaber); Feint (Lightsaber); Retain Weapon (Lightsaber); Targeted Attack (Lightsaber Thrust/Face); Targeted Attack (Lightsaber Thrust/ Neck); Targeted Attack (Lightsaber Thrust/Vitals); Targeted Attack (Lightsaber Swing/ Arm); Targeted Attack (Lightsaber Swing/leg)

Cinematic Skills: Blind Fighting

Cinematic Techniques:

Perks:

#### **Optional Traits:**

Advantages: Perfect Balance; Combat Precognition

Disadvantages:

Skills: Fencing Lightsaber

## **Form III: Soresu**

Points: 2

Soresu, also known as the Way of the Mynock, or The Resilience Form was the third of the seven forms of lightsaber combat that was recognized by the Jedi Council prior to and during the Clone Wars.

Originally, Form III was developed as a counter to blaster weapons used by multiple opponents. Due to the rise in distribution of blaster weapons, more and more Jedi were forced to adapt a fighting style which allowed them to combat enemies firing from several directions, mostly basing their "attack" on redirected blaster fire. Previous styles had allowed wide, sweeping strokes which left the Jedi open to blaster fire. Form III, however, required maintaining a constant shield of deflectionary strokes by

making short, quick sweeps, close to the body, leaving the Jedi less exposed to ranged fire. Form III was the most defensive of the seven forms.

The philosophy of Soresu is described as "being within the eye of the storm." The practitioner maintained a centered frame of concentration, undisturbed by the conflict around them. They did this to maintain the calm center where the outer storm of combat could not harm them. Thus, Soresu commanded powerful defensive techniques that seemed to adapt to almost any circumstance, at the cost of never reaching past the figurative eye of the storm. The Soresu technique used little to none of the attack power needed by those who concentrate on the storm itself. Those who studied this style used the primarily defensive technique to wear down aggressive opponents by defending long onslaughts with minimal counter-attacking. They waited until their adversary spent most of their energy, and then employed an alternate, more aggressive attack. They waited for eventual lapses in their opponent's own defense.

The key to truly mastering Soresu may have come from a mastery of the concept and philosophy of Soresu. Jedi Master Obi-Wan Kenobi, despite his preference for Soresu, applied Shii-Cho elements and Ataru acrobatics into his swordplay, as evidenced by his recollection of his intense duel with the Sith Lord Count Dooku onboard the Invisible Hand. This, however, he did to confuse Dooku, as he later switched back to his true form, Soresu. In his duel against General Grievous, Kenobi used pure Form III swordplay.

The third form of lightsaber combat utilized motions that occurred very close to the body, in an attempt to achieve near-total protection and expend as little energy as possible while executing moves. Form III stressed quick reflexes and fast positional transition, in order to overcome the rapidity with which a blaster could be fired. This technique minimized the body's exposure, making a well-trained practitioner nearly invincible. Followers of Soresu preferred to remain on the defensive until their opponent left an opening that a Soresu practitioner could exploit. Observers generally described Soresu as a passive form of combat. Jedi with extreme patience and reserved personality often employed the form - in fact, during the Clone Wars, Soresu was the most commonly used lightsaber form in the Jedi Order.

Form III involved preparation for prolonged battles where the user observed and learned as much as possible about their opponent's or opponents' technique while engaged in combat. Also, by being more capable in lengthy battles, a Soresu user had the ability to gain control of a combat situation, creating multiple options for the Jedi employing the form. A Form III user could choose to kill, disarm, or even reason with their opponent.

Many Soresu practitioners survived the lengthy Battle of Geonosis, owing to the endurance gained from the form and its specialization in fending off and deflecting blaster fire. Soresu's greatest power lay in the endurance and control a practitioner eventually developed.

Jedi Master Mace Windu noted that, unlike any of the other combat styles, Soresu was not an answer to a particular type of weakness. Vaapad was an answer to Windu's inner darkness; Ataru was Yoda's answer to his limited reach and advanced age; and Djem So helped Anakin release his own powerful emotions. Toward the end of the Clone Wars, Master Windu acknowledged Obi-Wan Kenobi as "The master of Soresu." It was because of this fact that Kenobi was chosen by the Jedi High Council as the Jedi best suited to defeat General Grievous. During their duel, the Jedi Master was capable of parrying all four of Grievous' lightsabers, gradually disarming the droid general. Earlier, during his duel with Count Dooku aboard the Invisible Hand, Kenobi's expertise in Soresu allowed him to parry the Count's elegant Makashi strikes.

Soresu was considered the consummate Jedi combat form in that it embraced a passive way of life and a literal expression of the Jedi

tenet to defend rather than attack. Obi-Wan himself considered Soresu very simple, so restrained and defense-oriented that Form III was nearly passive. As a master, Obi-Wan could defend himself against any attack less than twenty strikes per second. Darth Vader used elements of Form III in his variant of Form V.

Soresu was a very favorable form of combat for Jedi until the Great Jedi Purge. The defense and control it allowed a practitioner made for suitable outcomes in favor of the user when faced with hurried opponents who left themselves vulnerable to counterattack. However, its defense required a very large amount of focus from the wielder and even a momentary fault in concentration could have meant the user's defeat. Jedi with less focused minds would usually abandon this style of combat to capitalize on the benefits of other styles that required less dedication to prolonged fighting. Soresu lightsaber combat utilized strikes/blocks with the lightsaber at very fast speeds, and very close to the wielders body. This form also utilized some acrobatics as seen in Form IV to make the wielder even harder to catch. Form III was effective against single powerful enemies, as well as big battles with multiple enemies. Form III was also the most effective form against Blaster bolts, since it was partially designed specifically to deflect them, and since the movements are very fast and close to the body, the wielder would have basically no open space between attacks that could leave the wielder open to Blaster fire. Jedi who mastered Soresu were known to have an unbreakable defense, and the most successful when dealing in situations when a quick victory was not favorable to total understanding and calculated action. Soresu users will only attack the enemy to deliver the disarming strike (unless fighting against Battle Droids), and will keep defending until they see an opening in the enemy. Soresu Masters (like Obi-wan Kenobi), had a unbreakable defense, as mentioned above, and could trap opponents in their own attacks, as demonstrated by Obi-wan Kenobi and his duel with General Grievous, as well as Darth Vader/Anakin Skywalker on Mustafar.

Truly focused masters of Soresu were very formidable due to their strong defense technique. Soresu, however, facilitated survival more than victory. Form III initiates were more than capable of defending themselves from attack, but they needed a large amount of experience to learn how to trap an opponent in their own offense. Masters had to maintain an incredibly strong focus on the center of the combat circle, since the defensive tactics of the form included guards and parries engaged very close to the body. Jedi who left small lapses in their otherwise strong defense left little room to avoid injury.

Form III did not favor Jedi Generals in a lengthy fight with troops left alone on the battlefield. Jedi found this situation usually inevitable during the Clone Wars. General Obi-Wan Kenobi provided a good example of this situation when he needed to leave his regiment of troops to conduct his reconnaissance search for General Grievous.

Skills: Lightsaber

Techniques: Evade (Acrobatics); Close Combat

Cinematic Skills: Blind Fighting

Cinematic Techniques: Timed Defense

Perks:

#### **Optional Traits:**

Advantages: Combat Precognition

Disadvantages:

Skills: Double-Bladed Lightsaber; Short-Bladed Lightsaber

## **Form IV: Ataru**

Points: 3

Ataru, the Way of the Hawk-Bat, or the Aggression form was the fourth of the seven forms of lightsaber combat. The history of Ataru stretched back through the Old Republic, to at least as early as the Mandalorian Wars, where it was commonly employed by Jedi of that day. Ataru continued to be a common form among the Jedi in the latter stages of the Republic.

An aggressive style, Form IV was fast-paced and effective against single opponents, though weaker in prolonged combat and confined spaces. Ataru was characterized by Force-assisted acrobatics, both for attack and defense, and fast, powerful strikes. Notable users of this combat form included Yoda and Qui-Gon Jinn

Ataru was an aggressive combat form relying on a combination of power, speed, and grace. Practitioners of Ataru were always on the offensive, attacking with wide, fast, and powerful swings. Form IV practitioners constantly called upon the Force to aid in their movements and attacks. By allowing the Force to flow throughout their body, they could overcome their physical limitations (including old age, as was the case with Master Yoda), and allowed them to perform amazing feats of acrobatics, such as somersaults and back flips, not only for attack, but also to evade the attacks and strikes of their opponents.

Those who used Form IV could move at high speeds and could rain strong blows, jumping and attacking through the air. Powerful and quick spinning attacks could be utilized from all angles, either from ground or air. A master in Ataru combat could appear like a blur to their opponents, attacking from all directions—from the front, the sides, overhead, or behind. The Force not only allowed them to perform athletic feats not possible otherwise, but it also helped guide their actions and movements in combat.

The opening stance for Ataru was a balanced two-handed guard: holding the lightsaber vertically with both palms, either on the right or left side of the body.

Ataru proved to be an effective combat form when used properly, and was common among Jedi in the Mandalorian Wars. It was highly effective in close combat, particularly against single opponents.

Because it was such an aggressive style, Ataru did not work well against multiple opponents, and it was somewhat ineffective against blaster fire, particularly from multiple opponents. Despite these weaknesses, Obi-Wan Kenobi and Qui-Gon Jinn were able to employ this form with great success during the Battle of Naboo against numerous B-1 battle droids. This form was also probably not as effective for prolonged combat, as the nature of Ataru could greatly tax the body. Fatigue may have been a contributing factor in Qui-Gon Jinn's defeat at the hands of Darth Maul. Another contributing factor in Qui-Gon's death was the requirement of open space for the kinetic acrobatics of Ataru. Without ample space in the Theed Palace reactor core to move, Qui-Gon was deprived of the key element in his defense, and thus could only attempt to block Maul's incessant barrage of Juyo strikes. This event influenced Kenobi—after his master's death, he changed his preferred form to Soresu, the most defensive of all forms.

Through the Force, Yoda mastered Form IV to its highest level. He used it in almost all of his battles, and his mastery of the style made him virtually unstoppable against most opponents, including Separatist battle droids, despite his small size and advanced age. His astonishing moves in his duel against Count Dooku on Geonosis may be revealed on close examination to be a fast-paced demonstration of the standard components of Form IV. His moves flowed from one to another in the smooth transitions characteristic of Form IV. In addition, three kinds of rotation, called *su ma*, figured prominently in his style: *jung su ma* (spinning), *ton su ma* (somersaults), and *en su ma* (cartwheels). These three moves represented the three possible axes of rotation in three-dimensional space. Together with Force-enhanced jumps, the rotational *su ma* moves composed most of his style, making

the Grand Master exemplary of Form IV mastery. Yoda also employed Ataru against the clone troopers on Kashyyyk and Coruscant. Despite its weaknesses to blaster fire and multiple opponents, Yoda's mastery of the form was such that he was able to defeat the clones.

Dooku stated that he understood "every weakness of the Ataru form, with its ridiculous acrobatics." Dooku's Makashi would counter Ataru by launching a series of thrusts toward the enemy's legs to draw the opponent into a flipping overhead leap, so that Dooku could burn through the enemy's spine from kidneys to shoulder blades with his Makashi attack. The Count applied this tactic against Obi-Wan Kenobi onboard the Invisible Hand, who blocked Dooku's blows with Soresu.

Skills: Lightsaber; Acrobatics

Techniques: Evade (Acrobatics); Jump Kick

Cinematic Skills: Blind Fighting

Cinematic Techniques:

Perks:

#### **Optional Traits:**

Advantages: Force Jump; Force Move

Disadvantages:

Skills: Double-Bladed Lightsaber; Short-Bladed Lightsaber

## **Form V: Shien/Djem So**

Points: 4

Shien/Djem So, The Way of the Krayt Dragon, or The Perseverance Form was the fifth of seven forms recognized as canon by the last Jedi Council for lightsaber combat. It was developed by practitioners of Form III: Soresu, who felt that the defensively-minded form would unnecessarily extend time spent in combat by forcing its users to wait for an opportunity to strike, rather than creating their own openings.

Shien, considered the classical Form V, was more adept at blocking blaster bolts, whereas Djem So, developed later, was designed for lightsaber combat. Both Shien and Djem So were designed to use the opponent's attack against them, as evidenced by Shien's focus on returning blaster bolts to their origin.

Form V was created by Form III masters who preferred a more offensive style, since the defensive nature of Form III could lead to prolonged combat. It evolved into an accepted style by combining the defensive maneuvers of Form III with the more aggressive philosophy and tactics of Form II. Form V also required a higher level of physical strength than the other lightsaber forms, due to its focus on complete domination of opponents.

Form V had two distinct variations: Shien and Djem So.

### **Shien**

To the Jedi of the ancient Republic who developed and employed the classical Form V, Shien, the form was known as the Perseverance Form. Shien was described as being well adapted to guarding against blaster fire and enemy strikes without compromising one's ability to launch powerful counterattacks, though was less effective against a single opponent. Shien was known to have existed at least as early as the Jedi Civil War. With its focus against blaster fire, Shien kept in mind that Jedi were often outnumbered by their opponents and needed to defend themselves while retaining offensive capability. The opening stance for Shien was a high guard position, with the hilt held in a two-handed grip above the user's head, and the blade angled

upwards and behind the user. The dominant leg would be back, enabling powerful step-through strikes to be utilized.

### **Djem So**

Djem So was the creation of a group of Form III masters who felt that Soresu was too passive. It addressed the shortcomings of Form III, in which a Jedi Master may have proved to be unbeatable but was likewise unable to overcome a skilled opponent. Utilizing a combination of blocks and parries, a Djem So user had a proper foundation in terms of defense against both ranged and melee attacks. While a Soresu user stayed on the defensive, however, and only counterattacked when necessary or when an opening appeared in his opponent's defense, a Djem So practitioner was not nearly so measured. Immediately after defending against an opponent's strike, a Djem So stylist would follow with an attack of their own, bringing the force of the opponent's blow against them and seeking to dominate the duel. Djem So placed a heavy focus on pure strength and power, with wide, powerful strikes and parries followed by a counterattack.

Despite its metaphorical and literal strength, Form V was not without its weaknesses. Shien was particularly weak against a single opponent and Djem So was known for having a lack of mobility. However, a skilled duelist in Form V was capable of compensating for these weaknesses and employing the form effectively in combat.

By the time of the Ruusan campaign, the Djem So variant of Form V had been developed. Djem So had an emphasis on strength and power, allowing a user to make good use of his or her own physical size and strength. Power attacks from a Djem So user could even knock an opponent back just through sheer kinetic force, throwing them off balance and leaving them vulnerable to further brute force strikes and power blows that sought not just to penetrate an opponent's defense, but push them back and leave them unable to counter-blow.

Unlike Soresu or Ataru, Djem So required the user to not only counterattack, but press the assault, combining Force-enhanced strength with powerful blade combinations to overpower and overwhelm an opponent's defenses. Djem So's sheer power, when combined with physical and Force-imbued strength, was more than a match for Makashi's finesse and elegance when employed by a skilled practitioner. Anakin Skywalker initially employed Shien in his defeat against Dooku on Geonosis, but throughout the Clone Wars, he developed his practice of both Shien and Djem So. The many engagements of the Clone Wars, against both mechanical opponents and against lightsaber wielding Dark Jedi honed his skills. On the Invisible Hand, he deceived Dooku with a Shien opening stance and Ataru acrobatics, but partially through the duel, he returned to his powerful Djem So strokes. The Sith was barely able to deflect his blows and eventually was scorched by his own blade being forced back onto his own shoulder. Using Form V, Anakin pushed Dooku back with power blows, bolstered by use of rage in the fight, until he eventually disarmed and killed the Sith Lord.

After losing to Obi-Wan Kenobi on Mustafar, Darth Vader continued to employ a new variant of Form V, even more focused on sheer power, in his service to the dark side and quest to destroy the Jedi. Vader's again employed Form V on the Death Star versus his former master, and Kenobi sacrificed himself. Ironically, the same techniques used by him against his former master would be mirrored and used against him by his son.

On Bespin, Luke revealed that he was a gifted duelist; after only one brief session with Obi-Wan Kenobi three years previously and a short period of study with Yoda, the inexperienced youth was able to hold his own against Darth Vader for a time. Ultimately, he was unable to stand against Vader's aggressive barrage, being driven back and disarmed, losing his hand. After that fateful duel, Luke further studied lightsaber skills he'd found in a journal left to him by Obi-Wan Kenobi, and greatly advanced in his abilities.

Onboard the second Death Star, Luke was finally able to duel Vader on an even footing, mirroring Vader's Form V technique. When Vader attempted Dun Möch to weaken Luke, it backfired and provoked Luke into a fury and he was even able to defeat the experienced Sith Lord.

Skills: Lightsaber; Parry Beam Weapons; Power Blow

Techniques: Aggressive Parry; Targeted Attack (Lightsaber, Swing/ Face); Targeted Attack (Lightsaber, Swing/Neck); Targeted Attack (Lightsaber, Swing/Arm); Targeted Attack (Lightsaber, Swing/Leg)

Cinematic Skills: Blind Fighting

Cinematic Techniques: Flying Lunge (Lightsaber)

Perks:

**Optional Traits:**

Advantages:

Disadvantages:

Skills: Double-Bladed Lightsaber

## Form VI: Niman

Points:

Niman was the sixth form of the seven forms of lightsaber combat.

The Way of the Rancor or The Moderation Form, Form VI was the standard style at and around the time period of the Clone Wars and the Great Jedi Purge. This combat discipline was often called the "Diplomat's Form." Unfortunately, all of the Form VI practitioners at the Battle of Geonosis were killed. As a result, full masters of other lightsaber forms sometimes considered Form VI to be insufficiently demanding.

Form VI attempted to balance all elements of lightsaber combat, combining the techniques from Forms that came before into a less intensely demanding combat style. In practice, Form VI was a combination of younger forms (Forms I, III, IV, and V), and all of them in moderation. In the blending, much of the individuality was lost, but the strengths were spread evenly, and there was little weakness in it. Due to its "jack-of-all-trades" nature, the success of this form was largely dependent on the practitioner's intuition, improvisation, and creativity in combat rather than the rote responses derived from other forms. This broad generalization made Form VI well suited for diplomats, as they could spend their time training in the areas of politics and negotiation instead of combat training.

Niman was, however, not a weak form. While many other lightsaber forms bolstered its wielder's abilities in one area, while leaving him vulnerable in others, Niman was strong in all situations but had no dramatic strengths. It provided no edge in battle, but achieved its worth in not leaving its wielder as exposed as some of the more aggressive forms. Its strength was its balance. It also provided a decent defense versus enemy Force powers and blaster fire.

The philosophy of Form VI was "the leaf swept in the winds of the Force." Users of this lightsaber form achieved a mindset of one who was not troubled by their surroundings, but simply rode the current of the surrounding turmoil, being well-balanced within.

Skills: Lightsaber; Precognitive Parry

Techniques:

Cinematic Skills: Blind Fighting

Cinematic Techniques:

Perks:

**Optional Traits:**

Advantages:

Disadvantages:

Skills:

## Form VII: Juyo/Vaapad

Points:

Juyo/Vaapad was the seventh form of the seven forms of lightsaber combat.

Dubbed the Way of the Vornskr or The Ferocity Form, Juyo, a term from High Galactic, was originally considered an incomplete form for millennia. Generally viewed as undeveloped and rarely used by the Jedi and the Sith, Juyo was not seen as one of the main forms for generations of Jedi. Jedi Master Mace Windu developed his own Form VII, which was nicknamed Vaapad after a creature from Sarapin which moved with speed similar to Windu. In 22 BBY, Palpatine stated that he had only ever heard of six forms; Yoda said there were only 6 forms for generations of Jedi, and Mace indicated that he invented Vaapad (It should be noted that Darth Maul, Palpatine's apprentice, was a Juyo practitioner.) The nickname, Vaapad, came from students likening it to a predator, the vaapad, which used its tentacles in lightning-fast whipping attacks. It was said to be impossible to tell how many tentacles a vaapad had until it was dead.

The most challenging and demanding of all forms, Form VII required intense focus, a high degree of skill, and mastery of other forms. Only two Jedi ever mastered Vaapad fully: Mace Windu and Depa Billaba. Sora Bulq helped Windu develop Vaapad, but Bulq proved unable to master the flow of the light and dark sides of the Force generated by the use of the technique, and fell to the dark side. Sora instructed Quinlan Vos in a few of its basics. Mace Windu noted that Vaapad mastered Bulq, not the other way around. Depa Billaba, Windu's Padawan, similarly fell to the dark side when the Vaapad mindset, combined with the horrors of the war, drove her insane. Before her fate was sealed, Mace noted that Depa's bladework had already surpassed his Vaapad. General Grievous used his technical prowess to copy Vaapad to a degree when he fought Mace Windu on Coruscant, though due to his lack of Force sensitivity, he could not truly master it. But it was possible that Grievous had already learned the moves of Juyo, as Dooku noted that Grievous and his guards mastered all the seven classic combat forms.

Intrepid, somewhat direct movements were used in combination with advanced techniques involving Force-powered jumps and motions. Form VII did not appear as fancy as Form IV, as there were not moves like twirling and flipping, but the technical requirements were much higher. Vaapad used seemingly free-wheeling and open movements, but with utter control on the part of the wielder. The end result, if practiced correctly, was a very unpredictable lightsaber style. The staccato swings and flow of the form made it seem as if the attacks were not linked—but in reality, it was merely confusing the opponent.

Form VII demanded the emotional and physical intensity of Form V, but it much more effectively controlled it—if mastered. Form VII, when fully mastered, resulted in extraordinary power.

Vaapad bordered on the edge of falling to the dark side, as it channeled one's enjoyment of fighting into the attack. Only Windu's mastery and concentration on the light side prevented him from succumbing to his own anger, which is why Vaapad was rarely practiced and very dangerous. As noted above, the only other known practitioners of Vaapad, Sora Bulq and Depa Billaba both fell to the dark side of the Force. Darth Maul, a Sith Lord who appeared to have mastered Juyo, was so immersed in the dark

side, yet so much in control of his anger that he could employ his own deadly variant of Juyo without fear. Coupled with his martial prowess, Darth Maul used this variant to defeat several skilled Jedi, including Master Qui-Gon Jinn. However, Darth Maul only devoted to the Form's physical focus, thus he remained silent during the duels on Tatooine and Naboo. Maul desired pure physical victory, rather than the "higher" Sith tradition of Dun Möch, which could dominate the opponent's spirit through taunts that expose inner doubts and weaknesses.

With that said, Vaapad was not just a fighting style. It was a state of mind and a power.

The state of mind required that a user of Vaapad allow themselves to gather thrill from a battle. The power of Vaapad was simple: it was a channel for one's inner darkness; and it was a reflecting device. With strict control, a Jedi's own emotions and inner darkness could be changed into a weapon of the light.

Vaapad was also described as "a superconducting loop," with the user on one end and the opponent on the other. It was able to take the powers of the opponent and reflect it back at them. In his fight with Palpatine, Mace Windu used the Chancellor's own speed and hatred against him, reflecting it back against the Sith Lord and using it as his own power. Also, when Palpatine unleashed his Force lightning on Mace, the Jedi was able to use his lightsaber, with the power of Vaapad, to reflect the lightning back at him. However, because Palpatine was possibly a master of the Sith

variant of Juyo as well, he fed the power of Force lightning with his own pain, thus intensifying the energetic attack with his suffering.

The power of Vaapad was quite incredible: it was at once a form of lightsaber combat, a state of mind, and an actual tangible power. To use it required great mastery, discipline and, above all else, purity of heart and spirit. Vaapad users were intense, focused and introverted. There were even signs of pent-up hostility in them.

Skills: Lightsaber

Techniques:

Cinematic Skills: Blind Fighting

Cinematic Techniques:

Perks:

**Optional Traits:**

Advantages:

Disadvantages: Berserk (Battle Rage)

Skills: Double-Bladed Lightsaber

## 6. THE FORCE

### Introduction

The Force is an energy that occurs naturally in the galaxy, it springs from all forms of life. It has two "sides," a good side and a Dark Side, although this is a great oversimplification of the Force's existence. The Jedi Knights believed that the Force had many sides, including a living element and a unifying element, and it binds all things together in a great web of existence. In this way, the Jedi saw the Force as its own end. The modern Sith, while acknowledging that they learned of the Force through the Dark Side teachings of the ancient Sith, simply saw the singular power of the Force, which to them was a means to an end. The Jedi Knights discovered that the Force was accessible to all living beings through the presence of midi-chlorians in their cells. The more midi-chlorians that inhabited a being's cells, the more the being was able to contact the Force. However, a high concentration of midi-chlorians did not guarantee a being control of the Force. Only through intense study and dedicated training could a being become proficient in harnessing the power of The Force. The Jedi Council discovered that younger beings had an easier time of learning the techniques required to touch and control the Force, and eventually developed a system that actively sought out and identified beings with high midi-chlorian counts at their birth. With, or sometimes without, the permission of the parents, the Jedi took children no more than one year old away for training. Children and older beings, who had already established a set pattern of mental and physical usage, often were unable to complete the necessary training, and were deemed too wasteful of Jedi resources. The Jedi Knights have historically been the most powerful users of The Force, having trained with and learned the three basic techniques: control (the manipulation of one's internal Force strength), sense (detection of the Force in the external world), and alter (manipulation of matter with the Force). These techniques, used by them or in combination, allow the Jedi to perform many different activities with the Force. The Sith, on the other hand, gained strength from the Force by focusing their emotional energies - especially strong emotions like anger and hatred - which gave the quick mastery but didn't take much discipline. During the Yuuzhan Vong invasion of the galaxy, some twenty-five years after the Battle of Endor, the foundations on which the Jedi Knights based their knowledge of the Force were suddenly altered. There were several forms of life - primarily the ysalamiri of Myrkr - which could push back against the Force, but these creatures were assumed to live within the Force in some fashion. The Yuuzhan Vong, however, appeared as a void in the Force, neither projecting nor absorbing or repelling it. Many of the new Jedi Order struggled with the concept of a race of beings which seemed to lack any contact with the Force, since it was believed that the Force was contained within all forms of life, even if it was in trace amounts. Jacen Solo was one of the first Jedi to discover that the Force acted in many ways, without a true light or dark side, and that there were ways in which it could be attuned to at least recognize the alien invaders. The former Jedi Knight Vergere was instrumental in guiding Jacen to this realization, having spent more than thirty years in their presence. After the surrender of the Yuuzhan Vong at Coruscant some five years after their invasion began, Jedi Master Skywalker contemplated his new understanding of the Force. It was not a simple delineation between light and dark, but a more profound definition of the ways in which good and evil fight for control of an individual. Ultimately, he chose not to return the Jedi to their roles as an unbiased police force. Luke reasoned that the Jedi Knights of the Old Republic were once a meditative order that was drawn deeper and deeper into the machinations of the Republic when its

Chancellors called for their help in mediating disputes. As this call for help escalated into the battle legions of the Clone Wars, the Jedi became less interested in the nature of the Force and more interested in separating good and evil into light and dark halves to the Force. The Jedi of the Old Republic, according to Skywalker, lost sight of the fact that the Force moved through an individual, not from them.

### Living Force (Control)

This was the facet of The Force which connected a Jedi Knight to the living beings which surrounded him. This facet complimented the Physical Force, which allowed a Jedi to use the Force to manipulate objects around him, and the Unifying Force, which focused on the future and its bearing on a Jedi's place in the present. During the last decades of the Old Republic, the Jedi Council stressed a certain detachment from the Living Force, to help prevent attachment to other beings.

### Physical Force (Alter)

This was the facet of The Force which allowed a Jedi to use the Force to manipulate objects around him. This facet complimented the Living Force, which connected a Jedi Knight to the living beings which surrounded him, and the Unifying Force, which focused on the future and its bearing on a Jedi's place in the present. It was this aspect of the Force which garnered the most attention during the training of most Jedi during the last decades of the Old Republic, a trend that moved the Jedi farther and farther away from understanding exactly what the Force was.

### Unifying Force (Sense)

This was the facet of The Force which focused on the future and its bearing on a Jedi's place in the present. Those Jedi who studied the Unifying Force understood that the future was constantly in motion, but sought to understand this motion and develop an understanding of their place within achieving the highest of ideals. This facet complimented the Living Force, which connected a Jedi Knight to the living beings which surrounded him, and the Physical Force, which allowed a Jedi to use the Force to manipulate objects around him. It was this aspect of the Force that was perhaps the least understood of the three, a fact that was all the more obvious after the Jedi Purge. As Luke Skywalker set out to rebuild the Jedi Knights after the Battle of Endor, his own training led him to concentrate on the Living Force and Physical Force. It wasn't until the Yuuzhan Vong invaded the galaxy, and the Fosh Jedi Vergere returned from her self-imposed exile among them, that Luke began to consider what the Unifying Force meant to the new Jedi Knights.

## The Force in GURPS

The Force allows the use of special advantages, disadvantages, talents and skills not allowed to other PC's. The prerequisite for becoming a Force user or simply having some link into the Force is the advantage Force-Sensitive.

### Magic and Psionics

The Force replaces all Magic rules and Psionics rules given in the GURPS 4th Edition Basic Set. Those who are called wizards, mages, sorcerers or witches are in fact Force users. Psionics, super heroes,

Gods, demons or whatever supernatural beings you can think of are all connected to The Force.

## Powers

Powers, such as given in GURPS 4<sup>th</sup> Edition Powers still exists. Powers can be either based upon technology, biology or as in this case based upon the Force.

## Fatigue

Using the Force requires concentration and can exhaust the user. This is reflected by expending FP when applying a Force ability. On a failed roll, no FP is expended and the Force ability does not

work. On a critical failure, full FP must be paid while the Force skill doesn't work. On a critical success, no FP is paid at all.

Force users may have additional FP which can only be used to power Force abilities (see Energy Reserves - Force).

## Range of Force Abilities

Some Force skills have a limited range such as 10 yards. If the range limitation is within communication range, you must be able to talk to the target (and he must be able to hear it, and understand it of course). Others may have the only range limitation of sight. This can be any kind of sight (e.g., direct sight, or live holo-transmission). Only a few Force skills have no range limitation at all.

# THE DARK SIDE

## *The Dark Jedi's Code*

*There is no peace, there is anger.*

*There is no fear, there is power.*

*There is no death, there is immortality.*

*There is no weakness, there is the Dark Side.*

*I am the Heart of Darkness.*

*I know no fear, but rather I instill it in my enemies.*

*I am the destroyer of worlds.*

*I know the power of the Dark Side.*

*I am the fire of hate.*

*All the universe bows before me.*

*I pledge myself to the Darkness.*

*For I have found true life, in death of the light.*

The Force may be used for either good or evil. Some Force abilities are created by the Sith and are inherent evil. Anyone who uses Force abilities listed as Dark side gains a Dark Side disadvantage. Some Force abilities are inherently good, although they might not give you Light Side advantages or reduce the number of disadvantages you've already acquired, these abilities are harder to use by tainted or Dark Siders.

Note that dark side Force skills are easier to use.

Each time a Dark Side Force ability is used, the character must make a Will roll modified with the total number of FP or HP paid as a penalty and the level of Force Training as a bonus. If the Will roll is successful, nothing happened. Is it a failure, another Dark Side disadvantage is gained. This reflects the joy a character has for doing his evil deed.

The nature of the Dark Side is a naturally corrupting one. The actual Force ability used does not matter; what matters is intent and action. Embracing the Dark Side enables characters to more readily commit unspeakable acts. By tapping into his darker emotions - anger, fear, and hate - a character may slip into the Dark Side. Should a Force-using character use a power while experiencing one of these emotions, the sudden surge of adrenaline gives him a slight initial bonus.

Several disadvantages may lead to the Dark Side. Anakin Skywalker, before he became Darth Vader, exhibited the following traits which, either directly or indirectly, led to his giving into temptation: Guilt Complex, Impulsiveness, Nightmares, On The Edge, Overconfidence, and Stubbornness. He was also quite arrogant, as was Count Dooku; while not a Disadvantage - at best a Quirk - his arrogance certainly aided in his downfall. He also, arguably, had a Dependent he lost: his mother, who died in his arms less than a minute after he freed her. He had also made a Vow; he would do everything he could to keep Padmé from dying in childbirth. (Ironically, he was the reason she died.)

In addition to these, acts of murder will certainly aid in a character's slide into the Dark Side. To kill in combat is not murder, but to cut off an unarmed opponent's head is. Despite this, the fall to the Dark Side is not punctuated by one single murder, or by killing a group of defenseless people in anger. The slide is punctuated by the complete lack of remorse over these acts. Once a Force-using character shows a complete lack of remorse in killing others will he truly have embraced the Dark Side.

If a number of points with Dark Side disadvantages reaches double the character's Will score he will automatically gain the disadvantage Dark Side Taint.

A character of which a number of points with Dark Side disadvantages reach quadruple his Will becomes a full Dark Sider and gains another level of Dark Side Taint.

The last level of Dark Side Taint is gained when the character has a number of points with Dark Side disadvantages equal to or higher than eight times his Will score.

These Dark Side disadvantages are: Bad Temper, Bloodlust, Bully, Callous, Compulsive Lying, Delusions, Fanaticism, Flashbacks, Greed, Impulsiveness, Intolerance, Jealousy, Lifebane, Loner, Low Empathy, Manic-Depressive, Megalomania, Miserliness, Obsession, On the Edge, Overconfidence, Paranoia, Phantom Voices (like the Emperor's voice telling Mara Jade to kill Luke Skywalker), Reputation (if your status as a Dark Sider is revealed), Sadism, Secret (if you want to keep your Dark Nature secret), Selfish, and Uncontrollable Appetite (typically for enhancing your connection to the Force), Unnatural Features, Appearance Penalty, or any other disadvantage which you, the GM, thinks fit the character to his journey to the Dark Side.

## Benefits

The benefits of the Dark Side may not be obvious at first glance. However, the Dark Side of the Force does give some benefits, at least at first.

During the character's slide into the Dark Side, the pull is intensified by the bonus to the Dark Side Force abilities. Should a Force ability not require a dice roll, the character gains a 50% increase in its use. The drawback to this is that it is hard to maintain these emotions for very long; roll against the higher of IQ or HT once per minute of time experienced by the character. A success indicates that the character has expanded his darker emotions. This should model the surge of raw power a Force user feels when using his powers when angry or charged with hate.

Another benefit is one that goes against the standard GURPS rules. When acquiring one of the Dark Side disadvantages in play, the points that would be given by that disadvantage may be spent on additional Force abilities or on enhancing current ones. This should effectively model the rapid increase in power the Dark Side offers.

## Dark Side Disadvantages

The following table lists all Dark Side disadvantages and modifications. These modifications are intended to enable characters to have Dark Side disadvantages but only in a mildly form. When the character transgresses deeper into the Dark Side, these modifications will change and make the disadvantages worth more negative points.

Disadvantage	Modifier	Point Cost
Appearance	Transcendent	+20
	Very Handsome/Beautiful	+16
	Handsome/Beautiful	+12
	Attractive	+4
	Average	+0
	Unattractive	-4
	Ugly	-8
	Hideous	-16
	Monstrous	-20
	Horrific	-24
Bad Temper	Resist almost all the time	-5
	Resist quite often	-10
	Resist fairly often	-15
	Resist quite rarely	-20
Bloodlust	Resist almost all the time	-5
	Resist quite often	-10
	Resist fairly often	-15
	Resist quite rarely	-20
Bully	Resist almost all the time	-5
	Resist quite often	-10
	Resist fairly often	-15
	Resist quite rarely	-20
Callous Oblivious Low Empathy		-5
		-5
		-20
Delusions	Minor	-5

	Major Severe	-10 -15
Fanaticism		-15
Flashbacks	Mild	-5
	Severe	-10
	Crippling	-20
Greed	Resist almost all the time	-7
	Resist quite often	-15
	Resist fairly often	-22
	Resist quite rarely	-30
Impulsiveness	Resist almost all the time	-5
	Resist quite often	-10
	Resist fairly often	-15
	Resist quite rarely	-20
Intolerance	Mundane, reaction-1	-1
	Mundane, reaction-2	-2
	Mundane, reaction-3	-3
	Jedi, reaction-1	-1
	Jedi, reaction-2	-2
	Jedi, reaction-3	-3
	Jedi, reaction-4	-4
	Jedi, reaction-5	-5
	Other Force users, reaction-1	-1
	Other Force users, reaction-2	-2
	Other Force users, reaction-3	-3
	Other Force users, reaction-4	-4
Jealousy		-10
Lifebane		-10
Loner	Resist almost all the time	-2
	Resist quite often	-5
	Resist fairly often	-7
	Resist quite rarely	-10
Manic Depressive		-20
Megalomania		-10
Miserliness	Resist almost all the time	-5
	Resist quite often	-10
	Resist fairly often	-15
	Resist quite rarely	-20
Nightmares	Resist almost all the time	-2
	Resist quite often	-5
	Resist fairly often	-7
	Resist quite rarely	-10
No Sense of Humor		-10
Obsession	Short Resist almost all the time	-2
	Short, Resist quite often	-5
	Short, Resist fairly often	-7
	Short, Resist quite rarely	-10
	Long, Resist almost all the time	-5
	Long, Resist quite often	-10
	Long, Resist fairly often	-15
	Long, Resist quite rarely	-20
On the Edge	Resist almost all the time	-7
	Resist quite often	-15
	Resist fairly often	-22
	Resist quite rarely	-30
Overconfidence	Resist almost all the time	-2
	Resist quite often	-5
	Resist fairly often	-7
	Resist quite rarely	-10
Paranoia		-10
Phantom Voices	Annoying	-5
	Disturbing	-10
	Diabolical	-15
Reputation	See B5, pages 26-28	-1 to -25
Sadism	Resist almost all the time	-7
	Resist quite often	-15
	Resist fairly often	-22
	Resist quite rarely	-30
Secret	Serious Embarrassment	-5
	Utter Rejection	-10
	Imprisonment or Exile	-20
	Possible Death	-30
Secret Identity		-5 to -40
Selfish	Resist almost all the time	-2
	Resist quite often	-5
	Resist fairly often	-7
	Resist quite rarely	-10
Stubbornness		-5
Supernatural Features	Pallor	-10
Uncontrollable Appetite	Resist almost all the time	-7
	Resist quite often	-15
	Resist fairly often	-22
	Resist quite rarely	-30
Unnatural Features	Dark Channeling Eye, temporary	-1
	Dark Channeling Eye, permanent	-5
Proud		-1

Note: Some Dark Side Disadvantages (i.e., Appearance) might cost points. These can only be acquired if they already had a more expensive version. In fact, it becomes a downgrade of what they had. (i.e., a Beautiful female Jedi becomes Attractive).



## Redeeming to the Light Side

It is not uncommon in the Star Wars Universe for characters to redeem themselves and return to the Light Side of the Force. Luke Skywalker, Jaina Solo, and Anakin Solo have all spent time in the Dark Side, as have several characters in the computer games... Bastilla Shan, Kyle Katarn, the Jedi Exile, etc ... and returned to the Light Side. Please note that in each case the characters who returned to the Light did so with the aid of those who cared for them; even Vader needed help from his son to return.

# THE FORCE AND GAMEPLAY

## Using The Force

### Gestures

As with magic, Force-users require to make gestures when using Force abilities. However, these gestures are only minor. Examples are., a small wave with your hand (like Obi-Wan and Qui-Gon make when trying to affect the minds of a storm trooper or a poor blue merchant); pointing with your hand and guiding with your arm or hand (as Dart Maul does with an object to hurl it against the controls for opening a door).

Although these gestures are more cinematic than necessary for the game, the character must be able to move something in order to use a Force ability actively. A Force-user frozen in carbonite won't be able to use his Force ability other than meditative Force skills like Farseeing.

### Distraction and Injury

If you use an active defense against an attack, or are knocked back, knocked down, injured, grappled, or otherwise distracted while concentrating, make a Will roll at -3 to continue using your Force ability. On a failure, your efforts are spoiled and you must start over.

If you are stunned while concentrating, your Force ability is automatically spoiled.

If you are injured but not stunned while concentrating, and succeed on the roll to avoid distraction, you may use your Force ability. The shock penalty for your injury is applied as normal but since the Force is not bound by crude matter, it does not affect the usage of the Force. See GURPS 4<sup>th</sup> Edition page 419.

## Gaining Force Abilities

You can use earned points to add enhancements to your Force advantages, or to buy higher levels of advantages that come in multiple levels. You cannot buy additional Talent with any Force power you possess as these are inborn. Finally, if you already have a Force power or Talent, you may buy new abilities within that power.

This should only be done with great care; not only should the player spend points to remove the "Dark Side Disadvantages", but there should also be a serious undertaking by the character to walk the side of the Light. The road to redemption is never easy; GMs should not make it easy for the characters to do so. On the other hand, they should reward any player who makes a serious effort to redeem his character. The Force is not a roller coaster, nor is it a coin to be flipped at a whim.

However, Force abilities are ever existent and the connection with it is inborn. Under normal circumstances, you cannot add abilities in powers you do not possess. The GM might allow you to gain new Force powers through hard study under supervision of another Force user or even watch other Force users and imitate them. Some Force users might even use ancient Holocrons from long past Jedi or Sith Masters as a training and information tool. For further information about Improvement through study see BS page 292 - 294.

Having Talents in a particular Force Talent will help the learning curve for all Force Abilities within that Force Power. Having no Talent will make it more difficult for a character to improve his Force Abilities.

Talent Level	Time Spend (hours)	Count As (hours)
0	2	1
1	1	1
2	1	2
3	1	3
4	1	4

This modification is cumulative to the time given in BS pages 292 - 294.

## Force Related Advantages

Force users may acquire certain advantages which are unavailable to mundane characters. These advantages can be gained either by training or they might come gradually as the character becomes more strongly connected to the Force during the game.

Advantage	pts	Note
Combat Reflexes	+15	Replaces Combat Reflexes
Danger Sense	+15	
Enhanced Defenses (Dodge)	+15	
Enhanced Defenses (Parry)	+10	
Enhanced Time Sense	+45	
Extra Attack	+25/attack	
Fearlessness	+2/level	
Fit	+5 or +15	
Hard to Kill	+2/level	
Hard to Subdue	+2/level	
High Pain Threshold	+10	
Intuition	+15	
Longevity	+2	
Perfect Balance	+15	
Weapon Master	+20 or +25	

# FORCE POWERS

Before any character can take a Force Power, he must already have the Advantage - Force Sensitive.

The abilities are named following the Star Wars naming convention. In the ability the dis.- advantages and modifiers are already included. These may not be altered by the player unless stated otherwise. They are inherent to that particular Force ability. The Force Training advantage however, may give the player the

opportunity to improve (lessen the weight of the disadvantage) an ability.

## Alter

Source: Force

Focus: Manipulation

Alter Talent: 10 points per level

Power Modifier: Force, -10%

This Force Power grants the character to use the Force in order to Alter the things and beings in the universe. You can change the distribution and nature of the Force in your environment. All Force abilities of the power Alter become available.

## Alter Abilities:

### Cure Another

Healing (Xenohealing – All Carbon-based life +60%; Disease only -40%; Light Side -5%)  
Base: IQ  
Enhancement: None  
Cost: +32pts

See Healing (BS page 59).

### Detoxify Another

Healing (Xenohealing – All Carbon-based life +60%; Poisons & Toxics only -40%; Light Side -5%)  
Base: IQ  
Enhancement: None  
Cost: +32pts

See Healing (BS page 59). With this ability you are able to remove the effects of poison & toxics and the poison & toxic itself from the body. This requires an IQ roll at a modifier determined by the GM, from +1 for common poisons or toxics to -15 for the most exclusive poisons used by expert assassins.

### Fear

Terror – On Sight (Costs Fatigue -5%; Dark Side -5%)  
Base: Victim's Will  
Enhancement: 1 to 4 Extra levels of Terror  
Cost: +24pts +8pts/level

You can manipulate the Force to frighten others and use their fear against them, making them more susceptible to the lure of the Dark Side.

You must have visual contact with the target in order to affect him.

*"Fear...fear attracts the fearful. The strong, the weak, the innocent. Fear is my ally."*

Darth Maul

### Force Stealth

Obscure (Defensive +50%, Stealthy +100%, Costs Fatigue -5%, Preparation Required – Meditation -20%)  
Base: Force Sight Targeter  
Enhancement: 1 to 4 Extra levels of Obscure; 1 to 4 Extra levels of Duration  
Cost: Variable

With this ability, your character can meditate and lose himself in the Force, avoiding Force-based detection. Your Force Stealth roll is opposed by the Force Sight roll of another Force-user. Whenever a Force-user wants to mask his presence in the Force, for whatever reason, he gathers the Force around him, meditates, and attempts to hide his connection to the Force. Although this ability is mostly used by Dark Siders (to stay hidden from the Jedi), it is a neutral ability.

Once activated, Force Stealth remains in place to counter Force Sight rolls until the time limit expires or until you use any Force ability. Using another Force ability solidifies your connection to the Force and makes masking your presence impossible.

This ability works invisible. There is no bonus to detect the absence of Force presence of your area.

The base penalty towards the Force Sight ability or Force Perception advantage is 1 + Control Talent (max of Force Training) + Extra levels Obscure (max of Force Training). Subtract this from the size, thus decreasing the Force Sight's (Perception's) effective range.

### Heal Another

Healing (Xenohealing – All Carbon-based life +60%; Injuries Only -20%; Light Side -5%)  
Base: IQ  
Enhancement: IQ  
Cost: +38pts

See Healing (BS page 59)

### Heal Self

Regeneration (Slow, Costs Fatigue -5%)  
Base: HT  
Enhancements: Regular, Fast, Very Fast, Extreme  
Cost: +9pts (+22pts, +43pts, +85pts, +128pts)

Your wounds heal quickly. You heal extra HP, in addition to the normal recovery..

Note that this Force ability does not hasten recovery from the short-term effects of injury, such as stunning and knockout.

Force Training allows you to regenerate faster.

### Mind Trick

Mind Control (Sense Based – Hearing, -20%, Takes Extra Time 1, -10%, Suggestion, -40%)  
Base: Victim's Will  
Enhancement: 1 to 4 suggestions  
Cost: +10pts

You are able to make an otherwise unpalatable suggestion seem completely acceptable to the target. You must be able to communicate with the target, and the suggestion can't obviously threaten the target's life. The target won't realize later that what he did was unreasonable.

If the target wins the Will versus Mind Trick contest, you can attempt to affect the mind of the same character in another situation after time has passed.

Force Training lets you make multiple suggestions at the same target quickly after another (e.g., Obi-Wan makes multiple suggestions to a storm trooper in Mos Eisley). Each level of Force Training adds one additional suggestion. Still each suggestion made takes 2 seconds. If you fail a Mind Control contest, you normally can't control the victim again within 24 hours. The enhancement 1 to 4 suggestions gives you the ability to try again immediately up to the maximum number of extra suggestions you are allowed.

## Control

Source: Force  
Focus: Connection  
Control Talent: 10 point per level  
Power Modifier: Force, -10%

This advantage grants the character to use the Force in order to Control the things and beings in the universe. All Force skills of the power Control become available.

## Control Abilities:

### Beast Speech

Speak with Animals (Accessibility – Only on creatures -30%; Costs Fatigue -5%; Sense-Based -20%)

Base: Creature's IQ or Reaction Roll  
Enhancement: None  
Cost: +9pts

You can use the Force to speak with animals (BS page 87).

### Force Grip

Affliction (Incapacitation - Choking +100%; Cost Fatigue -5%; Dark Side -5%)  
Base: Victim's HT  
Enhancements: 1 to 4 levels of Range; 1 to 4 extra levels of Affliction  
Cost: variable

You can use the Dark Side of the Force to injure a single living opponent within sight by finding the lines of energy that connect all things together and using them to grip an organ or crush a larynx. See BS page 436. This is a ranged attack with 1/2D 10, Max 100, Acc 3, RoF 1, Shots N/A, and Recoil 1

The DR of any armor is ignored. If the target wears any kind of inflexible armor he continues to take damage.

As soon as the Force Grip is lost the effect is also lost and the victim may recover.

The range is only an indication. The victim must be in line of sight (either directly or via a com screen or holographic projection).

### Force Jump

Super Jump (Costs Fatigue -5%)  
Base: Basic Move & Jumping (DX/Easy)  
Enhancement: 1 to 4 extra levels of Super Jump  
Cost: variable

You can make super Human jumps (see BS page 89).

### Force Lightning

Innate Attack - Burn (Damage Modifier - Surge +20%; Jet +0%; Cost Fatigue -5%; Dark Side -5%)  
Base: Innate Attack - Beam (Default DX-4; DX/Easy)  
Enhancement: 1 to 4 extra levels of Innate Attack; Unlimited extra levels of Innate Attack - Beam skill.  
Cost: +5pts +5pts/level + cost of Innate Attack - Beam skill

You draw upon the Dark Side of the Force to blast one or more targets with deadly bolts of energy. This is a ranged attack with 1/2D 5, Max 10, Acc N/A, RoF 1, Shots N/A, and Recoil 1.

This Force ability consists out of two kinds Innate Attacks. One is the advantage (BS page 61) and the other is the skill (BS page 201). The skill is only used to direct the attack and its points must be paid separately.

The damage dice must be declared at which target they were directed. (e.g., A Sith Lord attacking a Jedi and a trooper with Force Lightning must declare before damage dice are rolled how many dice are directed towards the Jedi and how many towards the trooper. For example, if the Sith Lord could do 4d+1, he may decide to damage the Jedi with 3d+1 and the trooper with 1d.

### Force Move

Enhanced Move (Costs Fatigue -5%)  
Base: Basic Move & Running (HT/Average)  
Enhancement: 1 to 4 extra levels of Enhanced Move  
Cost: variable

You can draw upon the Force to enhance your top speed. You may only choose ground and/or water but all restriction mentioned in BS page 52 still apply.

### Force Pull

Telekinesis (Costs Fatigue -5%)

Base: Fast Draw (DX/Easy)  
Enhancement: 1 to 4 extra levels of Telekinesis; 1 to 4 extra levels of Range; unlimited levels of Fast Draw skill.  
Costs: variable

This ability lets you quickly pull a small object or weapon from its holster, sheath, or hiding place at a maximum distance of 10 yards. A successful roll means you ready the weapon immediately. If you pull a weapon out of someone's hands, your margin of success must be higher than the target's strength and higher than the target's strength +2 if he holds it with both hands. On a failure, the weapon stays where it is (maybe it trembles a little). You don't need to specialize in an object in order to pull it towards you, however, you must be acquainted with weapons which require some handling in order to activate it. For these weapons, if you don't have the appropriate skill, take an extra turn before you can ready the weapon.

Because the Fast Draw skill is part of a Force ability, the modifier due to Combat Reflexes or Ham-Fisted don't apply.

### Force Push

Innate Attack - Crushing (Damage Modifiers - Double Knockback +20%; Jet +0%; Costs Fatigue -5%)  
Base: Push (Defaults: None; DX/Hard)  
Enhancement: 1 to 4 extra levels Innate Attack - Crushing; unlimited levels of Push skill.  
Cost: variable

You are able to direct the Force in a single powerful push resulting in a knockback (BS page 378). This is a ranged attack with 1/2D 5, Max 10, Acc N/A, RoF 1, Shots N/A, and Recoil 1.

The skill Push added with Talent determines whether you hit your targets or not and how hard the Push is. Its points must be paid separately.

## Sense

Source: Force  
Focus: Future and Bearing  
Sense Talent: 5 point per level  
Power Modifier: Force, -10%

This advantage grants the character to use the Force in order to Sense the Force and surroundings in the universe. All Force skills of the power Sense become available.

## Sense Abilities:

### Combat Precognition

Precognition (One Event Only -40%; Costs Fatigue -5%)  
Base: IQ  
Enhancement: None  
Cost: +12pts

You can use Combat Precognition to gain a Force bonus after you fail an attack roll, dodge, parry, or skill roll. If successful, you can check to gain a re-roll to use immediately. Consider that the Force-user had an earlier vision that he or she is now taking advantage of to change the course of events. Though the vision took place earlier, you spend the FP cost when you make the roll.

### Farseeing

Precognition (Costs Fatigue -5%; Preparation Required -20%)  
Base: IQ  
Enhancements: None  
Cost: +17pts

You can use the Force to gain vague impressions of events happening in other places or times. These are impressions only and usually focus on strong imagery and emotions.

The past and present can't change, so viewing such events relies on your getting the correct perceptions. The future is fluid, however, always in motion, and therefore subject to change. With the Farseeing ability, you can detect when your friends are in danger, examine significant details of a past event, or determine the probable outcome of a stated course of action.

You must declare what kind of vision you seek to experience – the time, place, and/or person of the vision.

Since the future is mutable, the accuracy of such visions can be far from perfect. The higher the Force Training, the more chance of succeeding you have.

In addition to entering a trance and seeking your own vision, the GM can use this skill to provide clues and visions to progress the campaign. As long as you have at least 1 level in the Sense Talent, the GM can aid your character in this way. Of course, the more levels you have in the ability, the better the quality of the vision.

### Force Sight

Detect (Occasional – Force-users, Affects Insubstantial +20%, Costs Fatigue -5%, Vague -50%)

Base: Sense

Enhancement: 1 to 4 levels of Acute Sense - Force

Cost: +6pts

You can detect a Force-user or Force-aura, even when it is shielded from the five human senses. This requires one second of concentration after which the GM will secretly make a Force Sight (sense) roll for you (see Sense Roll, BS page 358). The range modifiers from the Size and Speed/Range Table (BS, page 550) apply, but ignore speed. Add 1 to size if the target used a Force ability during this or last turn. If the target Force-user used the Force Stealth ability, subtract his effective Force Stealth ability from the size (see Force Stealth). You may buy a Special Acute

Sense (BS, page 35) to improve the roll thereby increasing your effective range.

On a success you can detect the presence of a Force-user or Force-aura. Direction, Force-power and Force Training are revealed only on a critical success, and you cannot analyze what you detect.

### Hyperspace Navigation

Absolute Direction – 3D Spatial Sense (Hyperspace Only)

Base: Piloting and Navigation (Hyperspace)

Enhancement: 1 to 4 levels of Piloting and 2 to 8 levels of Navigation/TL11 (Hyperspace)

Cost: +10pts

You can decrease the inaccuracy or minimum jump distance while attempting a hyperspace jump with a spaceship.

### Sense Life

Detect (Very Common – All Life, Costs Fatigue -5%, Vague -50%)

Base: Sense

Enhancement: 1 to 4 levels of Acute Sense – Force

Cost: +11pts

You can detect life forms, even when it is shielded from the five human senses. This requires one second of concentration after which the GM will secretly make a Sense Life (sense) roll for you (see Sense Roll, BS page 358). The range modifiers from the Size and Speed/Range Table (BS, page 550) apply, but ignore speed. Subtract 1 to size if the target has 0 or less HP left or is unconsciousness (2 if both). You may buy a Special Acute Sense (BS, page 35) to improve the roll thereby increasing your effective range.

On a success you can detect the presence of a life form. Direction, and quantity are revealed only on a critical success, and you cannot analyze what you detect.

## FORCE-BASED ORGANIZATIONS

*"The Force is a river from which many can drink, and the training of the Jedi is not the only cup which can catch it."*

Luke Skywalker

The Jedi and the Sith are not the only Force-based traditions in the galaxy. Many others also existed, some with unique philosophies on the Force. About sixty of these organizations existed throughout the Star Wars history. Some of these organizations will give its members certain Advantages and Disadvantages of which some of them are optional.

## Jedi

*"For over a thousand generations the Jedi Knights were the guardians of peace and justice in the Old Republic. Before the Dark times. Before the Empire."*

Obi-Wan Kenobi

The Old Jedi order was an ancient and noble monastic peacekeeping organization unified by its belief and observance of the Force. Throughout the galaxy the Jedi were the most famous of the various organizations that relied on the Force for their power. Wielders of a mystical energy and the vibrant signature lightsaber, the Jedi Knights were revered as august guardians. Ideal brokers of peace, Jedi took swift, decisive action, possessed a calming demeanor, and were equal parts thinker and warrior; they were the epitome of serene power, wisdom, and patience. The Jedi Order, with its long, involved history, saw its members come to be the protectors of the Galactic Republic over the millennia in which that democratic union rose to prominence. The sworn enemy of

the Sith, the Jedi Order was virtually destroyed by them during the Great Jedi Purge, but rebuilt as the New Jedi Order during the New Republic era.

Since the beginning and most likely before the Galactic Republic, scientists had been studying the Force and its connection to midichlorians. This research was most notably by the Paladins of the Chato Academy, The Followers of Palawa and the Order of Dai Nedu, on planets like Ondos and Had Abbaddon. The Jedi Order itself, however, began on Tython, where the brightest and best philosophers, priests, and warriors came together long ago to discuss their discoveries involving the enigmatic, mystical positive energy called the Ashla. Those who wanted to use the Bogan, the negative energy of the Force for their personal gain ignited a century long conflict called the Force Wars, from the ashes of which arose the Jedi Order. Some of these Jedi left Tython to defend the Galaxy, and became known as Jedi Knights.

Initially the Jedi were a contemplative order, but over time they began to take a more direct and active role in galactic affairs. The Jedi followed the "light" side of the Force, using their power for unselfish and beneficial acts. In the ensuing millennia, the history of the Jedi was intertwined with both the Republic they served and the Sith they fought.

The order suffered many Schisms – the first was the Great Schism, which produced Xendor's Legions of Lettow, but the most consequential was the subsequent Hundred-Year Darkness in 7,003 BBY, where the Dark Jedi, once again defeated, were banished from known space.

They arrived on Korriban, the home of the Sith people, a primitive but Force-sensitive species. The Dark Jedi impressed the Sith with

displays of Force power, and became the rulers of the planet and formed the Sith Empire. Over time, the Dark Jedi intermarried with the Sith, and the two identities merged. The term 'Sith' would later come to refer not only to the Sith species but also to the Dark Jedi who followed the codes of these ancient Jedi.

In 5,000 BBY the Jedi and the Sith Empire clashed in the Great Hyperspace War. The Sith were defeated, but would return to haunt the Jedi in the Old Sith Wars and the New Sith Wars.

Sometime over the next one thousand years, the Republic granted the Jedi land over a Force nexus: a sacred mountain on Coruscant. The Jedi eventually centralized themselves here, founding the Jedi Temple in 4,019 BBY, which would stand for four thousand years.

Between the end of the Great Sith War in 3,996 BBY and the beginning of the Mandalorian Wars in 3,965 BBY, some Jedi traditions and organizational structures seem to have changed quite radically. Jedi of the period prior to the Great Sith War were openly allowed to marry and raise families. Each Jedi apprentice would be trained at a local Praxeum run by individual Jedi Masters, each of whom had a number of students. Governance of the Jedi Order was handled by a large-scale temporary gathering called a Jedi Convocation or Jedi Assembly.

After the Great Sith War, the Jedi seem to have adopted a stricter monastic code, forbidding marriage and other family attachments. The looser Jedi Convocation gave way to a permanent Jedi Council on Coruscant, made up of 12 respected Jedi Masters. Regional enclave councils, such as the one on Dantooine, handled day-to-day issues in more remote areas, and ultimately answered to the Jedi High Council on Coruscant. This is the earliest point at which the term Padawan is verified as having been in wide use, and more individualized one-on-one relationships between Masters and Padawans replaced the larger classes of the Praxeum system. It is also possible that this was the point at which the revised version of the Jedi Code as established by Master Odan-Urr began to be accepted as the canonical version.

Becoming a Jedi required the most profound commitment and astute mind. The life of a Jedi was one of sacrifice. To hinder transgression, those who showed an aptitude for the Force were taken directly from birth (or soon afterward) to train in the Jedi Temple headquarters on Coruscant. From the beginning of their training a Jedi was expected to adhere to a strict Code that included concepts such as rational thought, patience, and benevolence. Emotions such as hate, anger, and fear were thought to be destructive and lead to the dark side, so such things were banned from Jedi practice.

The templates below should be applied onto your character in the same way as a racial template.

## Jedi Order Template

Some (Dis)Advantages are era dependent and some are Rank dependent.

### Prerequisites:

Being a member of the Jedi Order; Force Sensitive

### Advantages:

Independent Income+1 [+1pt]: From 3,996 BBY until 19 BBY; 25 ABY to now; Legal Immunity (Galactic Republic, Padawan Novice) [+5pts]: Not from 19 BBY to 25 ABY or Legal Immunity (Galactic Republic, Padawan Trainee) [+10pts]: Not from 19 BBY to 25 ABY or Legal Immunity (Galactic Republic, Padawan Adept) [+15pts]: Not from 19 BBY to 25 ABY or Legal Immunity (Galactic Republic, Diplomatic, Knight or higher,) [+20pts]: Not from 19 BBY to 11 ABY; Patrons (The Jedi Order) [+20pts]: Not from 19 BBY to 25 ABY; Rank (Jedi) [+5pts/level]; Signature Gear (Lightsaber) [+1pts/50% of Average Campaign Starting Wealth]: Must have a self-made lightsaber to become a Knight; Trained By A Master (Adept or higher) [+30pts]

### Optional Advantages:

Patrons (Your Master) [+10pts]

### Disadvantages:

Code of Honor (Jedi) [-15pts]; Disciplines of Faith (Jedi) [-10pts]; Duty (Jedi, Almost all the Time, Extremely Hazardous) [-20pts]; Selfless [-5pts]; Wealth (Poor); 3,996 BBY – 19 BBY [-15pts]: from 3,996 to 19 and 25 ABY to now.

### Optional Disadvantages:

Dependent (Any Knight or Master may have a pupil, no more than 50%) [-5pts]; Enemies (Sith during the Old Republic era, Quite Rarely, x½) [-10pts] or (Sith during the Fall of the Republic era, Unknown, Watching, x¼, Quite Rarely, x½) [-3pts] or (Sith during The Rise of the Empire era, Unknown, Hunter, Fairly Often) [-25pts] or Enemies (Sith during the Rebel Alliance era, Hunter, Fairly Often) [-40pts]

### Author's Note:

The optional disadvantages are entirely up to then GM. He may disallow having pupils or even may saddle you up with a pupil.

Sith Enemies may be disallowed by the GM entirely if he wishes so. He may instead incorporate these into his scenario instead of random rolling the appearance of a Sith encounter. If Sith enemies are allowed, remember that after Darth Bane, the Sith waited patiently and did not actively intervene with Jedi business. Instead they waited, observed, trained and planned until the time was ripe for a powerful Sith to overthrow the Jedi.

## Sith

*"Two there should be; no more, no less. One to embody power, the other to crave it."*

Darth Bane

The Sith Order under Darth Bane was created as a result of the devastating Seventh Battle of Ruusan, which saw the annihilation of the previous Sith Order. Bane's Sith Order, known formally as the Order of the Sith Lords, was founded upon the principles of the Rule of Two, utilizing stealth tactics and treachery to achieve their means. It would be this Sith Order, and its principles, that would finally triumph over the Jedi and the Galactic Republic nearly 1,000 years later.

## Order of the Sith Lords Template

There are two distinctive templates. One for being the pupil and one for being the master.

### Advantages (Pupil):

Alternate Identity (Legal) [+5pts]; Patrons (Your Master) [+10pts]; Rank (Sith Apprentice or Darth) [+5 or +10pts]; Signature Gear (Red Lightsaber) [+1pts/50% of Average Campaign Starting Wealth]: Must have a self-made red lightsaber to become a Darth

### Disadvantages (Apprentice):

Code of Honor (Sith Rule of Two) [-5pts]

### Optional Disadvantages:

Dependent (A Sith may have a pupil) [-1 to -15pts] and Enemies (Another Sith, Hunter, Fairly often) [-20pts] or Secret (Possible Death) [-30pts]

### Advantages (Master):

Alternate Identity (Legal) [+5pts]; Rank (Sith Master) [+15pts]; Signature Gear (Lightsaber) [+1pts/50% of Average Campaign Starting Wealth]

### Disadvantages (Master):

Code of Honor (Sith Rule of Two) [-5pts]; Dependent (A Master must have a pupil) [-1 to -15pts]; Enemies (Your pupil, Watching, x¼, All the time, x3) [-15pts]

#### Author's Note:

If you acquire an apprentice while there were still two Sith alive, the Dependent becomes a Secret. If the Secret is revealed, and thus lose the disadvantage Secret, you will also gain the disadvantage of Enemies. If your Dependent's total Force Talents are higher than yours, it will be you who is hunted down. If your total Force

Talents are higher than your apprentice's, it will be the apprentice who will be killed. If your apprentice's Force Talents are higher than that of the other Sith, you may decide to hunt him down (but it will still become your enemy).

Because treachery is one of the aspects of the Dark Side, it is quite possible to have a Patron or Dependent who is at the same time your enemy.

## LIGHTSABERS



### *The Way of the Blade*

*The crystal is the heart of the blade.*

*The heart is the crystal of the Jedi.*

*The Jedi is the crystal of the Force.*

*The Force is the blade of the heart.*

*All are intertwined,  
the crystal, the blade, the Jedi.  
You are one.*

## Introduction

Having a Jedi character in the party can be a great asset to any group of adventurers. Especially in combat, the amazing skill with which one can wield a lightsaber.

Lightsabers are rare and highly prized weapons of Force users such as Jedi Knights and Sith Lords. Lightsabers are small, hand-held weapons that project an energy blade capable of cutting through the densest of materials. Each weapon was custom-made by a Jedi and no two are alike. Because the energy blade produces no resistance and has virtually no weight, it is very dangerous for beginners to use, and those without any formal training are as dangerous to themselves as to their opponents. In the hands of a Jedi Knight, these weapons are truly formidable, capable of deflecting blaster bolts in addition to their formidable melee combat capabilities. The weapons are extremely rare artifacts, they are very rarely found for sale and possession of a lightsaber was highly illegal during the Galactic Imperial reign.

## Lightsaber Technology

The technology of lightsabers is even older than the order of the Jedi Knights themselves, and the Jedi, as is well known, has served as the guardians of peace and justice throughout the galaxy for over 25,000 years. However, the Jedi Great Library on Coruscant contains information about the first energy blade build in 15,500 BBY. In 9,990 BBY these energy blades have slowly been improved into the lightsaber we know today. Although the exact details of lightsaber operation remain shrouded in mystery for the non-Force users, the general technology is known. All the controls and components fit into a compact handle. When the Jedi activates the

lightsaber, a tremendous charge of pure energy flows from the Diatium power cell. A series of multi-faceted gems focus the energy into a tight parallel beam. Each saber beam has a unique frequency which determines the "feel" of the blade, how it handles when cutting something or when coming in contact with another energy field or another saber. The frequency of each saber blade can be calculated from its color and pitch it generates. Lightsabers use between one and three gems to give their beam a specific frequency

Sabers with a single gem have a fixed amplitude, which does not allow the blade to be altered in length. Other sabers with multiple gems can alter their amplitude, and thus the blade length by rotating or varying the separation between the gems. The best sabers use natural gems, but evidently, the Sith can forge synthetic gems with a small furnace and a few base elements.

The beam emits from a positively charged continuous energy lens at the center of the handle. The beam then arcs circumferentially back to a negatively charged high-energy flux aperture, usually set in a disk that also serves as a hand guard. The power amplitude determines the point that forms a blade of amazing strength.

A superconductor transfers the power from the flux aperture to the power cell. Almost no energy is lost in the process, the beam does not even radiate noticeable heat, though it does fluoresce and hum. The saber loses power only when it cuts through something, but not when contacting another blade; no lightsaber can cut another's beam.

Controls at the hilts of the saber adjust the power cell capacity and allow periodic recharging. Though exact duration figures are not known, it is clear that Jedi can use their sabers for years at a time before recharging becomes necessary. For gaming purposes, the

durability of the Diatium power cell is set at 3000 hits divided by the number of crystals set in the handle (the more powerful the blade, the more energy it drains when cutting something).

# Saber Construction

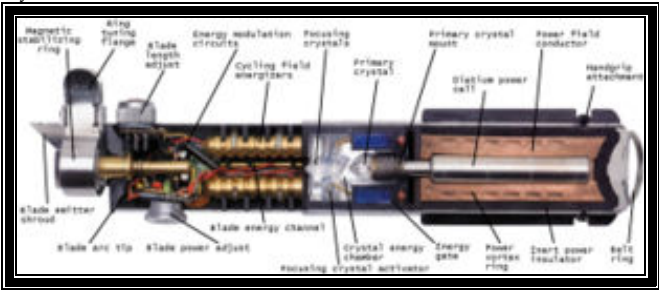
One of the Rites of Passage for a Jedi is for him to construct a lightsaber. The lightsaber acts as a focusing device, allowing the Jedi to reach a state of attunement with the Force which enhances his combat capabilities.

Jedi Padawans spend a great deal of time and effort constructing lightsabers, an elegant weapon of ancient technologies. The blade helps the Jedi focus, attuning him to the Force so that it more easily flows through him. It is used for combat only when other methods of conflict resolution have ended in failure.

Most Jedi build several lightsabers over a lifetime, each saber more powerful and well-balanced than the last. These improvements reflect the Jedi's increasing prowess in his use and understanding of the Force. The loss of a lightsaber can so demoralize a Jedi that he momentarily stumbles in his ability to access the Force (losing -2 in Force Powers until he constructs a new blade).

## Mandatory Components

A lightsaber must have the following parts: a Diatium power cell, a handgrip, an activation plate, a safety, an emitter matrix, a recharge socket, a lens assembly, a power conduit, and a focusing crystal.



### Diatium Power Cell

Cost: 72,000  
Space: 1  
Weight: 0.1 lbs.  
Effect: 3000 hits/ number of crystals  
Description: Diatium power cells can only be found in lightsabers. They produce a very high output of energy and are the only type of power cells which are strong enough to power a lightsaber. Diatium power cells are cosmic C-cells.

### Handgrip

Cost: See table  
Description: The handgrip is the hull of the lightsaber made of steel. The handgrip does not need to be a fine piece of manufacturing. For example: in "I Jedi" by Michael Stackpole, Coran Horn constructs a lightsaber from the handlebar on an old swoop. The Jedi of the Old Republic, however, construct much more aesthetically pleasing and complex, saber handles.

Material	Cost (7)	Weight (lbs.)	Break
Bronze	10	0.20	+2
Iron	20	0.15	+1
Steel	100	0.10	-
Composite Steel	140	0.15	-1
Plastoid	200	0.05	+1
Durasteel	800	0.05	-2

The next thing which modifies the cost and weight of the handgrip is the length.

Length (inches)	Cost Modifier	Weight Modifier	Space (Units)
8	80%	80%	7
9	90%	90%	8
10	100%	100%	9
11	110%	110%	10
12	120%	120%	11

13	130%	130%	12
14	140%	140%	13
15	150%	150%	14
16	160%	160%	15
17	170%	170%	16
18	180%	180%	17
19	190%	190%	18
20	200%	200%	19

### Activation Plate

Cost: See table  
Space: 0.5  
Weight: 0.1 lbs.  
Effect: See table  
Description: An activation switch to turn the lightsaber on/off is connected to an electronic device within the lightsaber. There are different types of switches. A double-bladed lightsaber may have two activation plates though this is not necessary.

Type	Effect	Construction Skill Penalty	Cost (7)
Standard	One click activates, one click deactivates	0	10
Double Off-click	One click activates, double click deactivates; this is so that the lightsaber does not accidentally shut off during combat.	-1	12
Lock-on	The lightsaber's on/off switch can be locked into the "on" position and can't be turned off with one click.	-2	15
Force Activated	The wielder must use the Force within the handle to turn the lightsaber on/off.	-3	5

### Safety

Cost: 710  
Space: 0.5  
Weight: 0.1 lbs.  
Description: The safety switch prevents accidentally activation of the lightsaber when not in use.

### Emitter Matrix

Cost: 7500  
Space: 1  
Weight: 0.1 lbs.  
Description: The emitter matrix produces a positively charged energy towards the lens assembly. One emitter matrix is needed for each blade. The outer hull of the emitter matrix is made of a super conductor which enables the negatively charged energy which returns from the flux aperture to go back to the power cell with no energy loss.

### Recharge Socket

Cost: 750  
Space: 1  
Description: A recharge socket enables the lightsaber's power cell to be recharged on a power socket. It takes 50 minutes to fully recharge a Diatium power cell.

### Lens Assembly

Cost: 7500  
Space: 1  
Description: The lens assembly focuses the positively charged energy into a parallel beam. The lens assembly is tightly packed into a high-energy flux aperture.

### Power Conduit

Cost: 7100  
Space: 1  
Description: The power conduit transfers the energy from the power cell towards the emitter matrix, from the flux aperture to the super conductor and from the super conductor back to the power cell.

## Force Crystals

The type of crystal used to focus the energy from the power cell determines the harmonic resonance and lethality of the weapon. Jedi Knights use Adegan crystals almost exclusively, as they have done for millennia. Sith Lords use synthetic crystals. All crystals use up 1 space and weigh around 0.1 lbs. The following crystals (listed in alphabetical order) can be used in lightsaber construction:

### Adegan

**Cost:** 74,000  
**Rarity:** Very Common  
**Effect:** Damage 8d(5) burn; Force Powers+1  
**Description:** A faceted crystal mined in the mountains of Dantooine is used in the construction of a lightsaber. It glows faintly with an inner blue, green, orange, violet, white or yellow light. Lightsabers can only contain one Adegan crystal per blade. Trying to power a blade with two Adegan crystals, results in an explosion (1d cr burn ex) upon activating the lightsaber. A double-bladed lightsaber may have two Adegan crystals (one for each blade) but this is not necessary.

### Adegan (Synthetic)

**Cost:** 74,000  
**Rarity:** Very Common  
**Effect:** Damage 8d+3(5) burn  
**Description:** A red crystal manufactured mostly by Sith followers. It glows faintly with an inner red light. Lightsabers can only contain one Adegan crystal per blade. Trying to power a blade with two Adegan crystals, results in an explosion (1d cr burn ex) upon activating the lightsaber. A double-bladed lightsaber may have two Adegan crystals (one for each blade) but this is not necessary.

### Ankarres Sapphire

**Cost:** 7160,000  
**Rarity:** Unique  
**Effect:** ST+2; DX+1: Rapid Healing  
**Description:** The crystal may have been found by the Jedi Exile at some point in 3,951 BBY. It was also held on board Kuari Princess by Dom Pricina until stolen by 4-Lom sometime before the Battle of Yavin.

### Barab Ore Ingot

**Cost:** 72,000  
**Rarity:** Common  
**Effect:** Damage+1d rad  
**Description:** Barab ore was a resource to Barab I. It actually lay on the planet's surface, meaning it was exposed to high doses of radiation and torrential downpours daily. This ore could be found in concentrated ingots that actually stored and magnified radiation.

### Bondar

**Cost:** 7500  
**Rarity:** Very Common  
**Effect:** Stun (HT+1)  
**Description:** This crystal was mined on a far-orbit asteroid circling the Alderaan system. It produces a volatile lightsaber beam that pulses on contact, discharging part of its energy into an opponent. Trainings lightsaber are known to have only a Bondar crystal in it without any other.

### Corusca Gem

**Cost:** 79,000  
**Rarity:** Ultra Rare  
**Effect:** Damage+1d; +1 step Armor Divisor; Break+2  
**Description:** Corusca Gems were extremely rare and valuable crystals. They were produced by a combination of the extreme pressures present in the atmosphere of Yavin, pressures

great enough to crush elements together, and the scraping of the liquefied air of the planet against its metallic core. They could be found in no other place in the galaxy, and their vibrancy resulted in the namesake of the galactic capital: Coruscant.

Despite their well known strength, Corusca Gems had shatterpoints, miniscule points where multiple edges and facets would come together, forming an extremely weak spot.

### Damind

**Cost:** 73,000  
**Rarity:** Uncommon  
**Effect:** To Hit+3  
**Description:** Found on the desert world Daminia, this crystal can be used in lightsaber construction to produce a clearly defined beam of subtly wider width and length.

### Danite

**Cost:** 71,000  
**Rarity:** Uncommon  
**Effect:** Force Power – Sense+1  
**Description:** Mined on Dantooine, this crystal is a focusing point for all Force users.

### Dragite

**Cost:** 76,000  
**Rarity:** Uncommon  
**Effect:** HT+1; Affliction Sonic  
**Description:** Dragite crystals were found on M'haeli, in the D'olop Mountain Range. The beam they created resonated loudly when it struck, inflicting a minor amount of damage.

### Eralam

**Cost:** 720,000  
**Rarity:** Very rare  
**Effect:** To Hit+2; Damage+2  
**Description:** Once mined on the third moon of Erai, ancient Sith bombardment shattered much that remained. If they can be found, these crystals produce a clear, superior lightsaber beam.

### Firkran

**Cost:** 73,000  
**Rarity:** Uncommon  
**Effect:** To Hit+2; Surge  
**Description:** This heavy crystal is collected by the natives of Rafa V. If used in lightsaber construction it produces an electrically charged beam that is devastating to droids.

### Hurrikaine

**Cost:** 710,000  
**Rarity:** Ultra Rare  
**Effect:** Opponent's Parry/Block -3  
**Description:** Found on the planet Hurikane. Lightsabers including this crystal are very good at penetrating defenses.

### Jenruax

**Cost:** 78,000  
**Rarity:** Rare  
**Effect:** Enhanced Parry+1; Damage+2  
**Description:** The refined form of Opila. This crystal has been cleansed of all impurities. When used in lightsaber construction it produces a blade of unerring quickness.

### Kaiburr or Kiber

**Cost:** 7310,000  
**Rarity:** Ultra Rare  
**Effect:** Damage+3d; Force Powers+3; Very Rapid Healing



**Description:** This crimson colored crystal was found on the planet Mimban. Local legend said that this crystal had the ability to enhance the Force Powers a thousandfold.

#### **Kasha**

**Cost:** ₧1,500  
**Rarity:** Common  
**Effect:** To Hit+1; Will+2  
**Description:** The Kasha was a crystal traditionally used by the Cereans as a meditation tool. Patterns were scribed on each face of the crystal to harness its full energy potential, possibly created by Bi-Dar Tyunda thousands of years before. When used as a lightsaber crystal, it helped clear the wielder's mind of distractions, even during tense combat.

#### **Krathracithe**

**Cost:** ₧30,000  
**Rarity:** Ultra Rare  
**Effect:** Force Abilities – Dark Side+2; Dark Side only  
**Description:** Found on the home world of the Krath, this crystal is a focusing point for Dark Side Force users. Only strong willed Jedi may be able to use a Krathracithe crystal in its lightsaber without being seduced to the Dark Side of the Force. Jedi Masters tend to keep these crystals out of any Padawan's reach

#### **Kontarite**

**Cost:** ₧20,000  
**Rarity:** Ultra Rare  
**Effect:** Silence+1  
**Description:** Some Jedi Holocrons from the days of the Sith War indicate that certain Sith warriors had perfected the art of effectively silencing a lightsaber blade by adding a Kontarite Force crystal to reduce noise. Some lightsabers have been reduced to a nearly noiseless blade, making only the faintest whisper of noise when activated. After the Sith Wars these crystals have not been encountered again. Normally a lightsaber gives you a penalty of 5 towards Stealth. This crystal negates a penalty of 2 towards Stealth versus listening devices, blind creatures, and other who rely on hearing to find you.

#### **Krayt Dragon Pearl**

**Cost:** ₧110,000  
**Rarity:** Ultra Rare  
**Effect:** To Hit+3; Damage+2d  
**Description:** Taken from the gullet of a Krayt Dragon, this crystalline "pearl" appears to have refractory qualities that might allow it to function as a lightsaber crystal once properly adapted.

#### **Lorrdian Gemstone**

**Cost:** ₧8,000  
**Rarity:** Rare  
**Effect:** Parry Beam Weapons+3; Enhanced Parry+1  
**Description:** Lorrdian gemstones originated during the Kanz Disorders, when the enslaved Lorrdians were forced to develop kinetic communication to communicate with another. This gave the Lorrdians the ability to better predict the action of others, including their Argazdan overlords, by careful observation of subtle changes in body language.

A few Force-Sensitive Lorrdians imbued certain gemstones with similar abilities. When these gems were installed in a lightsaber, the user was better able to read the action of their opponents. This enhanced the wielder's overall defenses and ability to deflect blaster bolts.

#### **Luxum**

**Cost:** ₧8,000  
**Rarity:** Rare  
**Effect:** To Hit+2; Damage+1d vs. Droids; Surge

**Description:** Ambria was a world in the grip of the dark side. Through years of mental battle, strange Jedi Master Thon contained the evil to Lake Natth. Long meditation can form this powerful crystal from the tainted water.

#### **Mephite**

**Cost:** ₧1,000  
**Rarity:** Uncommon  
**Effect:** Force Powers – Alter+1  
**Description:** Found in the deep seas of Mana'an, these crystals produce a fluctuating pulse through the beam.

#### **Nextor**

**Cost:** ₧2,000  
**Rarity:** Uncommon  
**Effect:** To Hit+1; +1 step Armor Divisor  
**Description:** This crystal is mined in the mountains of M'haeli, and when used in lightsaber construction it produces a volatile blade that can cause surprising amounts of damage. Armor Divisor steps are in order: 1 (no divisor), 2, 3, 4, 5, 10, 100, and "ignores armor"

#### **Obsidia**

**Cost:** ₧25,000  
**Rarity:** Very Rare  
**Effect:** Damage+3; Damage+1d vs. Light Side; Dark Side only  
**Description:** This dark crystal is found on the homeworld of the Sith, Korriban. It produces an intense and volatile beam which sears on contact. Within some Dark Lord's tomb, such crystals may be found, but not without any danger.

#### **Opila**

**Cost:** ₧5,000  
**Rarity:** Uncommon  
**Effect:** Damage+3; Damage+2d on Critical Success  
**Description:** Found in the asteroid fields of the Fyrth system, this crystal can be used in lightsaber construction to produce an intense beam that seems extraordinarily quick to the cut.

#### **Phond**

**Cost:** ₧2,000  
**Rarity:** Common  
**Effect:** Damage+1d  
**Description:** The strange byproduct of rare impurities bonding during the making of certain alloys and some random external condition, this crystal produces a fiercely burning lightsaber beam.

#### **Pontite**

**Cost:** ₧1,000  
**Rarity:** Uncommon  
**Effect:** Force Power – Control+1  
**Description:** This crystal clearly marks the edges of the beam. These types of crystals are mostly found on rogue planets.

#### **Qixon**

**Cost:** ₧90,000  
**Rarity:** Ultra Rare  
**Effect:** Damage +5; Energy Reserves – Force+5; Dark Side only  
**Description:** These powerful gems were formed when a certain planet was consumed by its stars supernova. The power of a Qixon crystal could only be harnessed by one with great strength in the Dark Side of the Force.

#### **Relacite**

**Cost:** ₧12,000  
**Rarity:** Rare

Effect: Force Powers+2  
Description: Refined from the magma of Mustafar. This is the top line of focusing crystals.

#### Rubat

Cost: 72,000  
Rarity: Uncommon  
Effect: To Hit+1; Damage+1  
Description: Used in lightsaber construction. Rubat crystal is mined Phemis. It produces a clearly defined blade which the Jedi can easily focus on.

#### Ruusan

Cost: 73,000  
Rarity: Common  
Effect: Will+1; Charisma  
Description: Ruusan crystals come from the Mid Rim planet of the same name. While not directly affecting a lightsaber's effectiveness, they aided a Jedi in focusing the Force.

#### Saphit

Cost: 750,000  
Rarity: Ultra Rare  
Effect: To Hit+3; Damage+2  
Description: This crystallized material was excreted once every 11 years by the ancient Volice worm of Lwhekk, now extinct. It produces a more intense lightsaber beam, granting better control.

#### Sigil

Cost: 718,000  
Rarity: Rare  
Effect: To Hit+1; Damage+2d  
Description: Mined in the Sigil system, this crystal is a costly but valuable addition to a lightsaber. It produces a fiercely bright beam that sears on contact, inflicting great damage.

#### Solari

Cost: 770,000  
Rarity: Ultra Rare  
Effect: To Hit+3; Damage+3; Damage+1d vs. Dark Side  
Description: There are many famous lightsaber crystals spoken of in the history of the Jedi Order, though none is as powerful as the legendary Solari Crystal. An artifact of true light side power, only those Jedi who are pure in spirit can wield a lightsaber equipped with this gleaming white gem. When the great Jedi Master Ood Bnar initiated his life-cycle change after a thousand years of serving the Order, he bequeathed the Solari Crystal to his most promising student, a young female Jedi named Shaela Nuur. When Shaela disappeared shortly after the time of the Great Hunt, the Solari Crystal vanished with her.

#### Stygium

Cost: 712,000  
Rarity: Rare  
Effect: To Hit+1; DX+1; Stealth Skill+4  
Description: In its pure, crystal form it was known to be suitable for use as a lightsaber crystal. It was known that when refined Stygium was mounted on a personalized lightsaber and wielded by a Force-Sensitive, the natural cloaking attributes of the crystal would augment the power of a stealth-minded Jedi in remaining unseen.

#### Ultima-Pearl

Cost: 76,000  
Rarity: Uncommon  
Effect: To Hit+3; Damage+2; Damage+1d on Critical Success; Armory (Lightsaber-2)  
Description: Ultima-Pearls were uncommon, silvery, lustrous, spherical pearls found on Dac. They were used as

lightsaber crystal, and were extremely potent in modifying the damage dealt by a lightsaber. Yet, for all its benefits, it required considerable skill to properly install an Ultima-Pearl.

#### Upari

Cost: 77,000  
Rarity: Uncommon  
Effect: To Hit+3; Damage+1d  
Description: Strangely, this crystal is usually encountered scattered in the orbit of primarily forest worlds. It is brittle but versatile, and a Master Jedi can get it to produce many effects.

The process of creating a lightsaber varies depending on who the craftsman is, with each artisan giving the saber his own personal style. Most Jedi use Adegan crystals, usually flawless. Taking these naturally-occurring crystals, they build the lightsaber to their own personal tastes, in perfect harmony with nature through the crystal. The Sith, however, use a special furnace to artificially craft crystals in an intense heat, using the Dark Side of the Force to shape the crystals' growth so that when its time to remove it from the furnace it is already shaped to perfectly suit the Sith Lord's needs. Regardless of whether or not natural crystals or synthetic crystals are used, the process of creating a lightsaber is one of the most essential lessons the Jedi (and Sith) teach their students.

#### Velmorite

Cost: 74,000  
Rarity: Rare  
Effect: DX+1; +1 step Armor Divisor  
Description: Velmorite was a crystal found on the planet Velmor. This crystal created a fine thin blade for wielding.

## Optional Components

These components are not necessary for a lightsaber to function but the greatly enhance the ease of use.

#### Belt Ring

Cost: 710  
Space: 0  
Weight: 0.05 lbs.  
Effect: enables Fast Draw - Lightsaber  
Description: A belt ring is accompanied by a hook or d-ring attached to the lightsaber. You can easily put the lightsaber in the belt ring when not in use while it keeps nearby. Mostly the belt rings are attached to the wielders belt. A belt ring enables the wielder to use his Fast Draw skill.

#### Cell Recognizer

Cost: 71,150  
Space: 1  
Weight: 0.1 lbs.  
Effect: Prevents unauthorized activation  
Description: This device is used to modify a lightsaber such that it will not function for anyone except certain people. A small sensor array (7800) and recognition chip (7350) are installed in the handle of the lightsaber, which reads the cell patterns of whoever is holding the weapon. If the cell patterns do not match that of designated "safe" users, the weapon's power cells shut down, and any failsafe devices are activated. Failsafe devices can range from electrocution to a loud warble to a quiet beacon which alerts the owner via comlinks that the weapon is in the hands of an unauthorized bearer.

#### Length Adjuster

Cost: 7100  
Space: 1  
Weight: 0.1 lbs  
Effect: Adjust blade length  
Description: A length adjuster enables the wielder to switch between variations of different lengths for the blade. The

lightsaber must have more than one Force crystal for that particular blade installed. The blade can be lengthened or shortened effectively changing a lightsaber into a short bladed lightsaber and vice versa. Other lengths are pure cinematic and have no game statistics though the weight, space and cost should still be applied.

#### Pressure-Grip

Cost: 7600  
Space: 0.5  
Weight: 0.05 lbs  
Effect:

Description: This adapter for the handle of a lightsaber allows for what is, in essence, a “deadman” switch on a lightsaber. The lightsaber activates and deactivates as normal, but automatically deactivates should the pressure on the handle be removed. This is also good when combined with the Lock-on switch mentioned above. A pressure grip also prevents the user from throwing the lightsaber when activated.

#### Call Beacon

Cost: 71,000  
Space: 1  
Weight: 0.1 lbs  
Effect: Call slave circuit

Description: This device will summon a ship with a slave circuit like a regular call beacon, only the button is embedded in the handle of the lightsaber.

#### Concealed Compartment

Cost: 7100  
Space: 1  
Weight: 0  
Effect: Payload 0.1 lbs per space used.  
Description: A Jedi may create a hidden compartment in his lightsaber which can only be accessed if you know what to look for. The margin of success while constructing the concealed compartment is the penalty towards searching for it.

#### Water-Proof Casing

Cost: 7200  
Space: 0  
Weight: 0.1 lbs.  
Effect: Sealed against water  
Description: When constructing a lightsaber, some Jedi (particularly those at home in a moist environment, like Mon Calamari) add a secondary water-proof casing to the handles of their lightsabers in order to protect the power cell inside. While still not reliable in functioning underwater, this will allow a lightsaber to be carried normally on aquatic journeys, without the necessity of removing the power cell. A water-proof must be crafted at the same time as the lightsaber itself to fit properly over the handgrip.

#### Trapped Handle

Cost: 7500  
Space: 1  
Weight: 0.1 lbs  
Effect: Trap causing 1d damage  
Description: Typically reserved for Dark Jedi, some lightsabers have special traps in their handles to prevent unauthorized use. The handle may have spikes (1d impaling damage) or blades (1d cutting damage) which burst forth from the handle and damage the user, or electrocute the user instead (1d burn). Whatever the trap, they are triggered typically through incorrect cell recognition (see Cell Recognizer above), or by a dummy activation switch which trigger the trap.

## Creating the Lightsaber

The steps given below are intended for newly created basic lightsabers only whether it is a short-bladed lightsaber, double-

bladed lightsaber, or a normal lightsaber. Extra gadgets and functions are explained in Modifying the Lightsaber.

### Step 1

Require the following items: special welding tools (750); gem-cutting tools (71,200); special tool kit (71,200). These tools may be available at any specialized shop in any TL11 or higher worlds. Alternatively, a Master may lend his tools to his student for the creation of his first lightsaber.

### Step 2

Gather all components needed to construct your lightsaber. The majority of the parts that are found in a lightsaber are pretty common, the major exception being the crystal and the Diatium power cell, and can be purchased in most major towns or starports. A basic short lightsaber costs 7250 to build. By selecting all components and adding the space required by these components enables you to select the right size of handgrip. If you plan to modify the lightsaber later on by adding extra functions, keep in mind you pick a handgrip with enough space.

### Step 3

Create a design for your lightsaber. Make a blueprint design using your Engineer (Lightsaber) skill. This skill roll determines the quality of the lightsaber. Consult the following table for the result:

Result	Quality	Break	Effect	Value
Critical Failure	Cheap	+2	-1 Acc	20%
Failure	Normal	-	-	30%
Success (margin 0)	Good	-	-	40%
Success	Fine	-1	+1 burn	100%
Critical Success	Very Fine	-2	+2 burn	400%

### Step 4

Assemble the handgrip with all its components (power cell, recharge socket, safety, emitter matrix, power conduit and activation plate. This requires an Armory (Lightsaber) skill roll and takes about one day's precision work. A failure means one of the items is broken and should be repaired (increase of cost by 10%). A critical failure means an item is broken beyond repair. To determine which item is affected roll on the following table:

D6 roll	Component
1	Diatium Power Cell
2	Emitter Matrix
3	Power Conduit
4	Recharge Socket
5	Activation Plate
6	Safety

If you use an activation plate other than standard, apply the appropriate penalty.

If a water-proof casing is applied over the handgrip, add another penalty of 1 to the skill roll.

### Step 5

Assemble the lens assembly with all its components. This requires an Armory (Lightsaber) roll and takes about one day's precision work. Failure means one of the lenses is damaged and should be repaired (increase cost by 10%). The lens assembly must be replaced if a critical failure is rolled.

### Step 6

The focusing crystal must be chipped to your liking. A Jeweler/TL^ must be rolled. This phase of lightsaber construction can be very costly if you don't know how to chip a crystal correctly. The slightest failure renders the crystal unusable and a new crystal must be obtained. Most remarkable students are gifted an Adegan crystal by their Master which is already chipped.

Synthetic Adegan crystals are grown to perfection and need not to be chipped.

### Step 7

When the crystal is perfectly chipped it should be imbued with the Force. The time required to perform this depends on the number of Force Talents and the listed costs of the Force crystal for each aspect (round up). An Adegan crystal cost 74,000. If the creator has 4 Alter Talents, 6 Control Talents and 7 Sense Talents it would take him 1000 hours + 667 hours + 572 hours = 2239 hours or 94 days.

While imbuing a Focusing crystal with the Force you are in complete meditation. Roll for each aspect: Living Force (Will + total number of Control Talents); Physical Force (Will + total number of Alter Talents); Unifying Force (Will + total number of Sense Talents). Failure of one of these rolls means you have to start all over again with the meditation.

Step 8

At the final stage you have three components. These three components must be assembled to acquire one piece. Make an Armory (Lightsaber) roll. A failure means the lightsaber does not work properly and must be repaired (cost +1%). A critical failure indicates the lightsaber explodes upon assembly (1d cr burn ex).

When the lightsaber's construction has been completed, plug it in a power connector that will be used to charge the Diatium power cell for the first time.



Modifying the Lightsaber

There are several ways to modify a lightsaber. You can add extra functions or gadgets to it or you can try to join two lightsabers together. Modifying a lightsaber takes a day's precision work.

Adding Optional Components & Crystals

Each optional component requires an Engineer (Lightsaber) skill roll. For each modification a penalty of 1 is added to your skill (e.g., the first modification has a -1, the second modification a -2, etc.). A failure means the part has been damaged and must be repaired (cost +10% of that part). A critical failure means the part has been broken beyond repair and should be replaced with a new one.

Each additional crystal should be chipped first (see Step 6 above) and be imbued with the Force (see Step 7 above). Adding the first additional crystal gives a penalty of 2 to your Engineer (Lightsaber) skill. The second additional crystal gives a penalty of 3.

The tools needed to modify a lightsaber are the same as for creating a new one with the exception of the gem-cutting tools. These tools are only needed if you add or replace a crystal with a new uncut one.

GM's may create new crystals. The cost of these crystals can be calculated as follows:

Effect	Cost (7)	Rarity	Cost Multiplier
Damage +1d	4,000	Very Common	/10
Damage +1	1,000	Common	/2
Damage effect	1,000	Uncommon	x1
Attribute +1	1,000	Rare	x2
Limitation/enhancement	1,000	Very Rare	x5
Attack +1	1,000	Ultra Rare	x10
+1 Parry	1,000	Unique	x20
Advantage/Disadvantage	5,000		

Joining Sabers

Two (short-bladed) lightsabers may be joined together at the base of each saber to create a double-bladed lightsaber. In order to accomplish this you must have the following items: a magna lock for each saber (7200 each), a release switch (750), and a power connector (7150). The tools you need are the same as for adding new functions to the lightsaber (see above). Once obtained these items, a Jedi may attempt, with a penalty of 4 to the Engineer (Lightsaber) skill. Failure to make this roll results in one of the sabers being damaged (cost 10% of that particular lightsaber). A critical failure results in an exploding lightsaber (1d cr burn ex). If the roll is a success, they are joined by a powerful electromagnetic field which can only be unlocked by hitting the release switch.

## 7. COMBAT

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## 8. GAMEMASTER'S SECTION

## 9. EQUIPMENT

### WEAPONS

#### Weapon Statistics

Weapon tables provide the items of information explained below. A given column will only appear on a table if it is germane to the weapons on that table. In all cases, “-” means the statistic does not apply, “var.” means the value varies, and “spec.” means to see the relevant weapon skill in BS Chapter 4 or applicable section for special rules.

Although these rules have not been modified, they are described here so you don't have to swap books when going through the weapon tables.

#### TL (Tech Level)

The tech level at which the weapon first becomes widespread. You may only buy weapons of your campaign's TL or less, unless you have the High TL trait (BS page 23).

#### Weapon

The general class of weapon in question: e.g., “vibro-dagger” or “Bowcaster”. Each entry represents a wide range of individual types.

#### Damage

For muscle-powered melee and missile weapons, such as swords and bows, damage is ST-based and expressed as a modifier to the wielder's basic thrusting (thr) or swinging (sw) damage, as given on the Damage Table (BS page 16). For example, a spear does “thr+2”, so if you have ST 11, which gives a basic thrusting damage of 1d-1, you inflict 1d+1 damage with a spear: note that swung weapons act as a lever, and so do more damage.

For firearms, grenades, and some powered melee weapons, damage is given as a fixed number of dice plus adds: e.g., a 9mm auto pistol lists “2d+2”, which means that any user would roll 2d and add 2 to get damage.

#### Armor Divisors:

A parenthetical number after damage, e.g., (2) is an armor divisor. Divide the target's DR from armor or other sources by this number before subtracting it from your damage (or adding it to the target's HT roll to resist an affliction). For instance, an attack with a divisor of (2) would halve DR. A fractional divisor increases DR: (0.5) multiplies DR by 2; (0.2) multiplies it by 5; and (0.1) multiplies it by 10.

#### Damage Type:

An abbreviation indicating the type of injury or effect the attack causes.

A victim loses HP equal to the damage that penetrates his DR. Halve this for small piercing attacks; increase it by 50% for cutting and large piercing attacks; double it for impaling and huge piercing attacks. Subtract fatigue damage from FP instead of HP. Afflictions cause no injury, but impose a particular affliction on a

failed HT roll, as specified in the weapon's notes. See Damage and Injury (BS page 377) for additional rules.

#### Explosions:

An “ex” after crushing or burning damage indicates the attack produces an explosion. This may injure those nearby: divide damage by three times distance in yards from the centre of the blast. Some explosions scatter fragments that inflict cutting damage on anyone nearby (see Fragmentation Damage, BS page 414). Fragmentation damage appears in brackets; e.g., “3d(2d) cr ex” means an explosion that inflicts d crushing damage and throws fragments that do 2d cutting damage. The “danger radius” for fragments is five yards times the dice of fragmentation damage; e.g., 10 yards for (2d). If an explosive attack has an armor divisor, this only applies to the DR of a target that takes a direct hit, not to those caught in the blast radius or hit by fragments.

#### Afflictions:

Some special weapons don't list dice damage. Instead, they give a HT modifier; e.g., HT-3”. Anyone who is hit must attempt a HT roll at the listed penalty to avoid the effects of the affliction (e.g., unconsciousness). For example, a BlasTech E-11 blaster rifle calls for a HT-6(3) roll to avoid being stunned for (20 - HT) seconds. Note that DR (modified by any armor divisor) normally adds to the victim's HT; for instance, a DR 6 vacc suit would give +2 (after divided by the blaster rifle's armor divisor of 3) to your HT roll to resist that blaster rifle.

#### Other Effects:

A few weapons have additional linked or follow-up effects, noted on a second line. These occur simultaneously with the primary attack on a successful hit. For details see Linked Effects (BS page 381) and Follow-Up Damage (BS page 381).

Some weapons have multiple setting or can be used in different ways; e.g., a gaffi stick can be either used as a swinging or thrusting weapon or an omni blaster's setting can be switched from lethal to stunning.

Abbreviation	Damage Type
aff	affliction
burn	burning
cor	corrosion
cr	crushing
cut	cutting
fat	fatigue
imp	impaling
pi-	small piercing
pi	piercing
pi+	large piercing
pi++	huge piercing
spec	special, see weapon's notes
tox	toxic

#### Reach

Melee weapons only. This is the distance in yards at which a human-sized or smaller wielder can strike with the weapon. For

example, reach “2” means the weapon can only strike a foe two yards away, not a closer or more distant one.

“C” indicates you can use the weapon in close combat; see Close Combat (BS page 391).

Some weapons have a continuum of reaches; e.g., a spear with reach “1, 2” can strike targets either one or two yards away. An asterisk (\*) next to reach means the weapon is awkward enough that it requires a Ready maneuver to change reach (e.g., between 1 and 2). Otherwise you can strike at foes that are at any distance within the weapon’s reach.

## Parry

Melee weapons only. A number; such as “+2” or “-1” indicates the bonus or penalty to your Parry defense when using that weapon (see Parrying, BS page 376). For most weapons this is “0” meaning “no modifier”.

“F” means the weapon is a fencing weapon (see BS page 404).

“U” means the weapon is unbalanced: you cannot use it to parry if you have already used it to attack this turn (or vice versa).

“No” means the weapon cannot parry at all.

## ACC (Accuracy)

Ranged weapons only. Add Accuracy to your skill if you took an Aim maneuver on the turn prior to your attack. If the weapon has a built-in scope, the bonus for this appears as a separate modifier after the weapon’s base Acc; e.g., “7+2”.

## Range

Ranged weapons only. If a weapon has only one range number; this is the Maximum Range (Max) in yards at which it can attack a target. If two numbers appear; separated by a slash, the first is the Half-Damage Range (1/2D) and the second is Max. Damaging attacks on targets at or beyond 1/2D inflict half damage, and those that require a HT roll to resist are resisted at +3.

Muscle-powered weapons usually list 1/2D and Max as multiples of the wielder’s ST, not as a fixed range. For example, “x10/x15” means 1/2D is 10xST and Max is 15xST, so someone with ST 10 would have 1/2D 100 and Max 150. For crossbows and mechanical artillery, use the weapon’s ST in these formulas.

A few weapons have a minimum range, given in their Notes. The weapon cannot attack a target closer than this range, usually because it fires in a high arc, or has safety, fusing, or guidance limitations.

## RoF (Rate of Fire)

Ranged weapon only. The maximum number of shots an ordinary shooter can fire in a one-second turn. A weapon can normally fire fewer shots (to a minimum of 1), if you wish, but some special notes apply:

“!” means the weapon can only fire on “full auto” (full automatic mode) like many machine guns and repeaters. Minimum RoF is ¼ the listed RoF, rounded up.

“mxn” (e.g., 3x9) means the weapon can fire a number of shots per attack equal to the first number (m) and that each shot releases smaller projectiles equal to the second number (n); see Shotguns and Multiple Projectiles (BS page 409).

“Jet” means the weapon shoots a continuous stream of fluid or energy, using the jet rules (BS page 106).

## Shots

Ranged weapons only. The number of shots the weapon can fire before you must reload or recharge it. “T” means the weapon is thrown. To reload, pick it up or ready a new weapon!

The parenthetical number following Shots indicates the number of one second Ready maneuvers needed to reload all of the weapon’s shots (e.g., by changing magazines) or, or a thrown weapon, the time needed to ready another weapon. An “t” next to this means you must load shots individually: the time listed is per shot rather than for all shots.

A crossbow or prodd takes the indicated time to ready (4 turns) only if its ST is no greater than yours (see Crossbows and ST, below) Double this if the bow’s ST is 1 or 2 greater. If its ST is 3 or 4 greater, you need a “goat’s foot” device to cock it; this takes 20 turns and requires you to stand. If its ST is 5 or more above yours, you cannot reload it at all.

## Cost

The price of a new weapon, in ₧ (credits used in that particular era or location). For swords and knives, this includes a sheath or a scabbard. For firearms, this includes the minimal necessary cleaning kit. For ultra-tech weapons, this includes a power pack, energy cell or similar device. Power generators needed for some heavy weapons must be bought separately.

## Weight

The weight of the weapon, in pounds; “neg.” means “negligible”. For missile weapons with shots 2+, this is loaded weight. The weight of one full reload appears after a slash.

Exception: If the weapon has Shots 1 (like a bow or guided missile launcher) or has backpack power supply (noted with a “p”), the unloaded weight is given. The weight after the slash is that of one shot (e.g., one arrow or guided missile) or the backpack.

## ST (Strength)

The minimum Strength required to use the weapon properly. If you try to use a weapon that requires more ST than you have, you will be at -1 to weapon skill per point of ST you lack and lose one extra FP at the end of any fight that lasts long enough to fatigue you.

For a melee weapon, your effective ST for damage purposes cannot exceed triple the weapon’s minimum ST. For instance, a large knife has minimum ST 6, so its “maximum ST” is 18; if you were ST 19+, you would compute your damage as if you had ST 8.

Natural weapons (e.g., a punch or kick) have neither minimum nor maximum ST.

“†” means the weapon requires two hands. If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in one hand, but it becomes unready after you attack with it. If you have at least twice the listed ST, you can wield it one handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it always requires two hands, regardless of ST.

“‡” means the weapon requires two hands and becomes unready after you attack with it, unless you have at least 1.5 times the listed ST (round up). To use it in one hand without it becoming unready, you need at least three times the listed ST.

“R” indicates a firearm that uses a musket rest. The weapon’s weight includes that of the rest. It takes a Ready maneuver to balance the weapon on the rest, but after that, any aimed shot fired while stationary and standing up is automatically braced (see Aim, BS page 364).



“B” indicates a firearm with an attached bipod. When firing from a prone position using the bipod, treat the weapon as if it were braced and reduce ST requirement to ½ of the listed value (round up); e.g., ST 13 becomes ST 9.

“M” means the weapon is usually mounted in a vehicle or gun carriage, or on a tripod. Ignore the listed ST and Bulk when firing the weapon from its tripod or mount; the ST requirement only applies when firing the weapon without its mount. Removing the weapon from its mount (or reattaching it) takes at least three one-second Ready maneuvers.

#### **Crossbows and ST:**

Crossbows and prodds have their own ST value. Use this instead of your ST to determine range and damage. You must specify the ST of such a weapon when you buy it. You can always use a bow that is weaker than you. If you use a stronger bow, it does more damage but takes longer to cock (see Shots above).

## **Bulk**

Ranged weapons only. Bulk is a measure of the weapon’s size and handiness. Bulk modifies your weapon skill when you take a Move and Attack maneuver (see Move and Attack, BS page 365). It also serves as penalty to Holdout skill when you attempt to conceal the weapon.

## **Rcl (Recoil)**

Firearms and beam weapons only. Rcl is a measure of how easy the weapon is to control when firing rapidly: the higher the value, the less controllable the weapon. Rcl 1 means the weapon is recoilless, or nearly so.

When firing at RoF 2+, every full multiple of Rcl by which you make your attack roll means you score one extra hit, to a maximum number of hits equal to total shots fired; see Rapid Fire (BS page 373). (Firearms and beam weapons with RoF 1 still list Rcl, for use with certain rules).

## **LC (Legality Class)**

Ignore LC for “weapons” intended as tools, and for those that are completely improvised (like a wooden stake).

#### **LC4 - Open:**

The item is openly available in most societies, but tightly controlled societies might restrict access or use. Examples: Computer; thogk; sporting blaster pistol; swoop bike.

#### **LC3 - Licensed:**

The item requires registration with the authorities in most societies. Registration might involve a fee or examination, and might be denied to criminals, minors, etc. Examples: Speeder; blaster pistol; starship.

#### **LC2 - Restricted:**

Only military, police, or intelligence agencies may possess the item in most societies, although some licensed civilians might be permitted to keep it on their own property. Examples: Lightsaber; heavy blaster rifle; armored vehicles and starships.

#### **LC1 - Military:**

The item is available only to armed forces or secret spy agencies in most societies. Examples: Holdout blaster; vibro-weapons; fighting vehicles; turbo lasers.

#### **LC0 - Banned:**

The item is restricted to the armed forces of certain governments, who will go to extremes to keep it out of the hands of individuals

and “have-not” governments. Examples: Super lasers; Sith artifacts.

## **Notes**

The numbers listed here refer to applicable footnotes (if any) at the end of the table.

# **Melee Weapons**

## **Blade Composition**

The tip or blade of any muscle-powered melee or thrown weapon that inflicts cutting or impaling damage (excluding wooden stakes) is assumed to be stone at TL0, bronze at TL1, iron at TL2, steel at TL3, composite steel at TL4, kalonterium at TL9, and durasteel at TL11. For instance, a knife would be stone at TL0, bronze at TL1, iron at TL2, steel at TL3, kalonterium at TL9 but durasteel at TL11, while a vibro-sword would always be durasteel, as vibro-swords don’t exist before TL11. Blade composition modifies effective quality when parrying a very heavy weapon.

Weapons made from outdated materials are usually available at cheap-quality prices.

#### **Stone (TL0):**

A stone blade has an armor divisor of (0.5) on its cutting and impaling damage, and receives no damage bonus for being fine or better quality. Regardless of actual quality, treat a stone blade as cheap for breakage purposes when parrying a swung weapon made of metal or other high-tech materials.

#### **Obsidian (TL1):**

A blade made of volcanic glass is very sharp, but easily broken or blunted. Treat as a good quality stone blade, but with +1 to cutting and +2 to breakage (as if cheap). It loses its damage bonus if used to parry any weapon (but not an unarmed attack) or to strike DR 2+.

#### **Bronze (TL1):**

A bronze blade receives no damage bonus for being of fine or better quality. Regardless of actual quality, treat a bronze blade as cheap for breakage purposes when parrying a swung weapon made of superior materials (e.g., iron or steel).

#### **Iron (TL2):**

An iron blade receives no damage bonus for being of fine or better quality. Regardless of actual quality, treat an iron blade as cheap for breakage purposes when parrying a swung weapon made of superior materials (e.g., steel, composite steel).

#### **Steel (TL3):**

Steel is the default material for blades. Use all rules as written.

#### **Composite steel (TL4):**

A Blade made of different kinds of steel to obtain hard, sharp cutting edges but keep the flexibility to withstand breakage. Treat as a good quality steel blade but add 50% to the weight.

#### **Plastoid (TL7):**

Plastoid includes carbon composites, plasteel, highly bonded poly-layered ceramic and other advanced, nonmetallic materials. Halve weight and double cost. Blades cannot exceed good quality (and are often cheap). Treat them as equivalent to steel for breakage, but their low weight means they’re more likely to encounter a heavier weapon. Weapons that do only crushing damage (clubs, batons, etc.) are also available, in the usual quality grades. The primary benefit of plastoid weapons is that metal detectors cannot detect them.

### Durasteel (TL11):

The best weapons one can find in the galaxy. Treat as fine quality composite steel with a +1 cutting and will cost 400% more. Durasteel is the only material which can withstand the enormous stress produces by the ultrasonic vibrators used in vibro-weapons.

## Super-science

Some weapons are classified as TL<sup>^</sup>. This means the weapon counts as super-science. They cannot be bought in a whole or as parts. They can only be acquired with the approval by the GM and should be role played. A player should put a considerable amount of CP in his character before he can make or acquire such a weapon.

Like the lightsaber, only Jedi, Sith or other Force users are able to acquire them by rightful means.

## Weapon Descriptions

### Arg'garok:

This weapon favored by Gamorrean warriors consists of a heavy axe blade mounted on a simple wood handle. The arg'garok is perfectly balanced to take advantage of the Gamorrean's low centre of gravity and enormous strength. Arg'garoks are often acid-etched with jagged runes that supposedly inspire courage, honor, and strength.



A Gamorrean trained with this weapon does not need to make a Ready maneuver after an attack.

An arg'garok costs 7100 on Gamorr and Pzob but 71000 on any other planet. A Gamorrean will receive this weapon for free from his own clan's females.

### Thogk:

Every Gamorrean appreciates the simple effectiveness of the traditional Thogk, which literally translates to "log with a spike in it". These cheap, heavy clubs are available anywhere Gamorrean males congregate. Gamorreans who craft their own Thogks take great pride in pounding the weapon's metal spike through the meter-long chunk of gorgt wood with their bare hands. Lacking gorgt wood, Gamorreans might make Thogks out of any available lumber.

Many Gamorrean slaves are forbidden to make, use, or buy Thogks. Some masters find them unsavory weapons.

### Gaderffii:

The gaderffii stick or gaffi stick is the traditional weapon of the Sandpeople of Tatooine. Because these weapons are often assembled from freighter plating or scrap allows and composites scavenged from wrecks in the harsh Tatooine deserts, no two Gaffi sticks are identical. Some have smooth sharp blades, others feature pointed tips and hooks, while others have crude jagged edges. The terms "gaderffii" and "gaffi stick" has become a popular slang term used to any crude looking non powered melee weapon.



When using this weapon as a crushing or cutting weapon, it takes one turn to ready. The Gaffi stick in the example above is just one example of Tusken Raiders crude weapon.

### Force Pike:

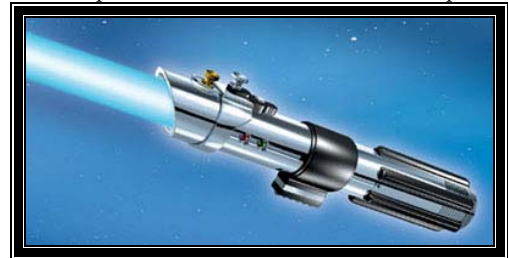
Force pikes do, when turned on, stunning damage in addition to the normal damage done by the pike.



A force pike requires a rechargeable C-cell to operate and lasts for 60 seconds continuous use.

### Lightsabers:

Lightsabers are powered melee weapons which produce a small tight energy blade. Because its construction requires the knowledge of the Force these weapons are considered to be super-science. See Chapter 6: The Force for a detailed description.



A lightsaber requires a Diatium power cell (cosmic power C-cell) to operate and must be recharged after 3000 hits divided by the number of crystals in the lightsaber of continuous use. The Diatium cell can then be recharged.

### Stun Baton:

Manufactured by Merr-Sonn, the stun baton is a short, weighted club with a power pack in the handle, which can be activated to produce a stunning charge when it strikes a target.



A stun baton requires a rechargeable B-cell to operate and lasts for 20 hits.

### Vibro-Weapons:

Vibro weapons come in all sorts and shapes, from vibro knuckles, knives, blades, lances, spears, swords, rapiers and even axes. A vibro-weapon holds a power cell which powers an ultra-sonic generator. A tremendous amount of vibration is sent to the blade or tip. Vibro-weapons are always considered to be made of durasteel (other types of cheaper metal would simply break under the extreme stress produces by the ultra-sonic vibrations).

Vibro-weapons are too unbalanced for throwing but if thrown, a safety device is triggered which shuts down the ultra-sonic generator.



Vibro-weapons use a rechargeable C-cell to operate and last for 300 seconds divided by the weapon's weight. For more information about vibro-weapons see UT page 164.

## Melee Weapon Table

ARG'GAROK (Two-Handed Axe -2)									
TL	Weapon	Damage	Reach	Parry	Cost (7)	Weight	ST	LC	Notes
1	Arg'garok	sw+3 cut cor	1, 2*	0U	100	12	13‡	4	[13]

Double-Bladed Lightsaber (Staff -5)									
TL	Weapon	Damage	Reach	Parry	Cost (7)	Weight	ST	LC	Notes
^	Double-bladed lightsaber or	8d(5) burn	C, 1	+2	Variable	Variable	4‡	2	[15]
		8d(5) burn	1, 2*	0	-	-	4	-	[15]

Force Pike (Polearm -5; Spear -3)									
TL	Weapon	Damage	Reach	Parry	Cost (7)	Weight	ST	LC	Notes
11	Force Pike or and	thr+3(4) imp	2, 3*	0U	1172	5	9	1	[14]
		thr+4(4) imp	2, 3*	0	-	-	9‡	-	[14]
		HT-1(0.5) aff	2, 3*	0U	-	-	9	-	[5, 14]

GADERFII (Polearm -2; Spear -4; Staff -4; Two-Handed Axe/Mace -4)									
TL	Weapon	Damage	Reach	Parry	Cost (7)	Weight	ST	LC	Notes
10	Gaderfii or	sw-2 cr or cut	1, 2*	+1U	10	3	10‡	4	
		thr-2 imp	1, 2	0U	-	-	10	-	

Lightsaber (Any Sword -5; Short-Bladed Lightsaber -2)									
TL	Weapon	Damage	Reach	Parry	Cost (7)	Weight	ST	LC	Notes
^	Lightsaber or	8d(5) burn	1, 2	0	Variable	Variable	3‡	2	[15]
		8d(5) burn	1, 2*	0	-	-	3	-	[15]

Short-Bladed Lightsaber (Any Sword -5; Lightsaber -2)									
TL	Weapon	Damage	Reach	Parry	Cost (7)	Weight	ST	LC	Notes
^	Short-Bladed Lightsaber	8d(5) burn	C, 1	-1	Variable	Variable	2	2	[15]

Stun Baton									
TL	Weapon	Damage	Reach	Parry	Cost (7)	Weight	ST	LC	Notes
11	Stun Baton	HT-3(0.5) aff	C, 1	0	100	1	2	4	[5]

THOCK (Two-Handed Sword -2)									
TL	Weapon	Damage	Reach	Parry	Cost	Weight	ST	LC	Notes
1	Thock or	sw+3 cut cor	1, 2*	0U	10	8	13‡	4	[13]
		thr+3 imp cor	2*	0	-	-	13‡	-	

## Notes

- [1] Can be thrown. See Muscle-Powered Ranged Weapon Table (BD page 275).
- [2] May get stuck; see Picks (BS page 405).
- [3] Brawling (BS page 182) increases all unarmed damage; Claws (BS page 42) and Karate (BS page 203) improve damage with punches and kicks (Claws don't affect damage with brass knuckles or boots); and boxing (BS page 182) improves punching damage.
- [4] If you miss with a kick, roll vs. DX to avoid falling.
- [5] On a failed HT roll, victim is stunned for as long as weapon is in contact plus (20 - HT) seconds longer; and then can roll vs. HT-3 to recover.
- [6] Attempts to parry flails are at -4, and fencing weapons ("F" parry) cannot parry at all! Attempts to block flails are at -2. A nunchaku is small, and gives half these penalties.
- [7] This is an energy blade. Take a Ready maneuver to activate/deactivate. The blade cannot break, and damages any weapon or body part it parries or with which parries or blocks it. Extra energy cells cost 7100; weigh 0.5 lb., and last 300 seconds.
- [8] A piece of rope used to strangle; see Garrotes (BS page 405).
- [9] Damage increases in a mounted charge; see Cavalry Weapons (BS page 397).
- [10] Hilt counts as brass knuckles in close combat.
- [11] Noisy! Runs for two hours on half a gallon of petrochemicals.

- [12] Specify maximum reach (up to 7 yards) when bought. Cost and weight are per yard. ST is 5, +1 per yard. Many special rules apply; be sure to see Whips (BS page 406).
- [13] Creatures with low centre of gravity and skilled at this weapon do not need to make a Ready maneuver after an attack.
- [14] This is a powered weapon. Take a ready maneuver to activate/deactivate. Extra energy cells cost 780; weigh 0.5 lb., and last 200 seconds.
- [15] This is an energy blade. Take a Ready maneuver to activate/deactivate. The blade cannot break, and damages any weapon or body part it parries or with which parries or blocks it. Extra energy cells cost 72000; weigh 0.1 lb., and last 3000 hits per Force crystal installed. This weapon may contain any number of Force crystals (must fit in the handgrip) of which the first one is always an Adegan Crystal. Other crystals may allow the weapon to give extra properties. The damage given is its base damage (only one Adegan crystal). Lightsabers are always custom made weapons and therefore its price and weight varies. Further details are given in Chapter 6 The Force - Lightsabers.

## Muscle Powered Weapons

Muscle powered ranged weapons are considered to be archaic but on some backwater planets these weapons are the only ones you can buy. Add 10% to the cost for each TL the planet/merchant is higher than the TL of the weapon.

# Weapon Descriptions

## Darkstick:

The Kerestian darkstick is much like a boomerang except the darkstick is made out of two parts; a handle and a cutting blade.



# Muscle-Powered Ranged Weapon Table

Darkstick (DX -6)												
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Cost (7)	LC	Notes
10	Darkstick	thr+1 cut	2	x1.5/x3	4	1	T(1)	11	-3	50	4	

## Notes:

- [1] Follow-up drug or poison attack if damage penetrates DR. Effects depend on the poison used; see Poison (BS page 437).
- [2] Requires two hands to ready, but only one hand to attack.
- [3] An arrow or bolt for a bow or crossbow is 72. A dart for a blowpipe, or a lead pellet for a prodd or sling, is 70.1. Sling stones are free.
- [4] May entangle or ensnare the target; see Special Ranged Weapons (BS page 411).
- [5] Cocking lever to reload a high-ST crossbow or prodd. You can reload a weapon up to 4 ST over your own with 20 one-second Ready maneuvers.
- [6] A net has no 1/2D range. Max range is (ST/2 + Skill/5) for a large net and (ST + Skill/5) for a melee net.
- [7] Can fire stones (TL0) or lead bullets (TL2). Lead bullets give +1 damage and double range.
- [8] Tethered. Requires a Ready Maneuver and a successful ST roll to pull out (if you fail, you may try again next turn). Does half the damage coming out that it did going in.

# Fire Arms & Beam Weapons

Fire arms are also considered to be archaic. All weapons listed in BS will cost 10% more for each TL the planet/merchant is higher than the weapon. However, in the age of beam weapons and ray-shields fire arms, called slugthrowers, have made a tremendous come-back on the backwater planets.

Beam Weapons in the Star Wars universe do not automatically have built in "smartgun" electronics. Subtract 7500 from the prices given in the Ultra-Tech Firearm Table (BS page 280). The range has also been decreased to reflect a more Star Wars approach (these weapons are cheaper of course than their counterpart listed in GURPS Ultra Tech).

To reflect a more real Star Wars approach, the most common weapons appearing in the movies and computer games are listed below. For more weapons see UT pages 112 - 166. In the table below is a comparison from the Star Wars weapons and its GURPS Ultra-Tech counterpart from which it was derived from.

Star Wars Weapons	GURPS Ultra-Tech Weapons
<b>Blasters</b>	
Bowcaster	-
Holdout Blaster	Holdout Blaster
Sports Blaster Pistol	-
Blaster Pistol	Blaster Pistol
Heavy Blaster Pistol	Heavy Blaster Pistol
Blaster Carbine	Blaster Carbine
Blaster Rifle	Blaster Rifle
Heavy Blaster Rifle	Heavy Blaster
Omni Blaster	Omni Blaster Rifle
Blaster Cannon	Blaster Cannon (TL10)
<b>Ion Guns</b>	

Ion Gun Pistol Ion Gun Carbine	EMP Gun Pulse Carbine
<b>Powered Slug Throwers</b>	
Flechette Launcher Light Repeater Repeater Heavy Repeater	- Gauss PDW, 4mm Gauss LSW, 4mm Gauss HMG, 7mm

## Power Packs

Power packs (or power cells) are needed to power most weapons (see UT page 19 - 20).

The cost listed in the Ultra-Tech Firearm Table is the weapon including a power pack, energy cell, slugs, bullets or whatever the weapon needs with the exception of weapons which have the notation "p" added to its weight.

# Weapon Descriptions

## Bowcaster:

The Bowcaster, or "laser crossbow", is crafted exclusively by the Wookiees of Kashyyyk. Made of a fusion of modern and ancient technologies, it appears to fire blaster bolts. Actually, the weapon hurls an explosive energy quarrel at incredible speed, much like an ancient rail gun.



A Bowcaster must be cocked between each shot. This act resets the metal bowstring and loads another quarrel onto the firing rail. Cocking and reloading a Bowcaster requires a Ready maneuver.

A Bowcaster requires an energy clip (C-cell) to operate. After 40 shots, the energy clip must be replaced.

## Holdout Blaster:

Small, palm-sized blasters see widespread use in weapon-restricted areas. Most aren't large enough to use regular power packs. Holdout blasters are commonly found in the possession of undercover agents, gamblers and other scoundrels, or nobles seeking to protect themselves. They are sometimes carried by more lethal characters for back-up firepower.



A holdout blaster requires a B-cell to operate. After 6 shots, the energy cell must be replaced.

#### Sports Blaster Pistol:

Also called target blasters, sporting blasters fill the gap between holdout and standard blaster pistols. They are common among both nobility and rural inhabitants throughout the galaxy. Sporting blasters tend to be long-barreled and difficult to conceal, but they have a more graceful appearance than the standard blaster. Also, target blasters easily obtained and are free from the regulations that plague most heavy blaster pistols and holdout blasters. This lack of regulation is chiefly due to the weapon's lack of firepower.



A sporting blaster pistol uses a small rechargeable B-cell.

#### Blaster Pistol:

The common blaster pistol doesn't exist. The word blaster is a blanket term for literally thousands of different designs from hundreds of manufacturers, such as the popular BlasTech DL-18. Blaster pistols are popular with urban police forces, traders, and anyone who needs to pack respectable firepower in an easily carried package. Ownership of blaster pistols is regulated in many systems. Visitors may be required to leave their weapons aboard their ships or to secure special carrying permits while on a planet with such restrictions, and regulations (such as Coruscant).



A blaster pistol requires a C-cell to operate.

#### Heavy Blaster Pistol:

Heavy blaster pistols were invented to provide the sort of firepower one expects from a blaster rifle, but in a compact, more easily carried handgun. The heavy blaster pistol produces additional "punch" at the cost of weight en bulk..



The heavy blaster pistol is illegal or heavily restricted in most systems. Han Solo uses a heavy blaster pistol, the BlasTech DL-44.

A heavy blaster pistol requires 2 C-cells to operate.

#### Blaster Carbine

A blaster carbine is a weapon similar too, but generally shorter and less powerful than a rifle. The shorter length and lighter weight of carbines makes them easier to handle in close quarter combat situations, or when deploying from vehicles. The disadvantages of carbines, compared with their longer counterparts, are generally poorer long-range accuracy and shorter effective range.



The blaster carbine requires 2 C-cells to operate..

#### Blaster Rifle:

The blaster rifle is standard issue to soldiers across the galaxy. It features a retractable stock and is illegal for civilians to own in most planetary systems.



A blaster rifle requires 2 C-cells to operate.

#### Heavy Blaster Rifle:

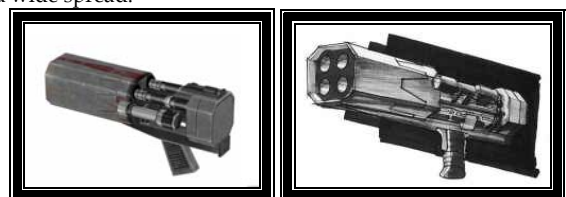
These are oversized blaster rifles mostly used by mounted troops or used on vehicles. In a platoon there is generally one trooper equipped with a heavy blaster rifle. Imperial troops were often accompanied by a heavy weapon trooper carrying a BlasTech DLT-20A.



A heavy blaster rifle requires a portable D-cell to operate.

#### Flechette Launcher

A flechette launcher was a ranged weapon that fired canisters and small missiles containing hundreds of razor-sharp flechettes. The projectiles would explode, releasing the flechettes at high velocity in a wide spread.



A single antipersonnel canister could eliminate an entire squad of soldiers, while anti-vehicle rounds, consisting of eleven-centimeter-long missiles, could affect a concentrated area of five meters in diameter. The flechettes contained within were strong enough to rip through ten centimeters of durasteel and were effective counter-measures against airspeeders and other light repulsorcraft.

#### Omni Blaster Rifle:

This is a standard blaster rifle but with a second setting. When set to this setting the rifle can be used to stun people. The Imperial storm troopers were equipped with the BlasTech E-11.





The omni blaster requires 2 C-cells to operate.

#### Light Repeater:

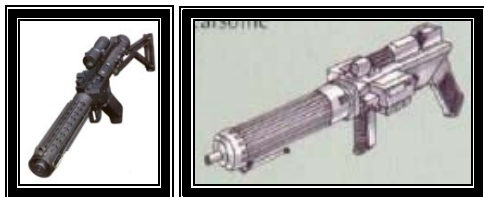
The light repeater blaster is the most effective weapon against angry mobs. Relatively cheap and it blasts the opposition into oblivion in seconds. Because repeater blaster bolts are so small, there is very little chance of hitting crucial elements in droids or vehicles. This weapon only operates in full automatic mode.



A light repeater blaster requires a C-cell and 4mm ammunition to operate.

#### Repeater:

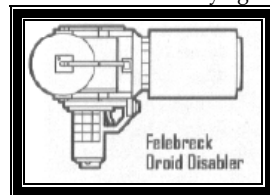
The repeater blaster is the largest rifle-style weapon carried by military personnel. The weapon is highly restricted and only operates in full automatic mode.



A repeater blaster requires one C-cells and 4mm ammunition to operate.

#### Ion Gun Pistol:

The personal ion gun pistol fires a stream of energy that wrecks havoc on electrical systems, making it effective against droids. Normally, an ion gun deals damage that fries a droid's circuits and disables its internal components. The ionization effect works like any other surge effect but is effective only against droids.



The blast from an ion gun has no effect on organic opponents unless those opponents have some amount of cybernetic equipment, such as a cybernetic limb.

An ion gun pistol requires a C-cell to operate.

#### Ion Gun Carbine:

This is a larger version of the ion gun pistol. The difference between the pistol version and the carbine is the weapon's casing. The carbine's casing a thicker and the longer barrel concentrates the ionization blast longer than the pistol resulting in a narrower beam which retains its power a little.



An ion gun carbine requires 2 C-cells to operate.

## Small Arms Table

Beam Weapons (Bowcaster) (DX-4; other Beam Weapons -4; or Crossbow -4)													
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost (7)	LC	Notes
10	Bowcaster	5d(2) burn, imp	12	60/180	11/0.5	1	40(3)	10†	-8	1	900	3	

Beam Weapons (Projector) (DX-4; other Beam Weapons -4; or Guns - Shotgun -4)													
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost (7)	LC	Notes
11	Ion Gun Pistol	HT-3 aff (1 yard)	6	9/27	1.8/C	1	33(3)	4	-2	1	650	2	[2]
11	Ion Gun Carbine	HT-4 aff (1 yard)	12	16/48	5/2C	1	28(3)	5†	-3	1	2,000	2	[2]

Beam Weapons (Pistol) (DX-4; other Beam Weapons -4; or Guns - Pistol -4)													
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost (7)	LC	Notes
11	Holdout Blaster	2d(5) burn, sur	3	13/50	0.33/B	3	6(3)	3	-1	1	60	1	
11	Sports Blaster Pistol	2d(5) burn, sur	6	20/60	1.2/B	1	6(3)	3	-3	1	300	4	
11	Blaster Pistol	3d(5) burn, sur	5	30/90	1.6/C	3	20(3)	4	-2	1	220	3	
11	Heavy Blaster Pistol	4d(5) burn, sur	5	50/150	3.3/2C	1	33(3)	6	-3	1	560	2	

Beam Weapons (Rifle) (DX-4; other Beam Weapons -4; or Guns - Rifle -4; or Guns - SMG -4)													
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost (7)	LC	Notes
11	Blaster Carbine	5d(5) burn, sur	10+1	50/150	5.6/2C	3	17(3)	5†	-3	1	920	2	
11	Blaster Rifle	6d(5) burn, sur	10+2	70/210	10/2C	3	10(3)	7†	-4	1	1,800	2	
11	Heavy Blaster Rifle	8d(5) burn, sur	10+4	120/360	20/Dp	3	20(5)	10†	-6	1	4,000	2	
11	Omni Blaster Rifle	6d(5) burn, sur	10+2	70/210	12/2C	3	10(3)	8†	-5	1	3,600	2	
	or	HT-6(3) aff	12	10/30	-	1	-	8†	-	-	-	-	
11	Long Range Blaster Rifle	6d(5) burn, sur	10+3	150/450	14/2C	1	10(3)	10†	-5	1	3,500	2	[4]

Guns (Shotgun) (DX-4; most other Guns -2)													
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost (7)	LC	Notes
11	Flechette Launcher	8d pi++	2	20/100	8/0.8	4x4	4+1(3i)	10†	-5	2		3	
	Or	2d pi++	3	20/100	-	4x1	16+1(3i)	10†	-	-		-	

Guns (Pistol) (DX-4; most other Guns -2; or Beam Weapons - Pistol -4)													
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost (7)	LC	Notes

Guns (SMG) (DX-4; most other Guns -2; or Beam Weapons - Rifle -4)													
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost (7)	LC	Notes
10	Light Repeater	4d(3) pi-	6+1	70/290	4.6/1	16	80(3)	9+	-3	2	360	2	[5c]

Guns (LMG) (DX-4; most other Guns -2; or Beam Weapons - Rifle -4)													
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost (7)	LC	Notes
10	Repeater	6d+2(3) pi-	7+2	120/480	20/7	20!	300(5)	12B+	-5	2	1,300	1	[5c]

## Notes

- [1] Weapons requires atmosphere to function. No effect in trace atmosphere or vacuum!
- [2] The damage has the Surge modifier (BS page 105). As well, whether or not any damage penetrates, the target must make a HT roll at -4, plus half the DR on the location struck (due to armor divisor). On a failure, the electrical shock stuns him. He may roll against HT every turn at the same penalty (but without DR bonus) to recover.
- [3] Smoke, for, rain, cloud, etc. give the target additional DR equal to the visibility penalty. For instance, if rain gives a penalty of -1 per 100 yards, a laser firing through 2,000 yards of rain must penetrate an extra DR 20.
- [4] In super-science game, an "omni-blaster" cost twice as much, but has "stun" setting: damage becomes HT-3(3) aff for a pistol, HT-6(3) aff for a rifle. On a failed HT roll, the victim is unconscious for minutes equal to his margin of failure. In the table above, these weapons are already listed separately so the price is already doubled.
- [5] The weapon uses a power cell as well as 4mm ammunition.
  - [A] Powered by a B-cell
  - [B] Powered by two B-cells
  - [C] Powered by a C-cell
  - [D] Powered by a D-cell
  - [E] External power

The power cell provides enough energy for firing its specific number of Shots, and is included in the weight.

## Heavy Weapons

### Power Packs

Power packs (or power cells) are needed to power most weapons (see UT page 19 - 20).

The cost listed in the Ultra-Tech Firearm Table is the weapon including a power pack, energy cell, slugs, bullets or whatever the weapon needs with the exception of weapons which have the notation "p" added to its weight.

## Heavy Weapon Table

Gunner (Beams) (DX-4; other heavy weapons -4)													
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost (7)	LC	Notes
11	Blaster Cannon	5dx10(5) burn, sur	15	3,000/9,000	4,000/10Fp	1	20(5)	160M	-10	1	200K	2	[6]

Gunner ((Machine Gun) (DX-4; other heavy weapons -4)													
TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	ST	Bulk	Rcl	Cost (7)	LC	Notes
11	Heavy Repeater	16d(3) pi	8	300/1,200	64/20	20!	200(5)	20M	-8	2	4,400	1	[7D]

## Notes

- [1] Weapons requires atmosphere to function. No effect in trace atmosphere or vacuum!
- [2] The damage has the Surge modifier (BS page 105). As well, whether or not any damage penetrates, the target must make a HT roll at -4, plus half the DR on the location struck (due to armor divisor). On a failure, the electrical shock stuns him. He may roll against HT every

## Power Generators

Weapons which require a power generator still have a number of Shots listed. This is the maximum number of shots which can be fired before the barrel must cool down. The firer may decide to cool down the weapon before it has fired its maximum shots. For example; the heavy repeater blaster has Shots 100(5) which means for each 20 shots the weapon must cool down 1 second. After 100 shots fired continuously, it must cool down 5 seconds. If you fired 60 shots and you let the weapon cool down for two seconds, it means you only have 80 shots left before reaching maximum shots.

## Weapon Descriptions

### Heavy Repeater Blaster:

The heavy repeating blaster is a fearsome weapon typically operated from a bunker emplacement or mounted on a combat vehicle. The heavy repeating blaster only operates in full automatic mode. Snow troopers on Hoth were equipped with E-web heavy repeating blasters.



A heavy repeater blaster requires a portable D-cell or power generator to operate as well as 7mm ammunition.

### Blaster Cannon:

Portable blaster cannons (about the size of real-world bazookas) fire powerful bolts of energy. Often used as an anti-vehicle weapon, the blaster cannons have the range and power to inflict devastating effects on troops and structures alike.



The blaster cannon requires an E-cell to operate.

- turn at the same penalty (but without DR bonus) to recover.
- [3] Smoke, for, rain, cloud, etc. give the target additional DR equal to the visibility penalty. For instance, if rain gives a penalty of -1 per 100 yards, a laser firing through 2,000 yards of rain must penetrate an extra DR 20.
- [4] Burn damage has the Surge damage modifier (BS page 105).
- [5] In super-science game, an "omni-blaster" cost twice as much, but has "stun" setting: damage becomes HT-3(3)

aff for a pistol, HT-6(3) aff for a rifle. On a failed HT roll, the victim is unconscious for minutes equal to his margin of failure. In the table above, these weapons are already listed separately so the price is already doubled.

- [6] Detachable tripod weighs an extra 44 lbs.  
 [7] The weapon uses a power cell as well as 4mm ammunition.  
 [A] Powered by a B-cell  
 [B] Powered by two B-cells  
 [C] Powered by a C-cell  
 [D] Powered by a D-cell  
 [E] External power

The power cell provides enough energy for firing its specific number of Shots, and is included in the weight.

## Grenades

All grenades described in BS page 277 are all available on planets with the appropriate tech level. In addition to the grenades described in BS page 277, the grenades described below are also known in the Star Wars universe.

## Weapon Descriptions

### Chemical:

These specially made custom grenades are filled and prepared at the factory and clearly labeled as to their content. Each grenade contains a specific chemical payload, which affects targets within the grenade's burst radius depending on its type. The shell of a chemical load grenade disintegrates upon use; chemical load grenades cannot be refilled.



Agent T-238 is a debilitating nausea-inducing chemical. Those within the burst radius must make a HT-4 roll or be stricken with nausea for the next d4 hours (treat as exhausted). Cost 765.

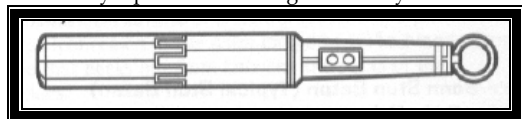
Fex-M3 is a deadly nerve toxin released in aerosol form. It is an inhaled poison (HT-4), initial damage 1d, secondary damage 2d. Cost 7105.

Smoke payloads produce smoke in the burst radius in gray, white, or various colors. Those within that area suffer the effects of (BS page 436) and gain one-half concealment. Cost 715.

Plank Gas is a corrosive chemical that deals 1d points of damage to all targets and objects in the burst radius each second for 3 seconds. Cost 785.

### Concussion:

Concussion grenades cause damage by mere blast force and a fast pressure built up. In addition to the crushing damage, the victim is also hurled away equal to the damage taken in yards.

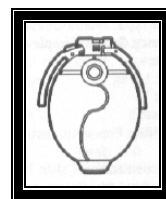


### Fragmentation:

## Hand Grenade and Incendiary Table

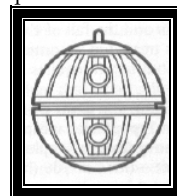
TL	Weapon	Damage	Weight	Fuse	Cost (7)	LC	Notes
11	Chemical	spec. (10 yd.)	1	2	50	2	[2, 4]
11	Concussion	7dx2 cr ex	1	4	80	2	[2]

Fragmentation grenades, like most explosives, are highly restricted. Even combat units prefer to rely on blasters instead of these toss-and-forget one-shots. The standard frag grenade unleashes metal shrapnel with explosive force, slicing up anyone within the blast radius.



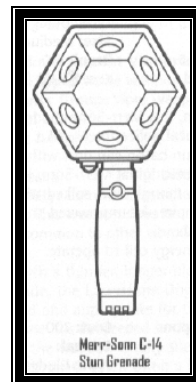
### Plasma:

Plasma grenades use an ionized plasma gas to create a localized detonation. Although stated in BS page 277 as super-science, plasma grenades are not uncommon in the Star Wars universe and are counted as TL11 weapons.



### Stun:

When the object of a mission is to detain or subdue rather than kill, mercenary units, military personnel, and local law enforcement agencies use stun grenades. The standard stun grenade unleashes concussive energy that knocks out anyone within the blast radius. A stun grenade can't inflict a critical hit.



Anyone caught in the blast radius must make a HT-8 roll. Failure means you are stunned.

### Thermal Detonator:



The thermal detonator is a fist-sized sphere containing baradium, a powerful radioactive explosive. Outlawed throughout known space, the thermal detonator produces a fusion reaction that generates a rapidly expanding field of searing heat and blast energy. Anything out of the blast radius is unaffected thanks to a built in ionization field.



11	Fragmentation	6dx4 cr ex (7d)	1	4	80	2	[2]
11	Plasma	6dx4 (2) burn ex	1	2	100	1	[2]
11	Stun	HT-8 (10 yd.)	1	2	70	2	[2, 5]
11	Thermal Detonator	8dx5 burn ex (10yd)	1	2	2000	1	[2, 6]

## Notes

- [1] Takes a Ready maneuver to light the fuse (impossible in rain, etc.) or five Ready maneuvers if you must insert the fuse first! A Molotov cocktail shatters on impact; a black Powder grenade detonates 3-5 seconds later; depending on fuse length.
- [2] Takes one Ready maneuver to draw the grenade and a second Ready maneuver to pull the pin. Grenades detonate 2-4 seconds later; depending on grenade type.
- [3] A glass bottle filled with gasoline, lit by a burning rag. See Molotov Cocktails and Oil Flasks (BS page 411).
- [4] Fills a spherical volume with a radius specified at the damage column. The space is filled with smoke, teargas, etc; see Poison Examples (BS page 439) and Weapon Descriptions above. The cloud lasts about 80 seconds under normal conditions. Exotic chemical may cost more or have a lower LC.
- [5] A Vision and Hearing-Based affliction that affects a 10-yards radius. The protected Hearing and Protected Vision advantages give +5 to the HT roll. If you fail to resist, you are stunned; roll against HT-weapon damage +1 each turn to recover. Does not create smoke in the area of effect.
- [6] A thermal detonator causes radiation damage as well as burning damage. For each damage rolled, the victim also receives 1 rad (see BS page 435 en 436). Luckily, a thermal detonator does only damage within a 10 yards radius. Outside that radius, the damage is nullified by an ionization dampening field built within a thermal detonator.

# Mounted Weapons

## Weapon Descriptions

### Light Blaster Cannon

The LBC is the smallest blaster available for vehicles. It provides low-yield firepower and is used mainly as a deterrent of defensive weapon.

### Medium Blaster Cannon

The MBC (by many simply called the BC) is a good compromise between firepower and cost. MBCs are most often used as vehicle weapons.

### Heavy Blaster Cannon

This heavier version of the BC provides added firepower through a larger energy output. It is mostly relegated to support or defensive fire.

### Repeater Blaster Cannon

The RBC is a favored weapon by most vehicle crewmembers as it provides gatling strength firepower against targets. It is often found in a defensive role against infantry.

### Gatling Blaster Cannon

The GBC is more expensive because it is multi-barreled. It provides an even faster ROF than the RBC with less chance of malfunction by overheating.

### Small Laser Cannon

The SLC is the main weapon of choice for most small military crafts in space today. It provides a decent yield of damage, while remaining light and affordable enough.

### Medium Laser Cannon

MLCs are the larger brothers of the SLC (found mostly in military vessels or on larger civilian ships) the MLC operates on a balanced design of good firepower and sensible energy consumption. Although it is a somewhat bulky weapon, its firepower compensates for its largish size.

### Large Laser Cannon

The LLC are the top of the laser cannons family. They are considered heavy weapons and generate high amount of firepower. The LLC are found mostly on military ships as secondary weapons.

### Gatling Laser Cannon

The GLC is better known by its more common name of "Quad Laser". That name comes from the fact that the GLC is equipped with 4 barrels, each able to fire 2 shots per second, giving the weapon its overall ROF of 8. The "Quad" is favored weapon among civilian merchant ships, as it provides great firepower in both offensive and defensive roles, especially when used in anti-aircraft barrages.

### Small Turbolaser Battery

The smallest of the three members of the turbolaser family, the STBL (often dubbed Killer Baby) provides great firepower (over twice that of the LLC) in both offensive and defensive roles. The STBL is the weapon of choice on many military patrol crafts such as Carrack Light Cruisers.

### Medium Turbolaser Battery

The most common heavy weapon in space, the MTBL equips most military vessels as the main gun type. The MTBL is a powerful weapon, able to shoot down and destroy most types of aerospace fighters with a single salvo. Its heavier firepower also makes it the weapon of choice in such roles as naval warfare (heavy ship against heavy ship) and siege warfare.

### Large Turbolaser Battery

The largest weapon available for naval ships, the LTBL is feared by most ship captains and pilots. Able to destroy many small ships with a single shot of its powerful barrels, the LTBL is found mostly on capital warships such as Mon Calamari cruisers and Imperial Star Destroyers.

### Heavy Turbolaser Battery

This is the largest turbolaser available, the HTBL and can be found only on Starbases, and as planetary defenses. The HTBL is able to destroy medium sized capital ships with a single shot from its massive barrels. Because of their heavy weight, they perform poor as anti-aircraft guns.

### Planetary Turbolaser

Along with the planetary ion gun, the planetary turbolaser is part of major planets defensive grid. It is a beefed up version of the large turbolaser found on capital warships.

### Super Laser Mark I

The SL Mk 1 is the first super laser and could be found on the first Death Star. The SL Mk 1 is the only one which had the chance to destroy an entire planet.

### Super Laser Mark II

The SL Mk 2 could be found on the next two Death Stars of which one was destroyed during the battle of Endor. It has the same destructive power as the mark I but its firing rate is a little higher and lighter. Because of the reduced weight the weapon can be mounted on slight maneuverable mounts. The mounts can be directed against its opponents instead of turning the entire station.

#### Super Laser Mark III

A newer version of a weapon is normally more powerful, has greater range, or penetrates armor more quickly. None of these is true with the new SL Mk III, better known as the axial laser. This weapon can be found, mounted on the Eclipse Class Star Destroyers.

#### Light Ion Cannon

The smallest EMP gun available on the ship's market, the LIC provides a good protection-to-cost ratio to its owner. Easy to maintain and not requiring any gunner (can be fired by a dedicated computer), it is a perfect buy for small operators or single-crew ships like the T-38s or the BTL-S3 Y-wing.

#### Medium Ion Cannon

A common design, the ion cannon is just a larger version of the LIC. It provides greater disabling power, but at a greater cost. It is mostly used aboard medium-sized ships or planetary patrol boats.

#### Large Ion Cannon

The LIC is a standard design for large capital ships. It is often used to disable other large capital ships, or even space stations.

#### Heavy Ion Cannon

The largest pulse weapon available on ships, the HIC is mostly used on space stations as a capture system, in conjunction with tractor beams.

#### Planetary Ion Cannon

The largest ion cannon in existence, the PIC can only be used as a planetary defense system so its massive power generators can be installed under the construction of the gun.

## Mounted Weapons Table

TL	Weapon	Damage	Acc	Range	Weight	RoF	Shots	Rcl	Cost	LC	Notes
11	LBC	6dx2(5) burn, sur	10	900/2,700		4	20(5)	1		4	[5]
11	BC	6dx3(5) burn, sur	8	1,300/3,900		3	20(5)	1		4	[5]
11	HBC	6dx5(5) burn, sur	6	1,300/3,900		1	20(5)	1		3	[5]
11	RBC	6dx2(5) burn, sur	8	900/2,700		8	20(5)	1		4	[5]
11	GBC	6dx2(5) burn, sur	7	900/2,700		10	100(5)	1		3	[5]
9	SLC	6dx2(2) burn, imp	6	1,500/4,500		5	20(2)	1		4	[3, 5]
10	MLC	6dx3(2) burn, imp	5	1,800/5,400		4	20(2)	1		4	[3, 5]
11	LLC	6dx4(2) burn, imp	4	2,100/6,300		3	20(2)	1		3	[3, 5]
10	GLC	6dx2 burn, imp	4	1,500/4,500		12	100(2)	1		3	[3, 5]
11	STBL	8dx2(10) burn, imp	3	2,400/7,200		1	10(5)	2		2	[5, 7]
11	MTBL	8dx3(10) burn, imp	2	2,700/8,100		1	10(5)	2		2	[5, 7]
11	LTBL	8dx4(10) burn, imp	1	3,000/9,000		1	10(5)	2		2	[5, 7]
11	HTBL	8dx5(10) burn, imp	0	3,300/9,900		1	10(5)	2		2	[5, 7]
11	PTBL	8dx6(10) burn, imp	0	25,000		1	1(5)	2		2	[6]
^	SL Mk I	8dx1000(100) burn, imp	-5	50,000		1	1(25)	1		1	[7]
^	SL Mk II	8dx1000(100) burn, imp	0	50,000		1	1(20)	1		1	[7]
^	SL Mk III	8dx100(10) burn, imp	0	40,000		1	1(5)	1		1	[7]
11	LIC	HT-5 aff	5	600/1,800		4	25(2)	1		4	[2]
11	MIC	HT-6 aff	4	900/2,700		3	25(2)	1		3	[2]
11	LIC	HT-7 aff	3	1,200/3,600		2	25(2)	1		2	[2]
11	HIC	HT-8 aff	2	1,500/4,500		1	25(2)	1		1	[2]
11	PIC	HT-10 aff	0	21,000		1	1(4)	2		1	[6]

## Notes:

All Mounted weapons are powered by a power generator, either from the vehicle or ship, or from an independent power generator. See Heavy Weapons section for detailed rules.

- [1] Weapons requires atmosphere to function. No effect in trace atmosphere or vacuum!
- [2] The damage has the Surge modifier (BS page 105). As well, whether or not any damage penetrates, the target must make a HT roll at -4, plus half the DR on the location struck (due to armor divisor). On a failure, the electrical shock stuns him. He may roll against HT every

turn at the same penalty (but without DR bonus) to recover.

- [3] Smoke, for, rain, cloud, etc. give the target additional DR equal to the visibility penalty. For instance, if rain gives a penalty of -1 per 100 yards, a laser firing through 2,000 yards of rain must penetrate an extra DR 20.
- [4] If the weapon is used within an atmosphere, ignore the number of Shots. In space the weapon must be supplied by shells containing plasma in addition to power.
- [5] If the weapon is used in space, ignore the half-damage range.
- [6] Planetary guns can only hit objects in space and have no half-damage range.
- [7] Cannot aim at targets closer than a quarter of the maximum range.

# ARMOR

## Armor Statistics

Only one armor table is given (High- and Ultra-Tech Armor Table). Furthermore, some examples are given of complete suits of armor commonly worn in the six Star Wars movies, used in Star Wars games, etc.

Armor tables provide the items of information explained below. A given column will only appear on a table if it is germane to the armors on that table. In all cases, “-” means the statistic does not apply, “var.” means the value varies, and “spec.” means to see the

relevant armor skill in BS Chapter 4 or applicable section for special rules.

Although these rules have not been modified, they are described here so you don't have to swap books when going through the armor tables.

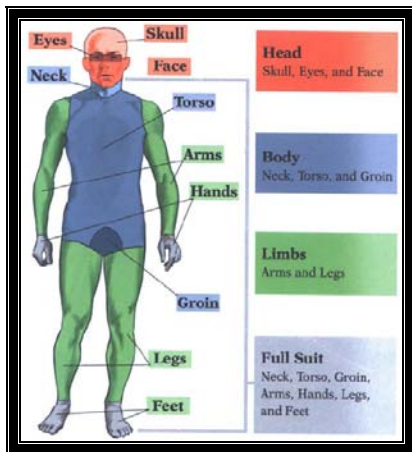
## TL (Tech level)

The tech level at which the armor is commonly available.

## Armor

This is the item's name.

## Location



The area the armor protects on a humanoid wearer. Individual locations are skull (top of the head), face (the face, excluding the eyes), neck, eyes, arms, hands, torso (the abdomen and chest), groin, legs, and feet. Limbs cover the arms and legs, but not the hands or feet. Head covers skull, face, and eyes. Body is neck, torso, and groin. Full suit is everything but the head, unless stated otherwise.

## DR (Damage Resistance)

The amount of damage Resistance the item gives. Subtract this from any blow that strikes the armored location. For instance, if you're wearing a DR 6 corselet and are hit in the torso for 8 points of damage, only 2 points penetrate and affect you. Some armor has a split DR: e.g., "4/2". This means DR varies by location or by type of attack: see notes for that piece of armor.

"\*" means the armor is flexible. Flexible armor is easier to conceal or wear under other armor and quicker to don or remove, but it is more vulnerable to blunt trauma damage.

"F" means the DR only protects against attacks from the front.

## Cost

The items price, in **7** (credits). "K" is thousands; "M" is millions.

## Weight

This is the item's weight, in pounds.

## LC (Legality Class)

The item's Legality Class; see Legality Class (BS page 267).

## Notes

Many items have special features or restrictions; see the notes after the table. Some advanced armor has built-in features that effectively grant the wearer advantages.

## High- and Ultra-Tech Armor

### Armor Descriptions

#### Darth Vader's Armor:

Darth Vader wears a unique suit of dark armor, imbued with Dark Side power through Sith construction techniques. The shock-

absorbing padding covers all areas of the body and is made of allum, a material slightly resistant to lightsaber damage. The armor plating covers the body. The helmet covers the head. The helmet includes short-range communicator with scramble link. NBC mask and filters; life-support apparatus but is not for vacuum use. Vader's cloak is not included.



The above description is the armor as it is in Episode III. Somewhere between Episode V and VI his armor is upgraded.

The suit needs a C-cell in order to operate properly.

#### Imperial Clone Trooper Armor

Mostly called Clone Trooper Armor Mark II. It is a transitory armor between the Republic Clone trooper Armor and the Imperial Storm Trooper Armor. The armor still included the biomedical sensors.



The helmet includes short-range communicator with scramble link, NBC mask and filters. The suit also incorporate 12 hours of oxygen supply but is not sealed for vacuum use, only against NBC. The belt incorporates power pack holders (3 packs) and a spinneret with grappling hook.

The helmet needs a B-cell to operate.

#### Imperial Royal Guard Armor:

The personal guards of the Emperor wore red armor with a elaborate helmet. They wore also red cloaks (not included in these statistics). The armor is in fact an upgraded version of the Senatorial Guard Armor. Armored Plating have been added to the limbs and the helmet is equipped with a closed visor.



The helmet needs a B-cell to operate.

#### Imperial Scout Trooper Armor:

A typical Imperial design, the Scout armor, or sometimes called biker armor, is like the storm trooper armor but slightly lighter.



The helmet needs a B-cell to operate.

#### Imperial Snow Trooper Armor:

This is a modified version of the storm trooper armor. This armor has been adapted to protect the wearer against the cold climates on some arctic planets.



The storm trooper armor can be adapted to a variety of climates. Examples of these are sand trooper; snow trooper; and swamp trooper.

The helmet needs a B-cell to operate.

#### Imperial Storm Trooper Armor:

Manufactured by Sienar Fleet Systems, the Storm trooper armor is the best available in the Imperial arsenal. It is made of biphasic carbide crystals over shock-absorbing padding. The armor covers all areas of the body. The helmet includes short-range communicator with scramble link, NBC mask and filters. The suit also incorporate 12 hours of oxygen supply but is not sealed for vacuum use, only against NBC. The belt incorporates power pack holders (3 packs) and a spinneret with grappling hook.



The armor plating is completely white. Only the right shoulder plating rank indicated the rank of the trooper.

The helmet needs a B-cell to operate.

#### Mandalorian Armor:

Mandalorian armor is quite old, dating from the Mandalorian wars in the year 3,965 BBY. The body armor, helmet (except visor) and the gauntlets are made of allum, a material known to be resistant to lightsaber damage. The helmet contains macro binoculars, motion sensors, sound sensors, and infra-red sensors, a comlink, and a broadband antenna/signal interceptor.



The gauntlets can easily be equipped with extra gadgets. The left gauntlet may contain anti-security blades. The right wrist gauntlet may contain a miniature flamethrower, a whipcord and miniature laser. These gadgets must be bought separately.

A portable rocket launcher can be attached to the back of the body armor as well as a small rocket flight pack.

The helmet and each gauntlet need a B-cell to operate.

#### Morseerian Environmental Suit:

Away from their homeworld, Morseerians wear tight-fitting environmental suits with breath masks. The suit provides a personal methane atmosphere similar to that found on the Morseerian homeworld. The breath mask come equipped with protective goggles and straps designed to fit around a Morseerian's elongated head. In addition to creating an artificial atmosphere capable of sustaining its wearer indefinitely the suit and mask protect the wearer against harmful gases. A Morseerian wearing the suit and mask is immune to inhaled poisons.



The environmental suit has hundreds of independent methane pockets as well as redundant filtration systems to insure that it continues to function even when punctured.

#### Republic Clone Trooper Armor:

The predecessor of the Storm trooper armor, it has the same attributes except the armor is equipped with biomedical sensors. In the time this armor was standard equipment, the lives of the clones were as valuable as that of any other sentient.



The armor was heavily decorated with ranks, completed missions and decorations. Heroism was desperately needed in the war against the Separatists.

#### Republic Senatorial Guard Armor:

In the later Republic era, the senators were guarded by these Senatorial Guards. They were equipped with a distinctive looking armor. The blue or green armor came with a plumed helmet. The guards wear also cloaks (not included in the statistics).



#### Sith Trooper Armor:

Functionally, the armor of the Sith trooper is just as protective as most Republic equipment, but it has also been carefully designed to inspire dread. Armor plating is presented more obviously, making it appear more imposing, and the features of the wearer

are completely obscured to make them a faceless inhuman entity. A Sith trooper is perceived as an extension of the Sith, and even in close combat an opponent sees only the cold faceplate of the helmet, never the soldier inside.



Sith trooper armor comes in silvery coverings for ordinary troopers, red for commandos and blue for officers. The underlying thermo suit is always black.

The helmet needs a B-cell to operate.

#### Skakoan Pressure Suit:

The Skakoans designed three different types of pressure suits to protect them from the adverse effects of atmospheres other than one found on their homeworld. Though composed of flexible materials, the heavier pressure suits are somewhat cumbersome and may reduce the wearer's speed.



All Skakoan pressure suits incorporate a vocalizer that distorts the wearer's speech patterns, making it difficult to tell one suit-wearing Skakoan from another.

Skakoan equip their pressure suits with tiny self-repair units designed to keep a damaged suit from rupturing. However, the self-repair units are not perfect: any single attack that deals damage equal to or greater than 10 + the suits DR ruptures the suit beyond repair, potentially exposing its wearer to hostile atmospheric conditions.

Although not their intended purpose, Skakoan pressure suits can protect a non-Skakoan from the harmful effects of Skako's dense, oxygen-poor atmosphere.

The suits offer the Voice advantage to Skakoan only.

The suit needs a C-cell to operate.

## High- and Ultra-Tech Armor Table

TL	Armor	Location	DR	Cost (7)	Weight	LC	Notes
11	Darth Vader's Armor	Full Suit	60/40	250,000	50	1	[4, 5, 6, 13]
	+Helmet	Head	60	50,000	5	1	[7, 11, 13]
11	Imperial Clone Trooper Armor	Full Suit	50/30	10,000	54	2	[4, 5, 6]
	+Helmet	Head	18/12	2,000	9	2	[6, 10, 11]
11	Imperial Royal Guard Armor	Full Suit	20/12	4000	28	2	[5, 6]
	+Helmet	Head	12/8	750	8	2	[6, 8]
11	Imperial Scout Trooper Armor	Full Suit	45/27	9,000	47	2	[5, 6]
	+Helmet	Head	16/10	1,900	7	2	[6, 10, 11]
11	Imperial Snow Trooper Armor	Full Suit	50/30	11,000	55	2	[5, 6, 14]
	+Helmet	Head	18/12	2,500	10	2	[6, 10, 11, 14]
11	Imperial Storm Trooper Armor	Full Suit	50/30	10,000	52	2	[5, 6]
	+Helmet	Head	18/12	2,000	8	2	[6, 10, 11]
10	Mandalorian Armor	Full Suit	16/4*	10,000	32	3	[6, 13]
	+Helmet	Head	16/10	2,000	5	3	[6, 11, 13]
	+Gauntlets	Hands	12	500	4	3	[13]
11	Morseerian Environmental Suit	Full Suit	1	1,500	22	1	[5, 7]
11	Republic Clone Trooper Armor	Full Suit	50/30	10,000	55	2	[4, 5, 6]
	+Helmet	Head	18/12	2,000	10	2	[6, 10, 11]
11	Republic Senatorial Guard Armor	Full Suit	20/10	3,000	22	2	[6]
	+Helmet	Skull, Face	12/0	250	8	2	[6]
10	Sith Trooper Armor	Full Suit	18/12	1,000	20	2	[5, 6]
	+Helmet	Head	18/12	350	6	2	[6, 7]
11	Skakoan Pressure Suit Type I	Full Suit + mask	6/1	1,000	5	2	[6, 10]
11	Skakoan Pressure Suit Type II	Full Suit + mask	9/2	4,500	20	2	[6, 10]
11	Skakoan Pressure Suit Type III	Full Suit + mask	12/3	11,000	45	2	[6, 10]

## Notes:

All TL7+ armor electronics and powered systems work for (TL-6) x 6 hours before they require recharging or refueling. For a TL11 suit is this 30 hours.

- [1] Split DR: use the first, higher DR against piercing and cutting attacks; use the second, lower DR against all other damage types.
- [2] Concealable as or under clothing
- [3] DR increases with TL. After the TL of introduction, consult the following table:

TL	DR Multiplier
Intro	x1
Intro +1	x1.5
Intro +2	x2
Intro +3	x3
Any Higher	x4

- [4] Biomedical sensors allow remote monitoring of vital signs, giving +1 to Diagnosis skill when examining the wearer. In addition, the suit is climate controlled.

- [5] Requires NBC Suit skill, but at TL9+, the suit does not limit DX with a mask or helmet with note [7], the combination provides the sealed advantage.
- [6] Split DR: use the higher DR only if the attack strikes the torso (if body armor), skull (if headgear), or underside of the foot (if footwear).
- [7] Provides filter Lungs, Protected Smell, and Protected Vision, but before TL9 or poor quality, it also gives the No Peripheral Vision disadvantage.
- [8] Provides Protected Vision.
- [9] Suit's DR applies only against burning or corrosion damage.
- [10] Requires Vacc Suit skill. If worn with its helmet, the suit gives Doesn't Breathe (for 12 hours), Protected Smell, Sealed, and Vacuum Support.
- [11] Provides Protected Hearing, Protected Vision, and Radio (Requires Signal), Infravision, Night Vision 9, and (TL-8) levels of Telescopic Vision (TL11 has 3 levels), helmets also include a head-up display (HUD) compatible with



- [12] "smartgun" electronics (BS page 278). Battlesuits add Hyperspectral Vision and Laser Communication. Requires Battlesuit skill. Gives Lifting ST+10; Striking ST+10; and Super Jump 1. Add +5 to Lifting ST; +5 to Striking ST; and +1 to Super Jump per TL past 9 (for TL11 Battlesuits the Lifting ST is +20; Striking ST+20; and Super Jump +3). With its helmet in place, it also grants Doesn't Breathe (for 12 hours), Protected Smell,

Sealed, and Vacuum Support. Do not count suit toward encumbrance!

- [13] Lightsaber resistant. When hit by a lightsaber subtract one from the lightsaber's armor divisor.
- [14] Climate Controlled, but only for one climate which effectively gives a +3 to all HT rolls for that particular climate.

## SHIELDS

## MISCELLANEOUS EQUIPMENT

The following equipment list should include most items seen in the Star Wars movies. The GM is free to add items!

### Camping & Survival Gear

#### Aquata Breather (TL11)

Cost: 7350

Weight: 0.4 lbs.

Description: An aquata breather can provide 2 hours of breathable air through its mouthpiece. Characters typically use it underwater or in hazardous environments. Aquata breathers are a standard part of many high-end utility belt and field kit packages. Some consider them more reliable than breath masks, since they consist of a single part rather than several linked components.



It folds down for storage and can be easily concealed in a sleeve or pocket. The breather's only drawback is that it is designed to be disposable, and once used it cannot be refilled; instead, a whole new breather must be purchased.

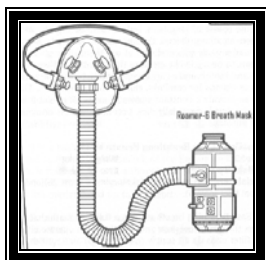
Qui-Gon Jinn and Obi-Wan Kenobi use aquata breathers on several occasions in Episode I - The Phantom Menace.

#### Breath Mask (TL11)

Cost: 7200 (incl. canister & filter for 725)

Weight: 8.8 lbs. (incl. canister & filter of 4.4 lbs.)

Description: This personal atmosphere-filtering system consists of a mask that fits over the nose and mouth and a hose connecting the mask to a portable life-support system. The breath mask provides approximately 1 hour of breathable atmosphere before the filter and atmosphere canister must be replaced. The breath mask offers no protection from extreme temperatures or vacuum.



A breath mask system can also be built into an armored suit.

#### Kel Dor Antiox Breath Mask (TL11)

Cost: 72,000 (7500 on Dorin)

Weight: 4.4 lbs.

Description: Made to fit Kel Dor respiratory organs and fitted with filters composed of Dorin isotopes, Kel Dor antiox breath masks costs hundreds of credits more than similar devices. The unit fits snugly onto a Kel Dor's face, and non-Kel Dor occasionally mistake the antiox breath mask for insectoid mandibles or even gills.



The antiox breath mask's unusual attachments and isotopes can kill a non-Kel Dor foolish enough to try one on. Any non-Kel Dor who attempts to breathe through the mask will suffocate. The mysterious Kel Dor assassin Yem Nemnin is rumored to use his own breath mask to kill his victims, not the recommended use, but effective nonetheless.

A one year-supply of filters for the antiox breath mask cost 50 credits on Dorin and 200 credits elsewhere.

### Communications and Information Gear

#### Credit-chip

Cost: 7

Weight: negligible

Description: This small memory device was developed to track a being's monetary value. Each chip was built with specialized memory algorithms to prevent tampering, and could be used to add or subtract credits from a being's account.

#### Credit-stick

Cost: 7

Weight: negligible

Description: This device replaced the traditional credit-chip as the preferred method for maintaining a being's monetary value. The credit stick was a pen-shaped device that performed the same functions as a credit-chip, with the same forms of memory algorithms and security checks, but in a smaller device.

### Inter-chip

**Cost:** 7  
**Weight:** 0.2 lbs.  
**Description:** This small device processes the transfer from one party to another. When a being purchases something from a merchant, the merchant enters the cost into the inter-chip. The being then inserts their own credit-chip and the inter-chip debits their account in the correct number of credits before depositing them into the merchant's account. Payment between two individuals can also be accomplished the same way.

## Law-Enforcement, Thief and Spy Gear

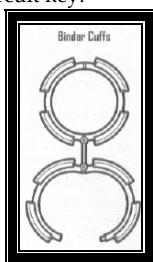
### Code Cylinder

**Cost:** 7500  
**Weight:** 0.2 lbs.  
**Description:** Compact encoded security devices are issued to many military, political, or corporate officials. A code cylinder accesses computer data via a droid's scomp link or provides entry into restricted facilities. Each cylinder features the user's personal clearance data. High-ranking personnel may carry more than one cylinder, each with different access codes encrypted within them. Republic citizens, Imperial officers, and New Republic personnel use them to facilitate security measures.

Code cylinders can be programmed at properly equipped computers by rolling a Computer Programming/TL11 with a, or without such systems by making a Computer Operation/TL11 roll with a -3 penalty. Failure to properly reprogram a code cylinder ruins the cylinder.

### TaggeCo MagnaCuffs (TL11)

**Cost:** 7600  
**Weight:** 1.1 lbs.  
**Description:** Magnacuffs are binder cuffs equipped with magnolocks. The cuffs have breakage number +35, 20 HP, and require a Computer Hacking skill with an imposing penalty of 10 to remove without the circuit key.



MagnaCuffs can be seen in Episode III - Revenge of the Sith on the wrists of Palpatine and in Episode IV - A New Hope on the wrists of Chewbacca.

## Medical Gear

### Bacta-Tank (TL^)



**Cost:** 7100,000 + 7350 per gal.  
**Weight:** 1100 lbs. + 1.7 lbs. per gal. (Total: 1237 lbs.)

**Description:** This large, specialized tank is filled with the powerful healing agent, bacta, which promotes rapid healing. A bacta-tank and a supply of bacta is expensive, so much medical equipment is usually found only in hospitals, on board capital-class vessels, and within major military bases.

A patient must be equipped with a breath mask and fully submerged within the bacta for the healing agent to do its job. Bacta is a synthetic chemical that consists of gelatinous, translucent red alazhi and kavam bacterial particles mixed within the colorless liquid extracted from the plant ambori found within the jungles of Thyrferra. The bacterial particles seek out wounds and promote exceedingly fast tissue rejuvenation without scarring.

Any character who has suffered damage can benefit from a bacta-tank treatment, but its miraculous properties are most in evidence when used on severely wounded patients. Bacta treatment is the best method for reviving characters that have been reduced to 1/3 or less of your HP.

Patients undergoing bacta-tank treatment heal at the following rates:

Injury Level	Recovery Time*	Cost (7)	Success Roll
HP to 0 HP	1HP/12 hrs	10/HP	HT+5
0 HP to -HP	1HP/18 hrs	15/HP	HT+3
-HP to -HPx2	1HP/24 hrs	25/HP	HT
-HPx2 to -HPx4	1HP/36 hrs	75/HP	HT-2
-HPx5	Dead	Burial	n/a
Crippled limbs	+24hrs/limb	+50/limb	As per above
Crippled organs	+24hrs/organ	+75/organ	As per above
Severed limbs (reattached)	+72hrs/limb	+150/limb	-1HT
Severed limbs (not reattached)	As per bionics	As per bionics	As per bionics

\*Time required in induced coma in bacta-tank.

It takes 80 gal. to fill a bacta-tank

## Optics & Sensors

## Tools

## Transportation

## Weapon and Combat Accessories

### Blaster Repair Kit (TL11)

**Cost:** 7125  
**Weight:** 4.4 lbs.  
**Description:** This handy kit provides most of the small tools necessary for the upkeep, repair, and customization of blaster pistols and rifles. The tools include a pulse adapter module tester, a collimator beam focuser, a prismatic crystal aligner, static pulse adapter modules, an energy converter valve, multiple gas valve nozzles, a spare gas container, a spare trigger cable, and a variable pressure adjuster. A full kit has enough space left over to hold three spare power packs. Due to incompatibility with other brand blasters, these kits can only be used with one brand of blaster weapons only. BlasTech and Merr-Sonn are such brands.

### Slugthrower Maintenance Kit (TL6)

**Cost:** 7  
**Weight:** 7  
**Description:**





# 10. VEHICLES

## Vehicle Statistics

The tables in this section and section 11: Starships, give statistics for common vehicles which appear in the Star Wars universe. The definitions of these statistics are listed below so you don't have to swap books. For further details see BS, page 462 and up.

### ST/HP (Strength/HitPoints)

The vehicle's ST and HP. These are equal for a powered vehicle: the vehicle's mass determines both how powerful its engine must be (ST) and how hard it is to destroy (HP). Powered vehicles have the Machine meta-trait (BS page 263), which includes Injury Tolerance (Unliving).

### Hnd/SR (Handling/Stability Rating)

The first number is Handling, the second is Stability Rating. See Control Rolls (BS, page 466) for details.

### HT (Health)

The vehicle's HT, a measure of reliability and ruggedness. Fragile vehicles have an additional code:

"c" is Combustible.

"f" is Flammable.

"x" is Explosive.

### Move

The first number is Acceleration and the second is Top Speed, in yards/second (double this to get mph). The statistics are equivalent to a character's Move and his top speed with enhanced Move. For ground vehicles, a \* indicates a roadbound vehicle, while a ‡ indicates one that must follow rails. For pre-hyperspace spacecrafts, divide Acceleration by 10 to find it in Earth gravities (G), and note that c means the speed of light.

### LWt. (Loaded Weight)

This represents the Loaded Weight, in tons (1 ton = 2,000lbs.), with maximum payload and a full load of fuel. Actual weight is often lower.

### Load

The weight, in tons, of occupants and cargo the vehicle can carry, including the operator. To find cargo capacity, subtract the weight of occupants (for simplicity, assume 0.1 ton/person, including gear). To find "curb weight" (with fuel but no other payload), subtract Load from LWt.

### SM (Size Modifier)

The vehicle's Size Modifier.

### Occ (Occupants)

The number of occupants the vehicle can carry in reasonable comfort, given as "crew + passengers": e.g., 2+6 means two crew and six passengers.

"A" indicates a vehicle built for long-term accommodation, with room to sleep, cook, etc. If the vehicle affords the occupants special protection, there is an additional code:

"S" for Sealed (BS, page 82).

"P" for Pressure Support (BS, page 77).

"V" for Vacuum Support (BS page 96).

### DR (Damage Resistance)

The vehicle's DR. Some vehicles have different DR on various faces or locations.

### Range

Range is the travel distance, in miles, before the vehicle runs out of fuel.

"F" means the FP of the rowers or draft animals, and stored provisions, limit range.

Spacecraft either omit this statistic or use the entry to give the hyperdrive capabilities.

### Cost

This lists the vehicles cost, in  $\pounds$ . "K" means thousand; "M" means millions.

### Locations

The vehicle's hit locations, besides its body. If a vehicle has multiple instances of a location, a quantity precedes the abbreviation: e.g., "3T" for a three-turreted ship. A vehicle's hit location determine both how it moves (see Basic Vehicle Movement, BS page 63) and what parts can be hit in combat (see Vehicle Hit Location Table, BS page 554).

### Draft

For a watercraft, the minimum depth of water, in feet, it can safely operate in.

### Stall

For an aircraft, the minimum speed, in yards/second, it must maintain to take off and stay airborne. "0" means it can hover.

### Notes

This reflects any special capabilities or problems the vehicles has. If the vehicle has complex systems, footnotes or a separate description will detail weapons and equipment.

# Wheeled & Tracked

Wheeled and tracked vehicles can be found anywhere but especially on those planets which lack the needed technology for repulsorlift drive technology.

## Wheeled & Tracked Table

TL	Vehicle	ST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	DR	Range	Cost	Locations	Draft/Stall	Notes

## Notes:

## Walkers

### Walker Descriptions

#### AT-AT (All-Terrain Assault Tank)

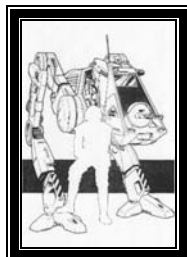
The 66 foot tall All-Terrain Armored Transport (AT-AT) is an imposing, four legged behemoth that shakes the ground as it plods toward enemy fortifications. In addition to its built-in weapons, an AT-AT carries as many as forty troopers or two AT-STs. During the Rebellion era, the Empire had firm control of the Kuat Drive Yards and sole access to the AT-STs and AT-ATs. Only after the fall of the Empire might these vehicles appear on the black market for sale (at exorbitant prices).



The AT-AT is armed with 2 LLCs, mounted on the cockpit and 2 MBCs mounted on the sides of the cockpit.

#### AT-PT (All-Terrain Personal Transport)

This was Kuat Drive Yards' All-Terrain Personal Transport vehicle, built from plans and designs originally developed by Rothan Heavy Engineering. A squat, single-pilot transport which was developed about the same time as the Katana fleet but which was never mass produced, it is similar to the AT-ST, only smaller in stature. It was armed with a twin BC and a concussion grenade launcher. The AT-PT measured 12 foot 10 in length and stood 9 foot 8 tall, and could accommodate up to 200 pounds of cargo. The primary mission of the AT-PT was to give an individual all the firepower of an assault vehicle, while remaining extremely maneuverable and fast. Because the New Order was implemented before the AT-PT could be put into production, it never became available to the civilian market. The Empire later rejected the AT-PT in favor of the larger AT-ST.



#### AT-RT (All Terrain Reconnaissance Transport)

This small, one-trooper walker was the predecessor to the AT-PT and the AT-ST. The All-Terrain Reconnaissance Transport was originally created for the use by the Grand Army of the Republic during the height of the Clone Wars, and could be configured in a

# Wheeled & Tracked Descriptions

variety of ways, depending on the environment into which it was deployed. Armaments were usually mounted to the "chin" of the AT-RT, and included a SLC or a SML. The primary drawback of the AT-RT was its lack of a sealed cockpit, thus exposing the pilot to enemy fire. Many felt that this was not a drawback at all, since it provided the pilot with a 360-degree view of the battlefield. Regardless, the AT-RT was often used in localized policing or mop-up actions in the wake of the main battle.



#### AT-ST (All-Terrain Scout Transport)

The 20 foot tall All-Terrain Scout Transport (AT-ST) is a nimble, two-legged mobile weapons platform that rapidly moves across battlefields and through cramped urban environments, providing reconnaissance and quick response fire support for ground troops.



The AT-ST is armed with two twin RBCs mounted on both sides of the cockpit and a twin MBC mounted in the front.

#### AT-TE (All-Terrain Tactical Enforcer)

The 40 foot All-Terrain Tactical Enforcer assault walker (AT-TE) was developed for mining companies on world troubled by raider activity or political turmoil. The standard AT-TE is armed only with six anti-personnel laser cannons in the form of RBCs. However, to increase their effectiveness during the Battle of Geonosis, Rothana Heavy Engineering technicians installed heavy assault cannons on the AT-TEs en route to Geonosis. The AT-TE carries up to twenty passengers and can travel up to four hundred miles before refueling. The vehicle is self-contained and can support a full complement of crew and passengers for two weeks without ever opening the doors. In medical emergencies, the AT-TE even provides a medical droid in an emergency storage locker, which folds down to double as an operating table.



The AT-TE's six-legged construction enables it to crawl efficiently. However, it has considerable difficulty maneuvering over tightly packed obstacles.

## Walker Table

TL	Vehicle	ST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	DR	Range	Cost	Locations	Draft/Stall	Notes
11	AT-AT	180			4/19	80	1	+7	5+40	150	500		4L		[1]
11	AT-PT	58	+2/1	12	4/18	1.73	0.25	+2	1	50	300	18K	G2L		
11	AT-RT	27	+2/1	10	2/23	0.25	0.1	+2	1	25	250	5.6K	E,2L		
11	AT-ST	58	+1/0	11	4/21	1.74	0.25	+3	2	50	250	18K	G2L,T2t		
11	AT-TE	160			3/18	110	60	+5	7+20	150	400		6L		[1]

## Notes:

[1] The vehicle is Sealed but not intended for use in vacuum

## Speeders

Groundspeeders, or more often simply called speeders, are the most common vehicles found on the civilized worlds of the galaxy. Operating on repulsorlift drive technology, they can achieve remarkable speeds. The classification can be somewhat misleading, though; this category includes some rather slow-moving speeders as well as the fast moving swoops but all are bound the low-altitude off a few inches to several yards.

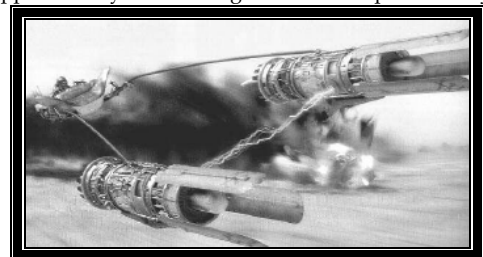


### Podracer

Equipped with powerful ion thrust engines, these dangerous pods are strapped loosely to a few engines. The cockpits are very small.

## Speeder Descriptions

### AAT



### Landspeeder

## Speeder Table

TL	Vehicle	ST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	DR	Range	Cost	Locations	Draft/Stall	Notes
11	AAT	50			10/100	2	1	+4	1+5	4	2,000	400K	0	0	
11	Landspeeder	50	+3/3	12									E,2s		
11	Podracer	50	-5/1	12 f, x											

## Notes:

[1] Armed vehicle with a fixed weapon mount.

however, all that's necessary to provide quick and easy short-distance transportation. Airspeeders are not capable of space travel, and require an atmosphere to function. They are meant to be utility craft but can be converted for battle.

## Air Speeders

Airspeeders are transports that fly as high as 250 miles above ground level. Most models have flight ceilings of less than 1 mile,

## Air Speeder Descriptions

## Air Speeder Table

TL	Vehicle	ST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	DR	Range	Cost	Locations	Draft/Stall	Notes

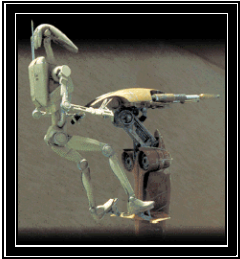
Notes:

Speeder Bikes

Speeder bikes are small, one-man needle-shaped transports, these are like fast repulsorlift motorcycles. The front of the bike holds the maneuvering systems, while the rear holds the power source. A seat and rider controls are located over the power source. They were built as cheap, quick, personal transports and recreational vehicles, they can be easily adapted to law enforcement and military purposes.



STAP (Single Troop Aerial Platform)



Speeder Bikes Description

Racing Swoop



Speeder Bike

Speeder Bike Table

TL	Vehicle	ST/HP	Hnd/SR	HT	Move	LWt.	Load	SM	Occ	DR	Range	Cost	Locations	Draft/Stall	Notes
11	Mil. Speeder Bike	30/35	+3/2	11	19/76	0.5	0.2	0	1+1	4	900	850K	E,X	0	[1]
11	Racing Swoop	35/25	+5/3	10	25/100	0.3	0.1	0	1	2	1,000	950K	E	0	
11	Speeder Bike	30/30	+4/2	11	20/80	0.5	0.2	0	1+1	3	1,000	825K	E	0	
11	STAP												E		

Notes:



## 11. STARSHIPS

The system described below and all ships given in this book are designed using the rules given in GURPS – Starships with some modifications to adapt to the Star Wars universe. The general TL in

the Star Wars universe is 11 but many systems used on starships are from lower TL.

This section lists all rules which deviate from the Spaceships rules.

# DESIGN

These rules can be used to assign statistics to spacecraft that range from 3 tons to 300,000,000,000 tons and which are built at TL 10 to TL11.

To create a spacecraft first choose TL and era, and consider the spacecraft's mission. Who's building it and why? Is it a station, an interplanetary ship, or a starcruiser? Is it a merchant ship or a warship?

Decide how large the ship is by choosing a hull size modifier from SM+3 to SM+25, and whether the hull is streamlined or unstreamlined (see SS, page 9).

## Spacecraft Hulls

A hull is rated for its SM, which determines the spacecraft's mass, ST/HP, dimensions, and the base Handling and Stability Rating.

A spacecraft hull must be streamlined or unstreamlined.

## Hull Size Table

SM	Loaded Mass (tons)	Length yards (feet)	ST/HP	Hnd/SR
SM+3	3	7 (21)	100	+1/4
SM+4	10	10 (30)	150	0/4
SM+5	30	15 (45)	200	0/4
SM+6	100	20 (60)	300	0/4
SM+7	300	30 (90)	500	-1/5
SM+8	1,000	50 (150)	700	-1/5
SM+9	3,000	70 (200)	1,000	-1/5
SM+10	10,000	100 (300)	1,500	-2/5
SM+11	30,000	150 (450)	2,000	-2/5
SM+12	100,000	200 (600)	3,000	-2/5
SM+13	300,000	300 (900)	5,000	-3/5
SM+14	1,000,000	500 (1,500)	7,000	-3/5
SM+15	3,000,000	700 (2,000)	10,000	-3/5
SM+16	10,000,000	1,000 (3,000)	15,000	-4/6
SM+17	30,000,000	1,500 (4,500)	20,000	-4/6
SM+18	100,000,000	2,000 (6,000)	30,000	-4/6
SM+19	300,000,000	3,000 (9,000)	50,000	-5/6
SM+20	1,000,000,000	5,000 (15,000)	70,000	-5/6
SM+21	3,000,000,000	7,000 (20,000)	100,000	-5/6
SM+22	10,000,000,000	10,000 (30,000)	150,000	-6/6
SM+23	30,000,000,000	15,000 (45,000)	200,000	-6/6
SM+24	100,000,000,000	20,000 (60,000)	300,000	-6/6
SM+25	300,000,000,000	30,000 (90,000)	500,000	-7/7

## SYSTEMS DESCRIPTION

## Armor Systems

The armor systems described in Spaceships are converted into more Star Wars tainted materials.

## Bronzium Armor

This metal is quite dense, and is often used in the creation of armor to resist radiation. The values here represent Damage Resistance as well as Radiation Divisor.

## Durasteel Armor

This strong, durable armor is created from Lommite, meleenium, neutronium, and zersium. Use the Light Alloy Armor Table (SS, page 11) but multiply all values with 40.

## Durasteel Armor Table

[illegible][illegible]

## 12. DROIDS

There are many variations of droids. Some resemble humanoid appearance while other tend have the looks of a box on legs. In this first sourcebook, a selection has been made to enter only those droids which can be seen in the six Star Wars movies.

### Droid Classification

For millennia, droids have been classified according to their purpose, and these classifications provide droid manufacturers with guidelines for droid design (few have attempted to create true multipurpose droids). The five classifications of droids roughly correspond to their complexity.

#### First-Degree Droids

First-degree droids are the common laborers, cheap, predictable, and in most cases, disposable. They are mainly employed for carrying heavy loads or performing repetitive tasks. Typical examples include the ubiquitous ASP Series labor droid and the J9 worker drone.

#### Second-Degree Droids

Second-degree droids are effectively mobile computers. They are programmed to solve scientific problems quickly and accurately and put those solutions to effective use. These droids are often found in roles relating to physics, mathematics, and medicine. Examples include the 2-1B medical droid and the 1T-O interrogation droid.

#### Third-Degree Droids

Third-degree droids are often found in the engineering and technical science fields. Like second-degree droids, their main function is solving complex equations specifically related to their field. They're generally equipped with appendages and control ports to allow them to interact with other machines. Examples include the popular R2 Series astromech droids.

#### Fourth-Degree Droid

Fourth-degree droids are programmed to perform social services: translation, protocol, teaching, housekeeping, and secretarial work. Many are also programmed to act as controllers of complex system and are found in spaceports and emergency-services stations throughout the galaxy. The most widely recognized third-degree droids are the 3PO protocol droid and the M-TD Series translator droid.

#### Fifth-Degree Droid

Fifth-degree droids are nearly all employed in security or military applications. They are generally quick. Often strong, and not usually very intelligent, almost always requiring supervision for tasks outside their core programming (which rarely includes the usual prohibition on killing sentients). Classic examples include the Baktoid Combat Automata B1 battle droid, B2 super battle droid, and the E522 Series assassin droid.

#### Sixth-Degree Droid

Sixth-degree droids are fully aware AI units which think their mission through. They are mainly droids who haven't had their regularly memory sweep, are given a fully aware AI, or went

berserk at some time. Examples are the droids IG-88 and 4-LOM which became fully aware and acted as real individuals.

### Droid Designation

Droids often are programmed for specific tasks. A forth-degree droid can be designated for defense, offense or as a gladiator. These designations are very variable. The R1 to R7 Series could have a designation such as Navigations Astromech. Some droids may have multiple designations after a time of service (and without having a memory sweep). For example, R2-D2 has is originally an astromech droid but was also capable of damage control. In Episode VI, R2-D2 was even assigned to as servant to Jabba's sail barge. Below are some examples of designations within a classification:

#### First-Degree Droids:

- Decon droid
- Messenger droid
- Patrol droid

#### Second-Degree Droids:

- Interrogator droid
- Medical droid

#### Third-Degree Droids:

- Astromech
- Combat Communications Astromech
- Damage Control Astromech
- Engineering droid
- Navigations Astromech
- Security Droid

#### Fourth-Degree Droids:

- Communications droid
- Protocol droid
- Supervisor droid

#### Fifth-Degree Droids:

- Attack droid
- Battle droid
- Defense droid
- Gladiator droid
- Guard droid

#### Sixth-Degree Droids:

- Assassin droid
- Probe droid

### Droid Template Format

The following is a sample of the format that was used in designing the templates for this book. Next to each heading is a short definition that describes what that heading includes. By following this format, you should be able to create your own droids with ease.

#### Secondary Characteristic Adjustment:

Some droids are stronger or weaker than human norm, while others are faster or keener. In the GURPS 4<sup>th</sup> Edition system, a



droid's inherent strengths or weaknesses are shown by modifying the secondary attributes of the droid type. These modifications are only added once, during the character creation.

#### Attribute Adjustment:

Some droids are stronger or weaker than human norm, while others are smarter or dumber. In the GURPS 4<sup>th</sup> Edition system, a droid's inherent strengths or weaknesses are shown by modifying the attributes of the droid type. These modifications are only added once, during the character creation.

#### Origin:

The planet, system, corporation or facility the droid type originally was invented or manufactured. This does not mean that the character is activated on the same planet, system, corporation or facility that the type originates.

#### Tech Level:

The TL, or technological advancement of the droid type. This represents the technological advancements of the droid's components.

#### Classification:

The droid's classification as shown above.

#### Designation:

What is the droid's purpose (see above). Some droids may have more than one.

#### Droid Advantages:

These are the special abilities, which distinguish the character from other droid types.

#### Droid Disadvantages:

These are the "handicaps", which also distinguish the character from other droid types.

#### Free Skills:

Skills such as Area Knowledge and Binary language in that droids who grew up on their homeworld would receive. A character receives these skills at the highest free default level unless otherwise noted. These skills are free of cost and should not be added into the character's point total.

Several story factors must be considered when adding these free skills. The first thing to take into consideration is that many characters may have been created and activated away from their home factory. In this case, simply change the area knowledge to the area the character was assigned to.

#### Droid Programmed Skills and Droid Skill Bonuses:

Droids often have skills at which they excel. These skills will either be represented as Droid Skill Penalties or Bonuses, a +/- to a skill level, or they will receive a Droid Programmed Skill, a certain skill at a specified level. The character's total cost has been adjusted to reflect the presence of these skills.

#### Names:

The most common way the inventors named their droids (mostly reflecting the series and type), and also a few sample names.

#### Description:

This gives a description of the droid type and its history. Some descriptions cannot be tracked back in their character profile. If the player is experienced enough, he may take these descriptions as perk or quirks.

#### Notes:

The notes to the reader.

#### CP:

Point cost of the droid type to use during character creation. I have attempted to keep the point cost low, to allow versatility during character creation.

## Meta-Trait Droid

All droids have the meta-trait Droid for -84 points. This means your body is completely mechanical, composed of non-living materials. This meta-trait includes:

#### Advantages [+135pts]

- Digital Mind [+5pts]
- Doesn't Breathe [+20pts]
- Doesn't Sleep [+20pts]
- Immunity To Metabolic Hazards [+30pts]
- Injury Tolerance (No Blood; Unliving) [+25pts]
- Pressure Support [+15pts]
- Sealed [+15pts]
- Vacuum Support [+5pts]

#### Disadvantages [-219pts]

- Dependency - (Lubricants, Common; Weekly) [-20pts]
- Electrical [-20pts]
- Fragile (Explosive) [-15pts]
- Hidebound [-5]
- Low Empathy [-20pts]
- Maintenance (Electronics Repair, once per cycle) [-2pts]
- Maintenance (Mechanic Repair, once per cycle) [-2pts]
- No Sense of Smell and Taste [-10pts]
- Numb [-20pts]
- Reprogrammable [-10pts]
- Restricted Diet (Power Cell, Common) [-10pts]
- Restricted Vision (No Peripheral Vision) [-15pts]
- Social Stigma (Valuable Property) [-10pts]
- Unhealing (Total) [-30pts]

In the droid template, the above will be noted as an Advantage: Meta-Trait Droid [+135pts] and a Disadvantage: Meta-Trait Droid [-219pts].

## Variable traits:

Droids, just as sentient species, vary from each other. Below are some disadvantages which are not uncommon to droids.

#### Advantages

- Ambidexterity - multi-armed droids only. [+5pts]
- Damage Resistance - droids can purchase any amount of DR available with the GM's approval.
- Extra Arms (BS page 53)
- Extra Legs (BS pages 54 & 55)
- Flight [+40pts]
- Modular Abilities (Computer Brain) (BS page 71)
- Payload (Cargo) - up to 5 levels (BS page 74)
- Reduced Consumption - up to 5 levels (BS page 80)

#### Disadvantages

- Cannot Float [0pts]
- No Legs (BS page 145)
- Sense of Duty - The owner or related to the owner (BS page 153)
- Slave Mentality - Mostly only for combat orientated droids [-40pts]

The following rules also apply:

- You have an eight-hour energy reserve and need refueling three times a day unless the droid has the advantage Reduced Consumption.

- You neither have nor can spend fatigue Points; see Machines and Fatigue (BS page 16)
- Your body does not age. Instead it wears out, with effects similar to aging.

Note that your Unhealing disadvantage means that the only way for you to regain lost HP is through repairs with Mechanic or Electronics Repair skill (as appropriate).

## Playing an Droid

Playing a droid is a lot more complicated than just a compilation of traits written down on a character sheet. Some droids have such

simple programs that these droids are not recommended as PCs. Some GM might even set a base droid CP limit. A good starting point is a base droid CP limit of half the total CP limit.

## Create Your Own Droids

Below is given a blank sheet to make your own template of a droid. This is the same format with which this nook designed its droids.

# DROID TEMPLATE

## Droid Type

Attribute Adjustment:

Secondary Characteristic Adjustment:

Origin:

Tech Level:

Classification:

Designation:

Droid Advantages:

Droid Disadvantages:

Free Skills:

Programmed Skills and Droid Skill Bonuses:

Description:

Notes:

CP:

Type	CP
Attribute Adjustment	
Secondary Characteristic Adjustment	
Tech Level	
Droid Advantages	
Droid Disadvantages	
Programmed Skills and Droid Skill Bonuses	
TOTAL	

## First-Degree Droids

## Second-Degree Droids

### 2-1B



Attribute Adjustment:

DX+4 [+80pts]; IQ+2 [+40pts]

Secondary Characteristic Adjustment:

None

Origin:

Geentech Corporation (design); Industrial Automaton (manufactory); State Medical Academy (programming)

Tech Level:

11

Classification:

Second-Degree Droid

Designation:

Medical Droid

Droid Advantages:



Meta-Trait Droid [+135pts]; Ambidexterity [+5pts]; High Manual Dexterity DX+2 [+10pts]; Hyperspectral Vision (Extended Low-band, +30%, Extended High-band, +30%) [+40pts]; Microscopic Vision 5 [+25pts]; Modular Abilities (Computer Brain 1 (1) [+10pts]; Payload 1 (Bacta) [+1pt]; Talent (Healer+1) [+10pts]; Accessory (Computer Interface Socket and tether) [+1pts]

#### Droid Disadvantages:

Meta-Trait Droid [-189pts]; Code of Honor (Professional, Hippocratic Oath) [-5pts]; No Sense of Humor [-10pts]; Pacifism (Total Nonviolence) [-30pts]; Dislike (FX-7) [-1pts]

#### Free Skills:

Language (Binary, Native)

#### Programmed Skills and Droid Skill Bonuses:

Language (Basic, Native) [+6pts]; Computer Operation/TL11 at IQ [+1pts]; Diagnosis at IQ [+4pts]; First Aid/TL11 at IQ+2 [+4pt]; Pharmacy/TL11 at IQ [+4]; Physician/TL11 at IQ [+4]; Physiology/TL11 (choose one race) at IQ [+4pts]; Surgery/TL11 at IQ+1 [+12pts]

#### Description:

Programmed by some of the finest medical minds in the galaxy, Industrial Automaton's 2-1B Series was the first commercially successful surgical droid. It was designed by the now-defunct Geentech Corporation and manufactured by Industrial Automaton, and its medical knowledge matrices were fine-tuned at the State Medical Academy on Rhinnal. Being tended by a 2-1B

is much like having the finest physicians in the galaxy standing by to assist. Each 2-1B is equipped with a computer interface socket and tether; what it doesn't know about a patient's species or medical history, it can be downloaded from any medical mainframe.

The 2-1B's servogrip pincer hands are precision-engineered for smooth, steady action. The core programming of 2-1B surgical droids includes the "physician's code". This prevents the droid from refusing medical aid to any being (unless specifically ordered otherwise by an authorized operator), as well as preventing it from deliberately inflicting harm on an organic creature (except as defined by extensive guidelines for saving a live). This includes a stricture against engaging in combat.

A 2-1B is 4 foot 11 tall and costs 74,300

#### Notes:

None

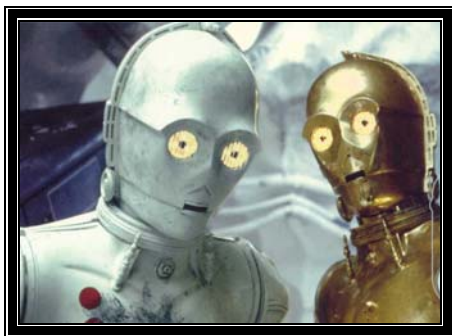
#### CP:

Type	CP
Attribute Adjustment	+120
Secondary Characteristic Adjustment	0
Tech Level	0
Droid Advantages	+237
Droid Disadvantages	-235
Programmed Skills and Droid Skill Bonuses	+39
<b>TOTAL</b>	<b>+161</b>

## Third-Degree Droids

## Fourth-Degree Droids

### Droid Type



#### Attribute Adjustment:

IQ+4 [+80pts]; HT+1 [+10pts]

#### Secondary Characteristic Adjustment:

Basic Move -1 [-5pts]

#### Origin:

SynthTech

#### Tech Level:

11

#### Classification:

Fourth-Degree Droid

#### Designation:

Protocol Droid

#### Droid Advantages:

Meta-Trait Droid [+135pts]; Ambidexterity [+5pts]; Language Talent [+10pts]; Lightning Calculator [+2pts]; Modular Abilities (Super Memorization 3 (4, 4, 4), Languages only, -20%) [+33pts]; Reputation+1 (Trustworthy, Almost everyone, x1, All the time, x1) [+5pts]; Accessory (Olfactory sensor) [+5pts]

#### Droid Disadvantages:

Meta-Trait Droid [-189pts]; Bad Grip-1 [-5pts]; Pacifism (Total Nonviolence) [-30pts]; Truthfulness (Resist quite rarely, x2) [-10pts]

#### Free Skills:

Language (Binary, Native)

#### Programmed Skills and Droid Skill Bonuses:

Language (Galactic Basic, native) [+4pts]; Diplomacy at IQ [+4pts]; Gesture at IQ+1 [+2pts]; Linguistics at IQ+4 [+20pts]

#### Description:

Supplied with a SynthTech AA-1 Verbobrain, the 3PO protocol droid is capable of storing huge amounts of information, enabling it to understand over six million forms of communication and respond in nearly all of them. It also has a tremendous capacity for analyzing previously unknown languages and translating them into whatever language its master desires. The 3PO even includes an olfactory sensor for translating pheromonal communication. The 3PO's additional memory storage is generally used to keep

specific communication modes in active memory, avoiding lengthy delays while searching for linguistic information in mid-translation.

Each 3PO comes with a factory-installed restraining bolt mount. They are also programmed for passive behavior; a typical 3PO droid never attacks under any circumstances. If the droid becomes a problem, the 3PO's shutdown switch is conveniently located at the back of its neck.

Built to resemble humanoids, 3POs come in a wide variety of colors. The 3PO can be prone to corrosion, however.

A 3PO protocol droid is 4 foot 11 tall and costs ₧3,000

**Notes:**

The Modular Abilities slots can be filled with 3 native Languages. The GM may decide that a language is too alien and therefore it must be learned in the normal way using the Linguistic skill. Roll once for recognition of the language. If the language is recognized, roll for learning once every second instead of once every month.

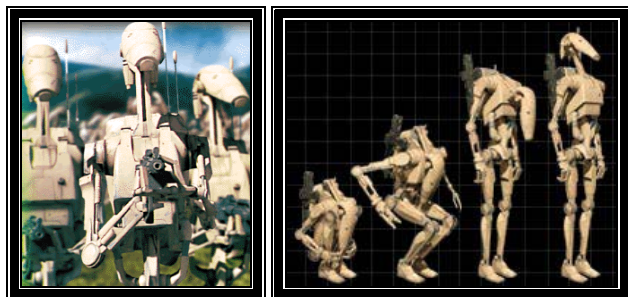
If the droid is a PC then the player must keep track of all the languages memorized.

**CP:**

Type	CP
Attribute Adjustment	+90
Secondary Characteristic Adjustment	-5
Tech Level	0
Droid Advantages	+200
Droid Disadvantages	-234
Programmed Skills and Droid Skill Bonuses	+30
TOTAL	+91

## Fifth-Degree Droids

### B1 Battle Droid



**Attribute Adjustment:**

ST+1 [+10pts]; DX-1 [-20pts]; IQ-2 [-40pts]; HT-1 [-10pts]

**Secondary Characteristic Adjustment:**

None

**Origin:**

Baktoid Combat Automata

**Tech Level:**

11

**Classification:**

Fifth-Degree Droid

**Designation:**

Battle Droid

**Droid Advantages:**

Meta-Trait Droid [+135pts]; Ambidexterity [+5pts]; Damage Resistance 20 (Can't wear armor, -40%) [+60pts]; High Pain Threshold [+10pts]; Military Rank 0 [0 pts]; Payload (Basic Lift/10 lbs) [+1pt]; Telecommunication 10 miles (Radio) [+10pts]; Telecommunication 5000 miles (Laser, Receive only, -50%, Increased Range x100, +60%) [+17pts]

**Droid Disadvantages:**

Meta-Trait Droid [-189pts]; Cannot Learn [-30pts]; No Sense of Humor [-10pts]; Slave Mentality [-40pts]; Bowlegged [-1pt]

**Free Skills:**

Language (Binary, Native)

**Programmed Skills and Droid Skill Bonuses:**

Language (Galactic Basic, Native) [+6pts]; Beam Weapons/TL11 (Rifle) at DX+2 [+4pts]. A Battle Droid also has one of the following skills: Forward Observer/TL11 at IQ+1 [+4pts]; Gunner/TL11 (Beams or Rockets) at DX+2 [+4pts]; Guns/TL11 (Grenade launcher) at DX+2 [+4pts]; Leadership at IQ+1 [+4pts]; Piloting/TL11 (Aerospace or Contragravity or High performance spacecraft or low-performance spacecraft) at DX+1 [+4pts]

**Description:**

Frail in appearance but deadly in intent, Baktoid Combat Automata's battle droid is a metal skeleton with a blaster. Built by the Geonosians to the Trade Federation's specifications, battle droids are designed to resemble Geonosians, or perhaps desiccated Neimoidian corpses. Most intelligent beings regard them as startling, but Neimoidians see battle droids as positively ghoulish.

Drones, controlled by a remote processor, battle droids take commands from the Central Core Computer, which operates several thousand battle droids, destroyer droids, and droid starfighters simultaneously. It communicates with its drones via comlinks, transmission antennae, and encryption computers, making for a control signal that is nearly impossible to jam.

A B1 series Battle Droid is 5 foot 10 tall and costs ₧1,800. The Trade Federation managed to purchase these droids for only ₧800 each.

**Notes:**

A B1 Battle Droid's initial reaction has a delay of 2 seconds due to the communication delay.

**CP:**

Type	CP
Attribute Adjustment	-60
Secondary Characteristic Adjustment	0
Tech Level	0
Droid Advantages	+138
Droid Disadvantages	-270
Programmed Skills and Droid Skill Bonuses	+14
TOTAL	-78

# B2 Super Battle Droid



**Attribute Adjustment:**

ST+2 [+20pts]; IQ-1 [-20pts]

**Secondary Characteristic Adjustment:**

None

**Origin:**

Baktoid Combat Automata

**Tech Level:**

11

**Classification:**

Fifth-Degree Droid

**Designation:**

Battle Droid

**Droid Advantages:**

Meta-Trait Droid [+135pts]; Ambidexterity [+5pts]; Combat Reflexes [+15pts]; Damage Resistance 50 (Can't wear armor, -40%) [+150pts]; Indomitable [+15pts]; High Pain Threshold [+10pts]; Innate Attack (Built in blaster, 6D Burn, Accurate+7, +35%, Armor Divisor 5, +150%, Increased Range 2x, +10%, Surge, +20%, Takes Extra Time+1, -10%, Rapid Fire 3, +50%) [+39pts]; Military Rank 0 [0 pts]; Telecommunication 10 miles (Radio) [+10pts]; Telecommunication 5000 miles (Laser, Receive only, -50%, Increased Range x100, +60%) [+17pts]

**Droid Disadvantages:**

Meta-Trait Droid [-189pts]; Cannot Learn [-30pts]; No Sense of Humor [-10pts]; Slave Mentality [-40pts]

**Free Skills:**

Language (Binary, Native)

**Programmed Skills and Droid Skill Bonuses:**

Language (Galactic Basic, Native) [+6pts]; Brawling at DX [+1pt]; Innate Attack (Beam) at DX+3 [+8pts]; Intimidation at Will+1 [+4pts]; Jumping at DX [+1pt]

**Description:**

The B2 Super Battle Droid is a marked improvement in the original B1 battle droid design. Larger and more heavily armored, the super battle droid relies on a central control computer for guidance, but it doesn't deactivate when it loses contact with the remote processor thanks to a backup internal processor, a droid brain that takes over when the droid loses communication with the central computer. This second brain allows the droid to store its last set of orders and continue acting on them even after the remote processor has shut down.

A B2 series Super battle Droid is 5 foot 11 tall and costs 73,300.

**Notes:**

Mounted Barreled Blaster: 6D(5), Burn, Surge; Acc 10; Range 1/2D 20/200; RoF 3; Shots NA; Recoil 1

**CP:**

Type	CP
Attribute Adjustment	0
Secondary Characteristic Adjustment	0
Tech Level	0
Droid Advantages	+411
Droid Disadvantages	-269
Programmed Skills and Droid Skill Bonuses	+20
TOTAL	+162

# Droideka Destroyer Droid



**Attribute Adjustment:**

ST+2 [+20pts]; DX+1 [+20pts]; IQ-2 [-40pts]

**Secondary Characteristic Adjustment:**

Basic Move -2 [-10pts]

**Origin:**

Phlao-Arphoc Automata Industries

**Tech Level:**

11

**Classification:**

Fifth-Degree Droid

**Designation:**

Defense Droid

**Droid Advantages:**

Meta-Trait Droid [+135pts]; Ambidexterity [+5pts]; Combat Reflexes [+15pts]; Damage Resistance 40 (Can't wear armor, -40%) [+120pts]; Damage Resistance 200 (Light Force Screen, Force Field, +20%, Semi-Ablative, -20%) [+1000pts]; Enhanced Move 3 (Road Bound, -50%, Temporary Disadvantage - No Legs (Wheeled), -20%) [+18pts]; Extra Legs (3 legs) [+5pts]; High Pain Threshold [+10pts]; Indomitable [+15pts]; Innate Attack (Two mounted Twin blasters, Linked, +20%, 8D Burn, Accurate+7, +35%, Armor Divisor 5, +150%, Increased Range 5x, +20%, Surge, +20%, Takes Extra Time+1, -10%, Rapid Fire 10, +100%) [+134pts]; Military Rank 0 [0 pts]; Radiation Tolerance /5 [+10pts]; Reduced Consumption 5 [+10pts]; Telecommunication 10 miles (Radio) [+10pts]; Telecommunication 5000 miles (Laser, Receive only, -50%, Increased Range x100, +60%) [+17pts]

**Droid Disadvantages:**

Meta-Trait Droid [-219pts]; No Sense of Humor [-10pts]; Slave Mentality [-40pts]

**Free Skills:**

Language (Binary, Native)

**Programmed Skills and Droid Skill Bonuses:**

Innate Attack (Beam) at DX+3 [+8pts]

**Description:**

Designed and built by the Geonosians of Geonosis and the Colicoids of Colla IV, destroyer droids reflect the savage ferocity of their makers.

The main propulsion method of destroyer droids is a microrepulsor-assisted wheel mode that allows a destroyer droid to fold itself into a roughly wheel-shaped package and roll along at high speeds. Though lightning-swift in this mode, destroyer droids are considerably more ponderous when unfolded in combat.

Destroyer droids have two heavy repeating blasters that can lay down a devastating barrage. To augment its Bronzium armor shell, a destroyer droid also comes equipped with a deflector shield generator. The tremendous energy drain of the blasters and shields necessitates that the destroyer droid be equipped with a mini-reactor. The shields and weapons are only operational when the destroyer droid is unfolded.

The Destroyer droid reaches a height, in unfolded mode, 4 foot 11 and costs 721,000

Notes:

Mounted Twin Blaster: 8D(5), Burn, Surge; Acc 10; Range ½D 50/500; RoF 10; Shots NA; Recoil 1. These two blasters can be used separately or linked.

CP:

Type	CP
Attribute Adjustment	0
Secondary Characteristic Adjustment	-10
Tech Level	0
Droid Advantages	+1514
Droid Disadvantages	-269
Programmed Skills and Droid Skill Bonuses	+8
TOTAL	+1243

# Sixth-Degree Droids



## 13. ALIEN SPECIES

There are roughly 5 millions forms of sentient beings in the Vordarian Beltway galaxy. These cannot be listed and described in this book (not even when adding a few supplements). In this first sourcebook, a selection has been made to enter only those species which can be seen in the six Star Wars movies. This only should describe over 220 different alien species.

In this book a few examples of alien species are given. For more alien species see the book GURPS 4<sup>th</sup> – Star Wars Sentient Species.

### Racial Template Format

The following is a sample of the format that was used in designing the templates for this book. Next to each heading is a short definition that describes what that heading includes. By following this format, you should be able to create your own alien races with ease. The templates given in the Sentient Species book are guidelines. If the GM or the player thinks they have a character on which the template does not fit, feel free to change it. But remember to give it an explanation why the template has been changed and role-play this out.

#### Attribute Adjustment:

Some aliens are stronger or weaker than human norm, while others are smarter or dumber. In the GURPS 4<sup>th</sup> Edition system, a race's inherent strengths or weaknesses are shown by modifying the attributes of the race. These modifications are only added once, during the character creation. Example: A player wants to create an Arcona character. The Arcona get a +1 to HT. The player spends 10 points on HT, raising it to 11. Some GMs set limits on attributes during creation. If the limitation is +/- 2 than a Human would have attributes varying from 8 to 12. The Arcona would have a HT of 9 to 13.

#### Secondary Characteristic Adjustment:

Some aliens are stronger or weaker than human norm, while others are faster or keener. In the GURPS 4<sup>th</sup> Edition system, a race's inherent strengths or weaknesses are shown by modifying the secondary attributes of the race. These modifications are only added once, during the character creation. Example: A player wants to create an Anzati character. The Anzati get a +2 to Per. The player spends 10 points on Per, raising it to 12. Some GMs set limits on attributes during creation. If the limitation is +/- 2 than a human would have attributes varying from 8 to 12. The Anzati would have a Per of 10 to 12 (not counting in any other modifiers from e.g., IQ).

Note: The Size Modifier is based upon the average height of the species. Creating a character of a different height and gains another SM than normally, will also be reflected in the points cost of other attributes such as ST. Take this into consideration when altering the size while shifting into another SM.

#### Origin:

The planet or system the race originally hails from. This does not mean that the character has to be from the same planet or system that his or her race originates.

#### Tech Level:

This is the TL or technological advancement of the alien race. The TL of the Empire and the Rebel Alliance/New Republic is 11. Please note that this is the racial average. Spaceports, for example, would have a higher TL than the wilderness areas. Keep this in

mind when creating characters, and adjust the point cost accordingly.

#### Racial Advantages:

These are the special abilities, which distinguish the character from other races.

#### Racial Disadvantages:

These are the "handicaps", which also distinguish the character from other races.

#### Free Skills:

Skills such as Area Knowledge and Native language that species who grew up on their homeworld would receive are free Skills. A character receives these skills at the highest free default level unless otherwise noted. These skills are free of cost and should not be added into the character's point total.

Several story factors must be considered when adding these free skills. The first thing to take into consideration is that many characters may have been born and raised away from their home planet. In this case, simply change the area knowledge to the area the character grew up around.

Also if the character grew up away from his species he may not know his racial language. If this is the case simply replace the native language with the language the character grew up speaking.

#### Racially Learned Skills and Racial Skill Bonuses:

Alien races often have skills at which they excel. These skills will either be represented as Racial Skill Penalties or Bonuses, a +/- to a skill level, or they will receive a Racially Learned Skill, a certain skill at a specified level. The character's total cost has been adjusted to reflect the presence of these skills.

Please note that if the character was raised away from his race, that he or she may not have certain skills. Physical skills will never differ, but the character may not have skills that represent the character's culture.

This is also the area where suggested skills for the race will be listed. These skills will be listed in parenthesis.

#### Features/Taboos:

A "feature" is a not on how the race differs from humanity when that difference does not grant an advantage or a disadvantage. Features cost 0 points.

A "taboo trait" is an attribute level, advantage, disadvantage, or skill that is off limits to members of the race. This, too, is worth 0 points. Normally, only mundane traits are labeled "taboo", as exotic or supernatural traits require the GM's permission in any case.

#### Names:

The most common way the alien race names their characters, and also a few sample names.

#### Description:

This gives a description of the alien race and their history. Some descriptions cannot be tracked back in their character profile. If the



player is experienced enough, he may take these descriptions as perk or quirks.

#### Notes:

Notes to the reader.

#### CP:

Point cost of the alien race to use during character creation. I have attempted to keep the point cost low, to allow versatility during character creation.

## Playing an Alien Species

Playing an alien species is a lot more complicated than just a compilation of traits written down on a character sheet. Some aliens are so strange to our human understanding and philosophy

that these races are not recommended as PCs. Some GM might even set a base race CP limit. A good starting point is a base race CP limit of half the total CP limit. Alien species are covered in the Sentient Species book.

## Create Your Own Species

Below is given a blank sheet to make your own template of an alien species. This is the same format with which this nook designed its species.

GMs and players should feel free to create their own species or recreate a species listed in the Star Wars Databank or Wookieepedia. If you want to create a new species but are uncertain how to define its statistics, feel free to contact me or post on the [Steve Jackson Games' forums](#).

# ALIEN SPECIES TEMPLATE

## Species Name

Attribute Adjustment:

Secondary Characteristic Adjustment:

Origin:

Tech Level:

Racial Advantages:

Racial Disadvantages:

Free Skills:

Racially Learned Skills and Racial Skill Bonuses:

Features/Taboos:

Names:

Description:

Notes:

CP:

Type	CP
Attribute Adjustment	
Secondary Characteristic Adjustment	
Tech Level	
Racial Advantages	
Racial Disadvantages	
Racially Learned Skills and Racial Bonuses	
TOTAL	

## Human

Attribute Adjustment:

None

Secondary Characteristic Adjustment:

None

Origin:

Any

Tech Level:

11

Racial Advantages:

None]

Racial Disadvantages:

None

Free Skills:

Language (Galactic Basic, Native); Area Knowledge (Any)

Racially Learned Skills and Racial Skill Bonuses:

None

Features/Taboos:

None

Names:

Examples of names are Dantius Palpatine, Exar Kun, Han Solo, Jango Fett, Lando Calrissian, Leia Organa, Luke Skywalker, Mace Windu, Obi-Wan Kenobi, Padmé Amidala, Qui-Gon Jinn, Revan, Sio Bibble, Xim.

Description:

Like most of the galaxy's sentient species, Humans had a torso, two legs, two arms, and one head. Other sentient species with a body type roughly similar to Humans were often referred to as humanoid, since Humans were the most common example. Their heads had two eyes, one nose for breathing and smelling, and a mouth for eating, breathing and communicating. Human arms had five-fingered hands for manipulation, mirrored by their legs' five-

toed feet. Also, like most species, they came in two sexes, male and female.

Unlike other mammalian species (such as Wookiees or Ewoks), they had only a light covering of body hair, with males being hairier than females. Most of their body hair was concentrated on the head and (in the case of adult males) face. This hair was grown, cut, and styled for aesthetic or ritualistic reasons (as with the elaborate hairstyles of the Royal Naboo and the traditional braids of Human Jedi Padawans.) Older Human males often suffered from the loss of the hair on their head. The facial hair grown by adult males could be grown, styled, or shaved completely.

Despite overall physiological uniformity, baseline Humans varied greatly in appearance. Their hair color ranged from blond to dark, sometimes with hues of red or brown, changing to gray or white as years passed. Their hair could be straight, wavy, or curly. Their eyes came in shades of blue, green, gray, or brown.

Graduation of skin tone was also seen among baseline Humans, usually limited to various shades of brown, ranging from pale

yellowish brown (e.g.: Bana Breemu), to light brown or beige (e.g.: Luke Skywalker), and dark brown (e.g.: Lando Calrissian). Diversity in appearance was seen on many Human populations, and no particular features seemed to have been traceable to specific isolated communities on any locations. The planet Serocco could have conceivably been an exception, as most of its known Human inhabitants seemed to possess dark skin and hair.

Notes:

Humans can be seen throughout all movies and, computer games.

CP:

Type	CP
Attribute Adjustment	0
Secondary Characteristic Adjustment	0
Tech Level	0
Racial Advantages	0
Racial Disadvantages	0
Racially Learned Skills and Racial Bonuses	0
TOTAL	0



## 13. CREATURES



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

Immerse yourself in the excitement of the greatest space fantasy of all time. You can struggle to preserve the peace and order of the Republic, join the Rebellion against the oppressive might of the Empire, defend the New Republic against the tyranny of the Yuuzhan Vong, or even take part in eliminating all the Jedi and become a Lord of the Sith yourself. The only limit to the adventure is your own imagination. Take control of your destiny and become one of the greatest heroes off the galaxy.

- The Star Wars history, spanning over 25,000 years.
- A detailed Star Wars Universe
- Details on how to play in any time frame
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- Over 220 solar systems
- Expanded rules for skills, advantages, disadvantages
- Rules and guidelines for using the Force
- Templates for the heroes and the villains of the Star Wars movies

GURPS Star Wars Sourcebook requires the GURPS 4<sup>th</sup> Edition Basic Set, Powers, Space and Star Wars Sentient Species.

By Dark Lord Azagthoth





# STAR WARS



Fanware  
Created by  
Dark Lord Azagthoth