

STAR WARS®

ROLEPLAYING GAME

Web Edition



The Star Wars Roleplaying Game has been through many permutations. Over two decades ago, West End Games released the original RPG based on its already established d6 system and created an icon of the roleplaying industry. Since then, West End Games handed the baton to others and the Star Wars universe gave up its d6 origins for the rich new pastures of D20. But not all the players travelled with the game to these new lands. Some remained firmly entrenched in the past. This document is dedicated to those players that prefer to have skills and not attack bonuses; that want to accrue "character" instead of "experience".

A New Edition

The document you are now reading is the product of many hours of play-testing and rules crunching by a group quite frankly obsessed with the original d6 star wars system. These players devoted themselves to fixing what small flaws they perceived in the original system while retaining the cinematic, fast, action-packed feel that made the game so much fun.

After the appearance of the new star wars roleplaying games it also became obvious that there were many places that d6 would never have a chance to venture. The Star Wars universe had grown since the fall of WEG and there were new Force cultures to explore, new starships to fly and new alien worlds to visit. If d6 was to remain the one and only system for Star Wars, it would need to encompass these new realms as well.

This is the challenge this document addresses.

Major Differences

Individuals that have used d6 star wars before will notice some massive differences between this version and what has come before. For the most part the changes have been made to speed up play, increase character options and to introduce concepts from the prequel films and New Jedi Order Era that were not available when West End Games released its game. Other changes are devoted to Game Balance. Some of the more obvious changes that you can expect to find are:

New Force Rules. This is the real issue here. West End Games got the tone of the Force right (in this humble reviewer's opinion) but the rules were completely unworkable for anything but the most inexperienced Jedi. With the new Eras open to play and the general increase in the number of Jedi characters likely to be involved in a game the Force needs to be fast, furious and above all... at least half way balanced. The new system attempts to address these issues.

Force Points. Force Points no longer double dice pools. Instead they are intricately woven with the use of the Force. Force Users can use Force Points to power their more extraordinary abilities. In addition, all characters have access to the 'Call upon the Force' power which

requires the expenditure of a Force Point and adds a bonus to all the character's rolls for a round.

Techniques, Powers and Advanced Skills. With martial arts and force powers already having access to powers and manoeuvres and many of the other skills have unusual options that were only available to a limited number of users, this system expands that out to all skills and allows all character the option of buying and using unusual and spectacular new applications of their skills. With the invention of techniques you no longer need powers or advanced skills and both have been removed from the game.

Droids. Now you play a Droid and it actually means something. You will not have access to the Force or Force Points but you can re-program you skills, upload utilities, talk to computers directly and enjoy worlds of fun that mere human characters can never hope to comprehend. Plus creating a new Droid character or detailing a new Droid model is so easy you can do it in five minutes once you know how.

Lots and lots of other stuff. This document has been two years in the making and it includes a lot of stuff and we are going to keep adding to it and updating it as we improve the game. Start reading and enjoy....

Glossary of Terms

The following is a simple collection of terms which you might find useful. We've tried to be concise and complete but you'll excuse us if we miss a few.

General Rule Terms

Action: The use of a single technique. This may require more than one skill check.

Alien Template: The specific characteristics of an alien species. Used when you want to create a character of that species.

Attribute: One of seven broad traits which detail your natural talent within an area. The seven attributes are Dexterity, Force, Knowledge, Mechanical, Perception, Strength and Technical

Attribute Check: (1) Rolling a specific attribute against a specific difficulty in order to determine if the character is successful at using a particular technique. One technique may require more than one skill or attribute check. (2) During a round you declare the number of skill or attribute checks you are entitled to take. This sometimes refers to these opportunities to take a skill check as opposed to the actual checks themselves.

Base Dice Pool: The character's attribute plus one skill plus the

specialization involved in using the technique - before modifiers due to multiple actions and circumstances are applied. Many races and those characters using utility can substitute fixed dice codes for their base dice pools under certain circumstances. Any multiple action and circumstantial modifiers should be applied after this substitution.

Check: see Skill or Attribute Check

Concentration: Some techniques have a duration of concentration. A character must be able to take actions to keep the effects of a concentration technique operating. If he is injured in any way or attempts to maintain more than one concentration duration technique he must make a roll using the special multitask technique or lose the benefits of all the concentration techniques he was using. If a character falls unconscious all concentration duration techniques end.

Dark Side Temptation Test: A roll the character makes each time he performs an act that might sway him to the dark side. If the character fails the test he gains a dark side point. Characters roll their dark side score when making this test and it therefore becomes harder to gain dark side points the darker the character becomes.

Dice Pool: The final dice pool for an action is the number of dice the character has to roll after all modifiers have been applied. If the dice pool is 0D or less than the character cannot even attempt the action. He does not fail; he cannot even attempt to do this.

Dice: A six sided die. All rolls use six sided die in this game.

Duration: The length of time that a technique's effects last.

Initiative Sequence: Each round is broken down into initiative sequences. With the exception of reaction techniques, each action takes place in a separate initiative sequence. Your character can only act during an initiative sequence if he still has at least one skill check available.

Initiative: the point during a round in which your character can act. He acts once each initiative sequence on his initiative.

Pip: A portion of a dice. Three pips equates to one die. So a character that has to add one pip and one die has 1D+1 while a character that has to add two pips to one die and two pips has two die and one pip or 2D+1.

Multiple Action Penalties: The dice pool penalty you suffer for taking more than one skill check simultaneously or in the same round. These penalties are equal to -1D for each skill check beyond the first you are taking.

Round: Approximately six seconds of time in the game world. Rounds are used as a measure of time in the game rules.

Skill Check: (1) Rolling a specific skill against a specific difficulty in order to determine if the character is successful at using a particular technique. One technique may require more than one skill check. (2)



During a round you declare the number of skill or attribute checks you are entitled to take. This sometimes refers to these opportunities to take a skill check as opposed to the actual checks themselves.

Specialization: A specialization is a particular characteristic that a character can purchase associated with one technique and one skill that technique uses. When the character makes a check to activate (or use) that technique he adds +1D to the dice pool with that skill. A character can purchase a specialization in any skill he is entitled to purchase. He does not actually have had to purchase the skill: just be entitled to do so. For this reason most characters cannot purchase specializations in Force skills.

Technique, Advanced: A technique that has specific requirements that a character must fulfil before he or she can attempt to use it. The character need not actually specialise in the technique to use it. Once he fulfils the prerequisites he can attempt to use it immediately.

Technique: A specific use of one or more skills that a character can attempt and specialize in.

Force Terms

These terms relate to the Force and those known to practice it extensive as well as the rules which govern its use in the game.

Affect Mind: a skill used to manipulate the thoughts of others

Alter: the direct manipulation of the Force

Concentration: (1) a skill that allows the Jedi to focus on more than one thing at once and to assimilate vast amounts of information (2) the duration of a power that the Jedi can keep operating for as long as he is conscious and devotes at least some effort to doing so

Control Mind: the skill used to govern thought: usually your own thought but through combination with other skills sometimes the thoughts of others

Control: A particular subset of Force Powers which deals with the manipulation of your own Force.

Council: The council that governs the Jedi Order

Create / Dissipate Energy: the skill to create, destroy and absorb energy of any description

Emptiness / Rage: The skill used to control and manifest the most powerful abilities in the Force

Enhance Senses: the skill that grants a Jedi access to the ability to detect almost any material phenomena

Farseeing: The ability to project senses across time and space

Findsman: A Gand Findsman, a member of the Gand Findsmen sect

Findsmen: See Gand Findsmen

Force Defence: the skill used to defend against hostile force attack

Force Point: a game based representation of the pure connection that can exist between any being and the Force

Force Sensitive: Someone aware of the Force: someone with at least +1 in the Force Attribute

Force Stealth: the skill used to avoid detection through the Force

Gand Findsmen: An organization of Force Users among the Gand

Healing: A skill that allows you to heal yourself

Injure / Heal Another: a skill that can heal and injure others through a direct manipulation of the physiology through the Force

Jedi: (1) an organisation famous throughout the Galaxy and the largest sect of Force users known (2) a member of the Jedi Order

Power: a Force-based technique

Sense Force: the skill to feel the Force and living creatures

Sense: A broad subset of Force abilities that deal with the sensing of phenomena through the Force

Sith: (1) a species native to the world of Korriban; (2) a cult of dark side users that derived from the Jedi and has persisted for millennia

Telekinesis: The manipulation of objects directly through the Force

Telepathy: A skill used to read the thoughts of others

Tradition: A particular group of Force users that have their own relationship with the Force (which they might know by another name) separate from the Jedi.

Tyia: Another name for the inner Force governed by the control skills

Visualisation: The internalising of an external phenomena in order that you might better control it

Weave Force: the skill that directly manipulates the nature of the Force

Slicing Terms

Slicers, hackers and computer programmers have a whole ream of jargon that they like to throw around to confuse people. The game has its fair share of similar terminology that can seem a little bewildering when you first open this little can of worms they like to call the Cyber World. The following provides a brief (and hopefully concise guide) to these terms:

Artificial Intelligence (A.I.) – a specialist OS that has been granted the ability to learn and improve its own attributes and skills in addition to running utility programs

Assistant Software (A.S.) – miscellaneous software that offers either the O.S. or its user a bonus to rolls with a specific skill or specialization

Attribute Maximums – computer processors do not have attributes but attribute maximums – OS have attributes

Computer Processor – the core of a computer (its brain for want of a better term) that runs *software*

Digitally Holistic-encoded processor circuit unit – droid processor (specific type of computer processor with a hardwired A.I. Operator System)

Direct Network Connection – entering onto a network as a computer processor as opposed to a user operating a computer

File – a self contained portion of data stored on a computer.



Hardening – the process by which an A.I. is stripped of its ability to learn and develop, purchase increases to its attributes and develop new skills

Hardwired – the process by which a program is fixed into a processor so that it can never be deleted

Hep-Cutie – digitally holistic-encoded processor circuit unit

Immersion – the artificial sensations that those entering into direct network connection with a computer experience

Immersion Software – software that aims to create and shape the *immersion* although sometimes the parameters of the network override the software

Interface – (1) the method by which a computer converses with its user or (2) a physical device that allows two computers to communicate or less often allows a droid or cybernetically enhanced organic to converse with a computer

Miscellaneous Software – a wide range of software that provides the tools of the digitized world

Operating System (O.S.) – the computer program that you interface with when you activate a computer and that actually does things for you

Skillware – the term used for utility software in the field of Droid engineering and design

Software – the programming that allows a computer to actually do anything at all

Standard Terminal Interface (STI) – the normal graphical interface that allows a user to operate a computer

Terminal – a generic term used to refer to any device used to communicate with a computer processor without cybernetic or vocal communication (requires *computers* to operate)

Tool Program – a simple program (miscellaneous software) that allows the user to perform a small group of related *computer* techniques

Utility – short for *utility software*

Utility Software – a type of software that offers other programs (namely OS) access to a specific specialization that it might not otherwise have access to

