

STAR WARS

Future of the Galaxy

Houserules and Misc. Notes

Allowed Materials

The following books are allowed for use: *Star Wars Revised Core Rulebook*, *Arms & Equipment*, *Hero's Guide*, *Power of the Jedi*, *Starships of the Galaxy*, and *Ultimate Alien Anthology*. Further sources will become available as the GM approves them. Although these sources are accepted, players must still contact the GM for final approval of items from within these sources. Although most content will be approved for final use, there are select sections of material that may not be balanced for player use.

Skills

The following changes are to be made to the skills as listed below:

Drain Energy is no longer a Dark Side Force Skill; the Jedi have discovered how to use the skill in a non-offensive way, with the ideal to simply neutralize offensive electronic equipment, as an alternative to having to combat and even kill the opponent using the electronic equipment, or even against hostile droids. As with many other skills, however, the GM may rule that certain applications of its use still constitute earning a Dark Side Point (such as using the skill to drain the energy of a life support system, or from a benevolent or otherwise non-hostile droid, etc.).

Empathy no longer has a Save DC based on the character's Force Level; instead, the Save DC uses the following table. Characters that have the Force-Sensitive feat but no levels of a Force-using class may not add their Wisdom bonus to their Empathy check, however.

Check Result	Will Saving Throw DC
4 or less	5
5-14	10
15-24	15
25-34	20
35+	25

Lightsaber Innovations

Kehl Dothan, the Jedi Weapon Master, has innovated upon the ancient traditional Jedi weapon, the Lightsaber. Several new options for lightsabers exist, although all require either a small increase on the Craft DC and/or more credits. Kehl Dothan's personal lightsaber has the Biometric Safety and Multicolor modifications.

All of these modifications may be applied to a double-bladed lightsaber, but must be applied to each end separately. For example, adding the Custom Grip modification to a double-bladed lightsaber costs 10,000 credits (or 5,000 credits twice).

Biometric Safety: This modification allows the crafter to protect against theft of his lightsaber. Unless the crafter is holding the lightsaber, it will not ignite initially. Not even through the force can one ignite a lightsaber with this modification. The Lightsaber is locked into a "Safety" mode until it can scan the pre-programmed "owner's" biometric signature.

A lightsaber with a biometric safety that has been thrown by its wielder, or leaves his hand for any other reason, again triggers the biometric safety, and after 6 seconds (that is, one round), the lightsaber will automatically shut off, even if the wielder is keeping the lightsaber ignited through the Force. The wielder must again hold the lightsaber in his hand to release the

biometric safety, and may then ignite the lightsaber. It is not considered an action for a Biometric Safety to read the biometric signature of its "owner", and so it takes no time at all during combat.

Implementing a Biometric Safety requires the crafter to place biometric sensors on the exterior of the handle (obvious or concealed types are both available), as well as a small processor and memory module to store the crafter's biometric signature (The data stored within the memory module can only be modified with another biometric signature and a Computer Use check DC 35).

Constructing a new lightsaber with this modification increases the Craft DC by 5; adding it afterwards requires a Craft Lightsaber check DC 15. The processor and memory module cost 500 credits; the obvious biometric sensor costs 750 credits, or the concealed biometric sensor costs 1,000 credits.

Dual Color: The vast majority of lightsabers that exist display one specific color, because that is the basic range of color that can be displayed by the chosen focusing crystal. However, by choosing specific crystals and implementing an in-saber crystal rotation system, the crafter can make a lightsaber that can display two different colors. This does not change the lightsaber's statistics in any way, and is simply a cosmetic add-on. However, Jedi who choose this saber modification, or the Multi Color modification that follows, are considered to be very adept Jedi, as locating the proper crystals is quite a challenge. This modification gives the crafter a +1 Reputation bonus to checks dealing with other Jedi, or to checks dealing with other individuals who have seen the crafter change his lightsaber to its second color while in the observer's presence at one time.

The modification requires a small rotating crystal mount, a small memory module to retain the exact optimum position of the crystals for both colors, and a set of two buttons on the lightsaber's exterior to switch between the two colors (typically, these buttons are the same color as the crystal orientation they represent).

Constructing a new lightsaber with this modification increases the Craft DC by 10; adding it afterwards requires a Craft Lightsaber check DC 20. The rotating crystal orientation system, memory module, and button mount cost a total of 2,500 credits. The crystals must be found separately.

Multicolor: This modification is nearly identical to the Dual Color modification, except that it requires three specimens of a very rare crystal: Lucite. Obtaining three lucite crystals that are large enough and of a high enough quality is very difficult, and some consider it as fulfilling one or more aspects of the tests of a Jedi Knight, if the Jedi has not already completed them. If he has already become a Jedi Knight, then this modification distinguishes him as being devoted to the proper care and concern of his lightsaber, and successfully completing the modification (including finding three lucite crystals) earns him an extra Force Point, leaving him with a net 2 (-1 for imbuing the crystals, and +3 for completing the lightsaber with the Multicolor modification). This modification gives the crafter a +2 Reputation bonus to checks dealing with other Jedi, or to checks dealing with other individuals who have seen the crafter change his lightsaber to more than two different colors while in the observer's presence at one time.

This modification, like Dual Color, requires a small rotating crystal mount, and a memory module to retain the exact optimum position of the crystals for the desired colors, as well as an entire panel of buttons, each for any number of desired colors. The crafter may set up to 12 colors, simply by manually using the crystal rotator and aligning the crystals to display the desired color. This takes approximately 10 minutes per color, or 2 hours for all 12 buttons.

Constructing a new lightsaber with this modification increases the Craft DC by 10; adding it afterwards requires a Craft Lightsaber check DC 20. The rotating crystal orientation system, memory module, and extended button mount cost a total of 2,750 credits. The three Lucite crystals must be found separately.

Custom Grip: This modification can only be done at a Jedi or other appropriate facility—one capable of manufacturing a grip custom made specifically for the wielder's hand. The wielder's hands are scanned using the same technology one would for making custom pistol grips for blasters and the like, and this is translated into the sword-like grip of a lightsaber. This can either give the wielder of the lightsaber that the grip was intended for a +1 bonus to Deflect (attack) rolls, or allow the free use of the Weapon Finesse feat if the wielder did not already

possess it (this choice is made during construction of the lightsaber; it cannot be changed afterwards).

Unless the Jedi has specific access to the appropriate supplies and equipment, this modification may not be implemented. Otherwise, if the appropriate machinery and tools are available, and the Jedi has at least 6 ranks of Craft Blaster Pistols, then this modification may be attempted. Since the custom grip does not itself alter the base lightsaber in any way, it does not increase the DC for crafting the lightsaber; if the Jedi is himself attempting to craft the custom grip, however, he must make a Craft Blaster Pistols check DC 20 to craft the Custom Grip.

Constructing a new lightsaber with this modification (or adding it after construction) does not increase the Craft Lightsaber check—it does require the aforementioned Craft Blaster Pistols check DC 20, however. The cost for creating a custom grip is 5,000 credits.

The following modifications, as described in *Power of the Jedi*, may be added to existing lightsabers according to the following rules:

Training Bolts: In order to render a lightsaber less lethal (and bring it down to a protective item or tool, rather than a weapon), a Training Bolt may be installed. The training bolt makes a normal lightsaber able to switch back and forth from the properties of a training lightsaber to a normal one, when intimidation and functionality are called for, but actual violence is not.

The training bolt is essentially a sliding toggle switch that has three settings; the default “off” setting, one for “on” that must be held down (when let go of, the lightsaber simply switches back to a normal lightsaber; like the on/off switch of the lightsaber, a Jedi will typically utilize the force to hold down the switch in this setting), or a locked “on” setting. An indicator light on the toggle glows blue when the lightsaber is being rendered non-lethal, and yellow (or it simply does not glow, if that is the Jedi’s preference) when in normal mode. Otherwise, a lightsaber with a Training Bolt activated behaves just like a Training Lightsaber, as detailed in *Power of the Jedi*.

Constructing a new lightsaber with this modification increases the Craft DC by 5; adding it afterwards requires a Craft Lightsaber check DC 15. The blade disperser, which is part of the toggle switch, costs 1,000 credits.

Dual-Phase Lightsaber: As detailed in *Power of the Jedi*, constructing a new lightsaber with this modification increases the Craft DC by 5; adding it afterwards requires a Craft Lightsaber check DC 15. The additional parts required to slightly extend the hilt, properly boost and buffer the increased power flow, and otherwise make the lightsaber capable of extending its length, costs 2,000 credits. This cost includes the additional crystal necessary to make the lightsaber extendable as long as the kind of crystal already being used in the lightsaber is not commonly available to the Jedi. This cost does not include an extra Lucite crystal, used in Dual Color or Multicolor lightsabers.

Note that existing lightsabers cannot be made Great Lightsabers, but must be built that way originally; otherwise, Great Lightsabers can be modified as detailed above.

Finally, note that lightsabers can be modified using the rules described on pages 5-6 of the Arms & Equipment Guide.

Additional Lightsaber Styles

The Jedi have been tempering and improving not just their ancient and legendary weapon, but the fighting style with which it is used. Three additional lightsaber forms have emerged over the centuries, and the Jedi Council has made the appropriate holocrons available to Jedi it deems capable of mastering the techniques.

Form VIII is a unique form in that it truly focuses on power and strength. Far fewer Jedi master this form than even Form VII or Form X, as they view it as treading dangerously close to flirting with the Dark side. In fact, Darth Vader used this powerful, sweeping form when combating his son, Luke Skywalker, on Bespin City and the second Death Star. The select few Jedi who have mastered this form teach that it should only be used to enhance the effectiveness of the lightsaber’s main function—to quickly, painlessly, and mercifully take a life, when that is the only remaining course of action.

Form IX was resurrected from ancient Jedi training holocrons Master Skywalker found from the distant past days of the knights of the Old Republic. In that long past time, it is recorded that some Jedi used the double-bladed lightsaber, or saberstaff, rather than a normal lightsaber. The Jedi's saberstaff form is very different from the Sith saberstaff fighting style, however; the saberstaff is used in a more defensive manner. This style utilizes the style and elegance of the two saber blades back to back, and those few who have mastered it find it an especially effective style when sparring with fellow Jedi.

Form X is a very rare combat style that utilizes broad, sweeping, spinning attacks using two lightsabers. First beginning development only some 200 years ago, this style was only canonized as a recognized lightsaber style by the Jedi Order within the last 50 years; because of this, and its difficulty to learn, few students have mastered it. Despite its wild, aggressive appearance, Form X teaches focusing with the Force on the most advantageous position of both lightsabers, whether this be for attack or defense. Masters of Form X can move from deflecting multiple blaster shots to disarming another lightsaber wielder in an instant thanks to its rapid, seemingly chaotic movements. It is sometimes colloquially referred to as Form "ex", rather than form "ten".

Form VIII Mastery (Force Feat)

You are skilled in Form VIII lightsaber combat and your powerful strikes can be devastating.

Prerequisites: Str 17+, Improved Critical (lightsaber), Power Attack, Weapon Focus (lightsaber), Base attack bonus +8, Jedi level 11+.

Benefit: As a full-attack action, you may make a broad, slashing swing with your lightsaber. If you hit, you deal an additional 1d8 damage with your lightsaber; if you score a critical hit, you deal an additional 2d8 damage.

Also, once per day, for the cost of 5 Vitality points, you can increase your critical threat range by +1 for all attacks during one round. You must choose to use this ability before making any attack rolls during the round you wish to use it. This increase to your Critical Threat Range applies after any other feats or special abilities that increase your Critical Threat Range. This increase may be applied to the full-attack action described above.

Form IX Mastery (Force Feat)

You are skilled in Form IX lightsaber combat and can take full advantage of your double-bladed lightsaber.

Prerequisites: Dex 17+, Exotic Weapon Proficiency (double-bladed lightsaber), Force-Sensitive, Two-Weapon Fighting, Weapon Focus (double-bladed lightsaber), Jedi level 11+.

Benefit: When wielding a double-bladed lightsaber with both blades ignited, you reduce the attack bonus by any flanking opponents by 1. Opponents may no longer get any additional sneak damage against you while you are flanked by that opponent (though other circumstances that allow the opponent extra sneak damage still apply).

Also, while you are using this Form Mastery, and when both ends of your double-bladed lightsaber are activated, you gain an additional +1 Defense when using the Deflect (defense) class ability.

Finally, you may whirl your double-bladed lightsaber about in front of you in order to provide superior defense at the expense of any other actions. Once per day, when you use Total Defense, you can pay 5 Vitality points to also sacrifice your move-equivalent action (though, as always, you may still take a 2 meter step) and gain an additional +4 dodge bonus (which stacks with the dodge bonus provided by the normal Total Defense action). This bonus does not increase, even if you have 5 or more ranks in Tumble.

Form X Mastery (Force Feat)

You are skilled in Form X lightsaber combat and can take full advantage of your two lightsabers.

Prerequisites: Dex 17+, Ambidexterity, Force-Sensitive, Sense, Two-Weapon Fighting, Jedi level 11+.

Benefit: You can treat the lightsaber in your off-hand as a Light weapon for purposes of Two-Weapon Fighting penalties.

Also, while you are using this Form Mastery, and when both of your lightsabers are activated, you gain an additional +1 Defense when using the Deflect (defense) class ability.

Finally, once per day, if an opponent attacks you within the area you threaten and misses while you are using Form VIII, you can pay 5 Vitality points to gain an attack of opportunity on that opponent with a +4 bonus on your attack roll. You gain no bonus against an opponent that does not attack you that round or against an opponent that attacks and does not miss.

Note also that the Shokan and Shien Lightsaber Forms, as detailed in the 3rd Web Enhancement for the *Hero's Guide* are allowed, but then Niman Style, too similar to Form VIII listed above, is not.

Weapons and Armor

Longswords (and any other similar weapons) will be considered Simple weapons, rather than Exotic weapons.

Lightsabers of any kind being wielded by someone not proficient in their use are quite dangerous; due to their extremely light weight (for a weapon of that size and shape), and that all the weight is in the handle, rather than being evenly balanced. When a character that does not possess the Exotic Weapon Proficiency (lightsabers) feat rolls a natural 1 on any attack roll when wielding a lightsaber, that character accidentally deals 1d6 damage to him or herself. Also, for every swing that character makes, he or she has a 10% chance to accidentally deal 1 damage to him or herself from an ungraceful swing that comes back to nick the character somehow, and a 20% chance to accidentally cause the same amount of damage to adjacent objects, or even people.

Starship Notes & House Rules

Starship Movement

Starships moving in space do so at a ratio of **1 square to 500 meters**. Starships moving in a planetary atmosphere along side airspeeders do so at a ratio of **1 square to 50 meters**. Starship movement is detailed in the chart below:

Starship Movement

Speed	Space Movement*	Atmospheric Movement*	Defense Modifier	Roll/Check Modifier
Stationary	0	0	-4	+0**
Docking	1	1-3	-2	+0
Cruising	2-4	4-8	+0	-1
Attack	5-8	9-15	+2	-2
Ramming	9+	16+	+4	-4

* In Squares per Move Action

** A stationary vehicle cannot make Pilot checks to perform stunts.

Starship Equipment Revisions/Additions

Revised Missile/Torpedo Costs

As updated in the Revised Core Rulebook, missiles and torpedoes now rely on guidance systems, meaning a gunner has no control over the path a missile or torpedo takes once it is fired. There are four general ratings of missile and torpedo guidance; Marginal, which provides a +5 attack bonus; Ordinary, which provides a +10 attack bonus; Good, which provides a +15 attack bonus; and Superior, which provides a +20 attack bonus.

Although there are prices for the varying qualities of guidance provided in *Starships of the Galaxy*, the following cost modifiers apply to missile and torpedo costs instead:

Variant Guidance System Chart

Guidance	Cost
Marginal (+5)	70% (multiply book cost by 0.7)
Ordinary (+10)	As book cost
Good (+15)	150% (multiply book cost by 1.5)
Superior (+20)	250% (multiply book cost by 2.5)

Reprinted Ion Damage Information

The Revised Core Rulebook changed the way Ion weapons on starships worked. Originally, the level of Ion weapon indicated the penalty to Computer Use checks. Now, Ion damage actually disables a vessel, and the damage result sets the Repair check DC, not the type of weapon. Note that Ion weapons damage shields normally, and is hindered by a ship's shield DR rating, just like any normal starship weapon, but does no actual damage to the hull (though Ion damage is not impeded by a ship's hull DR rating for the purpose of determining its damage result).

Use the following tables to determine the effects of Ion weapons on starships:

Weapon Type	Damage*	Max Range	Cost	Emplacement Points	Class
Light Ion Cannon	3d10x2	Short	1,000	1	Starfighter
Medium Ion Cannon	5d10x2	Medium	1,500	2	Transport
Heavy Ion Cannon	8d10x2	Long	3,000	4	Capitol

* Ion damage only; not actual Hull damage

Damage	Effect	Repair DC
11-20	Superficial ionization	10
21-40	Minor ionization	15
41-60	System ionization	20
61-80	Major ionization	25
81+	Catastrophic ionization	30

New Starship Systems

HoloComputer

Size	Cost	EP
Colossal	1,200,000	28
Gargantuan	1,000,000	14
Huge	900,000	10
Large	800,000	8
Medium	700,000	7
Small	600,000	6
Tiny	500,000	5
Diminutive	400,000	4
Fine	300,000	3

Description: The HoloComputer is a fantastic new starship system that ties in all the ship's systems together. In conceptual turns, it links just about every system to each other, making repair and control of the starship in combat or otherwise hazardous situations much easier to accomplish.

The HoloComputer is programmed to only accept command functions from the person registered as its captain. Although differing levels of command delegation may be assigned by those with higher levels of access to the HoloComputer (which is typically found in larger freighters and capitol ships), only the "captain" is in true command of the computer. The HoloComputer can easily distinguish between the synthesized sounds of a vocabulator and the person's real voice, but security overrides have been designed so that clandestine attempts at gaining control of the ship by successfully fooling the HoloComputer have been put in place even so. The captain may then delegate as little or as much command over subsystems as he or she sees fit, and any station that is connected to the HoloComputer may be used (though, in a typical vessel with a legal installation of this military hardware, all stations are connected).

The individual registered to the HoloComputer as the "captain" (though this individual need not be the actual captain of the vessel) is confronted with a simple, elegant, yet efficient 150° panoramic, translucent holographic control center that floats about in mid-air in front of the user. Important ship status information is displayed in convenient, visible locations, but the captain may always simply focus his field of vision beyond the holographic display to look out the ship's main viewing port, or whatever other information or view the holographic display is in front of. Icons indicating which ship systems are assigned to which crew members appear under the name and picture of that crew member. Any window may be resized by simply "stretching" or "squishing" two opposing corners of the virtual window with ones fingers, or other digit-like appendages. Many commands the controller of a certain system might execute have been iconized, making their execution faster.

Any other individual has a similar display to that of the captain, but with a less complex setup; only the systems over which that individual has been given command are available. Otherwise, the individual commands the system in exactly the same way as the captain might, simply by "touching", "dragging", or otherwise manipulating the holographic icons necessary to execute a command.

Typically, a HoloComputer system is installed over the top of a normal computer core, so that if the HoloComputer is disabled, the ship can still function normally. If the HoloComputer is damaged, disabled, or otherwise deactivated, any benefit as noted below becomes unavailable. If the HoloComputer is the only computer system installed (which is next to unheard of, at least in legitimate installations of the system), and it is damaged or disabled, treat the vessel as though it merely lost a normal computer core.

Benefits:

- "Memorizes" simple handling of the ship, providing a +2 bonus to Pilot checks when attempting a maneuver.
- Reduce the Computer Use check DC by 5 to enhance the starship's defense or one gunner's attack roll by +2, or alternatively, raise the bonus to a +3 (though still at DC 20).
- Make jury-rig repairs as a move-equivalent action, rather than a full-round action (or restore one non-critical system as a free action, to a maximum of one system per round)
- Reroute power (by disabling one system and transferring its power to another) in one move-equivalent action, rather than two.
- Multiply the number of Shield Points restored with a Computer Use check by 1.25 (round up).
- Functions as DR equivalent to the ship's size against Ion damage once it has penetrated the shields.
- Weapons controlled completely by a computer do not suffer any penalty when firing into a dogfight.

Starship Flaws: Buying a Used Starship***Excerpt from the Star Wars Revised Core Rulebook***

Buying a used starship can be tricky, particularly if the ship sports a defective shield generator or a jury-rigged system. To simulate this situation, the Gamemaster can roll d% to determine a used starship's general quality. The result indicates the flaw (or flaws) possessed by the ship.

Used Starship Flaws

d%	Flaw	Repair Check
01-25	None	n/a
26-35	Jury-rigged systems: -4 penalty to Repair checks made to fix ship systems.	n/a
36-40	Ion engines damaged: Reduce ship's maximum speed by 2 squares.	DC 20
41-45	Internal stabilizer damaged: Take a -2 penalty on all Pilot checks and attack rolls.	DC 20
46-55	Hull damage: Subtract 10% from maximum hull points.	n/a
56-60	Shield damage: Subtract 10% from maximum shield points (roll again if the ship has no shields).	n/a
61-65	Nav computer damaged: All Astrogate checks take a -2 penalty.	DC 20
66-70	Fire-control computer damaged: All attack rolls take a -2 penalty.	DC 20
71-75	Minor hyperdrive damage: Triple the multiplier of the ship's hyperdrive.	DC 25
76-80	System disabled: Player running the ship chooses one non-critical system that is disabled.	DC 25
81-90	Sensors damaged: All Computer Use checks to operate the ship's sensors take a -4 penalty.	DC 25
91-95	Minor weapon damage: Randomly determine one weapon (not weapon group). It does not function, or functions once and burns out.	DC 25
96-00	Roll two more times on this table.	n/a

The GM should generate these flaws secretly. Unfortunately, unscrupulous sellers discourage such careful inspection of their wares, and the new owners might not discover these flaws until a system actually fails. In most cases, a malfunction of flaw can be detected by successful Repair check (DC 20). The GM can also allow characters to use alternative skills for these checks. For instance, a Computer Use check might notice problems with the nav computer, sensors, or fire control systems. The GM should also make this check for the heroes—one check per flaw.

Repairing a flaw usually requires at least an hour of work, although the GM can increase the time or difficulty as necessary. A fiendish GM might require the character to acquire esoteric replacement parts, bargain for vital components, bribe docking bay officials, or travel to appropriate facilities before repairs can begin. The GM should feel free to add or subtract flaws and systems as he sees fit to create unique vessels.