The Forgotten Empire

An Old Republic Fan LARP

Rules Document

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Introduction

Welcome to The Forgotten Empire LARP set in the era of The Old Republic. We hope to tell an amazing story and raise money for some amazing charities. We hope you'll join us on this adventure. These rules have been designed to specifically facilitate roleplay and action in the Star Wars Universe. We hope you find them clear and approachable and we are always willing to answer questions as they come along.

A Game for Charity

We are eternally grateful that the powers that be at Lucasfilm have a long history of supporting fandom projects so long as they do not profit from the trademark properties. From fan films to costume organizations the Star Wars community of fans has a rich tradition of using the power of their fandom as a place for both creative expression and charitable giving. To that end this project will be pledging all of our revenue post site, production, and insurance fees to charity. It is our intent to allow the player base to vote on the charity which will receive the donation from a list of screened charities. It must be stated we have no formal relationship to Star Wars, Lucasfilm, or Disney. This is a fan appreciation project for charity.

We pledge to keep our costs to a minimum to maximize our charitable efforts. The creators of this system and staff of this game will at no point profit from the events. This is a creative endeavor, a passion project, and an attempt to do some good. We intend to tell an amazing story and build a community while using our passions for the betterment of all.

A Narrative Experience

This project will be a limited run. This is for a few reasons. First, we believe that the best stories have a beginning, middle, and an end. Telling a story within this structure will allow for a deeper narrative. While this document will focus on rules for classes and abilities, it needs be mentioned that the core focus of this game is roleplay and story. Remember, the rules exist so there is a framework for interaction in the world but the roleplay and story will always take precedent. At present, the plan is to run 10 to 16 events over 3 to 4 years unveiling an intricate mystery set in the era of The Old Republic.

Our story will be taking place on an uncharted world in the Outer Rim, one not on any charts. Most of the people on this world all arrived the same way: by crash landing. The ship you were on was suddenly pulled out of hyperspace by the planet's gravity well. System's suddenly failed and down you went. Whether you go with some version of this or choose to be a native of the planet's colony one thing is true. No one has ever managed to escape. No ship to take off has ever made it back to orbit. The colony has existed for over a century and grows with both new generations of survivors and newly crashed arrivals from all over the galaxy. Sith, Jedi, Republic, Imperial, and Independents all call the colony home in a bid to survive the many dangers this world has to offer.

COMMUNITY STANDARDS

COMPANY EXPECTATIONS OF BEHAVIOR

Any and all subsidiaries of Three Raccoon Productions Inc are subject to these rules and policies. All may go above and beyond these standards, but all must be cleared by the company.

Three Raccoon Productions Inc reserves the right to deny anyone entry on behavioral grounds. All participants, staff or player, are subject to the same standards. No position "protects" anyone from consequence of action. Everyone is responsible for their behavior, regardless of cause. Example, if someone is rude to you and your reaction is to physically retaliate, you will be held to that behavior of violence.

All safety and community standards hold a zero tolerance policy. Listed below is a large but not all inclusive set of reasons a person will be asked to leave.

- Stalking

- Assault and/or battery: physical or verbal

- Denigration of individuals or groups based on but not limited to:

    o Gender identity or presentation

    o Orientation

    o Race or color

    o Age, body, size

    o Physical restrictions

    o Appearance

    o Religion

- Unwanted or inappropriate physical contact or invasion of personal space

    o Casual touch or sexual; always ask before physically laying a hand on any person

    o This includes verbal unwanted advances or attention, if you are asked to not interact with an individual, honor this.

- Body or gender policing

<u>THE TOPIC AND EXISTANCE OF SEXUAL ASSAULT, PHYSICAL OR VERBAL, DOES NOT EXIST IN THIS COMPANY, GAME, OR ANY GAME PLOT. EVER. IT DOES NOT EXIST IN OUR WORLD. ANY JOKES OR MENTION OF THIS WILL BE SEVERLY DEALT WITH, UP TO AND INCLUDING BAN FROM GAME.</u>

Anything illegal in the real world is illegal in game. Any accusations of assault or harm will immediately be taken to staff, and the police will be called. We as game runners often think we can handle things, keep it "in the family". We are not officers of the law. We are entertainers and nerds. The police will be called to handle anything in this realm. That is safer for everyone.

HEALTH AND SAFETY

We have serious standards and care for all humans in our lives. We have dedicated caretakers on staff, who will be identified before game-on each time. We have medical staff, if you have a condition you wish to share in case of emergency, please let them know. The dedicated caretakers are there for you, if they are in game they will go out of game with you no questions asked. We utilize the OK Check-in System as other games do, it is a very effective tool to unobtrusively ask for help or say you are ok. Anything you say to a caretaker is confidential unless you give permission for it to be discussed and who with, unless it is illegal.

We all have boundaries, physical and mental. If you come against one of your own, and need to escape; please do. If you are uncomfortable with something, scene or person; place your fist on your head and exit the area. Find a staff member, if they are not a caretaker they will find one. If something seems off or not ok, unsafe; speak up immediately. In mods, if something is unsafe or someone is hurt, **call a hold**.

Always ask for verbal, **<u>VERBAL</u>**, consent before touching anyone or including them in anything that might have triggers. Before mods with such content, these conditions will be told to participants in advance (<u>EX: splatter mod- blood or goo or water, flashing lights, loud sounds, tight spaces, dark spaces, etc.)</u>. Please keep your triggers in mind, and if you cannot be in **<u>any</u>** of the conditions listed do not go on the mod.

<u>THERE IS NO DRUGS OR ALCOHOL, ALLOWED ON SITE DURING GAME. SET-UP ARRIVAL TO TEAR-DOWN DEPARTURE. THIS IS NON-NEGOTIABLE AND ZERO TOLERANCE, AND WILL RESULT IN THE POLICE BEING CALLED. THIS INCLUDES USING SUCH SUBSTANCES IN YOUR PERSONAL VEHICLE.</u>

CHECK-IN SYSTEM

Staying aware of how you are doing through the game is critical; we don't want you to keep pushing yourself until you break. Do not stay in situations out of not wanting to be a problem or a burden. If you are not doing well, or things have gotten beyond what you are comfortable with, or you just don't trust whoever you are in a situation or role-play with, remove yourself. Go see a caretaker, check in just to say how you were feeling, why it wasn't ok, and we can make sure such situations don't reoccur; for you or others we may not have realized have similar triggers.

If you see anyone who seems to not being doing well, emotionally or physically, it could be real could be role play. To check on them, or if you're being checked on, place your hand over your heart in an 'OK' hand sign and make direct eye contact if possible. The person being checked on will signal back with 3 options.

1. Sending an OK symbol back in the same manner

2. Tilting a level hand at same height over heart, indicating they are not sure; the person checking should take this as a signal to check on them further and possibly remove them from the situation

3. Thumbs down means they are not ok and to get them extracted from the situation immediately.

All of these do not require a hold to be called unless a large scale situation has occurred, that goes beyond an OK check. When you help a player out of the situation the check caused, you ask them if they want to go OOC and regroup, talk to staff for a little, go to a quiet area. If they need to talk, we are there for them. If they just need a space, there will be no inquisition or judgment involved. We are here for you, and only you.

Glossary of Terms and Effects

Page: A Player who is not participating in live combat gameplay due to health or other reasons. Page players must wear an orange headband at all times. Players may not engage Page players with boffer weapons, toy projectiles, or birdseed packets. A player may point at a page and state "Page down" to reduce a Page to Bleeding Out or may point and state "Page up" to heal a Page who has been taken down. Pages are expected to avoid combat situations whenever possible.

Hold: A hold is called for safety. All game action must come to an immediate halt if anyone calls HOLD. Gameplay resumes when a Marshal calls for a "lay on". Holds should only be called for safety and emergencies.

Caution: An Out of Game declaration to be used if someone is about to enter a hazardous situation such as unknowingly back into a tree or rocks.

Immobilize: Player may not move from the spot they are standing. They may pivot to change the direction they are facing but may not change position overall.

Traverse Distance: 10 steps.

Cover: Any inanimate object which obscures about half of your silhouette. Basically anything you can reasonably "hide behind". Cover is required for some skills.

Knock Back: Player is pushed back 10 feet.

Daze: Player may defend but take no offensive actions.

Taunt: Player may only attack (but is not forced to) the specific user of Taunt for the duration of the effect. If the user enters bleed out the effect ends on target.

Enslaved: Player must carry out the instructions of the user to the best of their ability and will not harm the user unless specifically ordered to by the user.

Stun: Player may take no offense or defensive action. Player may not run. Taking damage ends the effect.

Fear: Player must try to remain at least Traverse Range away from the source of the effect.

Berserk: Player attacks whatever is closest to them. Player may use skills but should RP a complete loss of self-control as they are unable to stop themselves from killing all in their path.

Throw: Player is moved 10 feet in the attackers chosen direction.

Disarm: Hand held item must be dropped for at least 5 seconds. The weapon Skill "Disarm Melee" should be used by striking the weapon to be disarmed.

Destroy: Target item is rendered unusable until repaired.

Stealth: Player is invisible. Player must maintain the "Stealth" hand gesture of holding one arm at face level parallel to the ground and across the body. Some skills will require you to stay still to maintain this effect. It will be noted on the skill. Attacks from Stealth become Surprise Attacks and may not be defended against with skills. Any offensive action, unless otherwise stated in its description, ends the Stealth effect. When Stealth ends (for any reason) you may not enter Stealth again for 1 min unless via an "Arm" Skill.

Surprise Attack: Any skill listed as a surprise attack cannot be defended against by normal means. These skills will always have situational application such as "must be behind target" or "must be used from stealth".

Killing Blow: An attack which is performed on a three count on a Bleeding Out target. This must take at least three seconds and you must state the color of your damage at the end. Example: Killing Blow 1, killing blow 2, killing blow 3, red.

Arm Skill: A skill that requires 60 seconds of roleplay that creates an item and uses an amount of Ordnance points. The Ordnance points remain un-restorable so long as the item remains unused. All the items become considered used at the change of the period and the Ordnance points are restored. Arm items may only be used by the character that Armed them and may not be passed off.

Auto-hit Delivery: An attack delivered by verbal declaration alone. It is considered to automatically hit the target, but may be defended against by applicable skills and items. Auto-hit has two ranges: Auto-hit Melee and Auto-hit Ranged. Auto-hit Melee must be within weapon's reach or approximately 3 to 5 feet. Auto-hit Ranged is any distance outside of that within line of sight.

Voice Radius: An effect delivered by voice declaration alone which applies to everyone who hears it. Voice Radius attacks may be defended against with skills normally.

Bypass: The attack is not stopped by Shields and directly affects Vitality. Purple Damage always Bypasses Shields.

Damage Types and Body States

A Damage Type refers to the nature of the mode of injury of a weapon. These types are denoted by colors and the color is used in the verbal for the attack, prefaced by the numerical component of the attack. Damage Types are rated by their effectiveness against the Body States. Body States represent the protective level of the target being damaged, some affording more protection against certain Types, and some being affected more severely.

The Body States are:

Flesh – Representing unarmored targets of a biological nature. The default State. All Player Characters have 20 Vitality Points.

Armored- Representing a body that is armored sufficiently or a robotic body. Sufficiently armored is defined by 50 percent or more of a body armored with a Star Wars appropriate style of armor. The Armored state does not add extra Vitality, but instead modifies the wearers inherent Vitality with its Damage Type protections and vulnerabilities. Different IG armor items might have additional effects.

Shielded – Shields are items that produce a pool of temporary Vitality points, which use the Shielded state's protections and vulnerabilities. When this pool is depleted, Damage returns to striking the user's inherent Vitality. When a player loses the Shielded state they must state "Shield Down" audibly to signify the visual effect of a Shield collapsing. Damage in excess to your remaining shields does NOT carry over to your Vitality; it simply drops your shields. Effects with the **Bypass** qualifier do not affect Shields and instead go straight to Vitality.

The Damage Types are:

Red – Energy/Thermal, typical in blasters and lightsabers.
2x vs. Flesh, 1x vs. Armored, 1x vs. Shielded

Blue – Electromagnetic/Ion, typical in Ion guns and Shock batons.
1x vs Flesh, 1x vs. Armored, 2x vs. Shielded

White – Kinetic/Ballistic, typical in vibro melee weapons and rare slugthrowers.
1x vs. Flesh, 1x vs. Armored, 1x vs. Shielded

Green – Corrosive/Venomous, typical in Acid bombs and creature breath attacks.
1x vs. Flesh, 2x vs. Armored, 1x vs. Shielded

Yellow – Explosive/Chemical Flame, typical in rockets, grenades, and flamethrowers.
1x vs. Flesh, 1x vs. Armored, 1x vs. Shielded
(Special Note: Yellow Damage will most likely appear with a very high base amount of damage and with an AOE component, meaning it is much more dangerous than this stat line would suggest.)

Purple – Neural/Psychic, typically found in Neural Shredders and Force powers.
1x vs. Flesh, 1x vs. Armored, BYPASS vs. Shielded

A simple way to think of Damage Types is by your Body State:

Body State Flesh: Double damage from Red.

Body State Armored: Double damage from Green.

Body State Shielded: Double damage from Blue and half from all others but Yellow.

Yellow does its exact damage regardless of Body State (bombs don't care about your State).

Example: Basic Vibrosword Base Damage: 2 white

Example: Basic Blaster Rifle Base Damage: 4 red

Death and Dying-

When a character's Vitality pool is reduced to 0, the character starts "Bleeding Out." In this condition a character may only crawl, act injured or disabled, and speak softly or painfully. This condition lasts for five minutes or until healed or the character receives a Killing Blow. If the five minutes expire or the character receives a Killing Blow they enter the "Near Death" stage.

A Near Death character is unconscious and truly dying, may not speak, and must lay still or kneel on the ground. This condition lasts for 1 hour. During this hour the player can only be saved via the Kolto Tanks in the colony medical bay. If the character is brought to the medical bay in time the character survives however will suffer a permanent physical detriment. Medical Retrieval Droids can guarantee a character is brought to the Kolto Tanks within a certain range of the medical bay or via the Noble Agent Skill "Med Droid Beacon" If a character cannot be brought to the Kolto Tanks in time then the character has died and is unfortunately no longer available for play.

<div align="center">Kolto Tank Detriments</div>

1: Kolto Allergy: Player may not be saved by the Kolto Tanks again. Droids are affected by this mechanically as being unable to be repaired from near death in the same manor.

2: Major Scar: Player must add a major visible scar to their character.

3: Limb Loss: One of the player's limbs is amputated. May be replaced with Cybernetics. Limb is unusable until then.

4: Lost Eye: Player loses an eye. Ranged attacks are -1 damage. May be replaced with Cybernetics.

5: Respiratory Failure/ Gyro Instability: Player cannot use Traverse type movement skills. May be replaced with Cybernetics.

6: Paralysis/ System Failure: Limb is paralyzed and unusable.

7: Hemophilia: Player no longer benefits from the auto regeneration part of Mend Flesh. No effect on Droids.

8: Brittle Bones/ Chassis Damage: Player takes double damage from White damage.

9: Generalized Weakness/ Bad Motivator: Melee attacks are at -1.

10: Complete Recovery: No adverse effect.

Character Creation

Pick Your Class

There are four classes to choose from and each presents its own special set of skills and ways to interact with the world. Class selection is permanent and there is no selection of a second class. Each class has three subclasses. You may spend skill points in any skill in any subclass without restriction other than any prerequisites the skill may have.

Trooper: Troopers specialize in ranged combat and combat survival. The three sub classes of Trooper are Storm Trooper, Scout Trooper, and Command Trooper.

Agent: Agents use subterfuge and trickery to out maneuver their opponents. The three sub classes of Agent are Noble, Hunter, and Scoundrel.

Engineer: Engineers research and craft equipment as well as serve as medics. The three sub classes of Engineer are Biotech, Armory, and Security.

Force User: Force Users are melee experts who command the awesome power of the Force at the expense of access to advanced equipment. The three sub classes of Force User are Sense, Alter, and Control. Droid Characters MAY NOT be Force Users.

Pick Your Archetype

The galaxy has too many races to ask players to choose from a small list. For this reason you can play any race which appears in Star Wars materials so long as you can adequately costume the character. Staff reserves the right to evaluate and reject costumes which do not meet the needed detail for some races in the galaxy. We will work with you to help make your character costume goals a reality.

Instead of selecting a race, you select two Archetypes applicable to the race or character you are playing. Archetypes give minor advantages to add flavor to your character. Archetype selection is less about what you are, and more about who you are.

Choose two, Archetype abilities are usable once per period.
Archetypes can also determine a character's resistance to environmental challenges; this is up to the Storyteller at hand.

Aggressively Warlike:
For sixty seconds; add 2 damage to all non-skill (base) attacks only.

Resilient Survivor:
Concentrate for sixty seconds; restore all Vitality points to self. Taking damage and receiving or defending against any skills interrupts this ability and the ability is still considered used for the Period.

Exceptional Reflexes:
Defend against any single Surprise Attack.

Cerebrally Inclined:
Reduce the supply, passion, or harmony cost of one item or upgrade by a max of two. May not be applied to cybernetic medicine.

Mystically Astute:
Concentrate for sixty seconds, restore all of one of: Discipline, Passion, or Harmony points to self. If a Force-user then Side Affinity is still marked.

Socially Empathetic:
Concentrate for sixty seconds; restore a spent Archetype ability to another character. Socially Empathetic may not be restored this way.

Pick Your Skills

A starting character is 5 skill points plus half the number of past events run in the current campaign rounded down. Therefore on the first event it is 5 skill points and 6 on the third event and so on. Every skill costs 1 skill point and must come from one of the three skill trees in your class. Skill points may be spent freely between the sub classes. The only requirement is that any skill prerequisites are met. Characters gain one skill point for each event attended after the first and it can be spent at check in or any time after that.

Once starting skills are selected your character is almost ready for play. Now it's time to put your costume together as well as any props your skills might require. All skills that start with "Arm" as well as nearly all crafted items require a physical representation so it is important to plan ahead when taking these skills. Your props are an important extension of your character so take care in making them.

Droid Characters

Droid characters are allowed but have a number of restrictions. First your costume must be approved by staff and must conceal exposed skin with cosmetics or costume elements. In addition droids have the following changes:

Droids may not be Force Users.
Droids are always in the Armored State.
Droids may not be healed by Biotech Skills or Biotech Items.
Droids are immune to mind effecting skills and Purple damage and effects.
Droids are immune to and may not benefit from any "Inspire" skill.
Droids take double damage from Blue and Green damage at all times.
Droids do not select Archetypes.
Droids are still subject to the "Kolto Tank Detriment" table and the 1 hour of "near death". Rather than be saved by a tank, they are repaired in a repair bay but mechanically function the same as non-Droids for the purpose of Death and Dying.

Force User Skills

Force users explore the mysteries of the Force and master its manipulation. The vast majority of Force Users have received at least a cursory amount of training by either the Jedi Order or the Sith Empire. Force User characters do not have to be members of these orders but it is unlikely they would not at least be aware of their teachings and philosophies.

Sense Users perceive the world and minds in the living Force. Alter Users command the Force to manipulate their environment. Control Users let the Force flow through them and guide their actions.

Force Users have two stats: Passion and Harmony. Passion fuels Dark Side abilities, Harmony fuels Light Side abilities, while General abilities may be powered by either. Passion and Harmony are restored at a rate of 5 points per 10 minutes of meditation at either the Jedi Temple (Harmony) or Sith Shrine (Passion). Anytime a player restores Harmony or Passion they must mark on their Character Sheet that they have done so. Whichever point pool was restored (and subsequently used more) is noted between events as the character's "**Side Affinity**". **Side Affinity** has no immediate mechanical effect but is a way for Storytellers to be aware of a Force User's position within the Force. Players MAY NOT BEGIN GAME WITH A LIGHTSABER. Lightsabers must be constructed or acquired in game.

Light Side Force Skills Table

Subclass	Skill Name	Prerequisite Skill	Ability Bonuses	Delivery Method/Range	Effect/Color	Cost
Sense (General)	Foresight		Harmony +1, Passion +1	Self	Defense against single melee attack	1 Harmony or 1 Passion
Sense (General)	Mind Trick	Foresight	Harmony +1, Passion +1	Auto-hit Melee	Roleplay with target for 1 minute. Give 1 simple command/suggestion.	1 Harmony or 1 Passion
Sense (General)	Alertness	Mind Trick	Harmony +1, Passion +1	Auto-hit Ranged	Roleplay 5 seconds. Break Stealth of 1 target.	1 Harmony or 1 Passion
Sense (Tier 1)	Premonitions	Foresight	Harmony +1	Self	Roleplay for 10 minutes. Gain information about immediate future from Marshal	1 Harmony
Sense (Tier 1)	Sense Darkness	Premonitions	Harmony +1	Self	Sense any Dark Side threats in immediate area	1 Harmony
Sense (Tier 1)	Advanced Sense Darkness	Sense Darkness	Harmony +1	Self	Sense any threats in immediate area	1 Harmony

Sense (Tier 1)	Force Visions	Premonitions	Harmony +1	Self	Roleplay for 15 minutes. Player may ask for positive/negative outcome of 1 action from Marshal	1 Harmony
Sense (Tier 1)	Advanced Force Visions	Force Visions	Harmony +1	Self	May ask 1 follow-up question to Force Vision's question	1 Harmony
Sense (Tier 2)	Empathy	Mind Trick	Harmony +1	Auto-hit Melee	Target's disposition towards you is immediately improved to varying degrees	1 Harmony
Sense (Tier 2)	Confusion	Empathy	Harmony +1	Packet	Target is Dazed for 5 seconds	1 Harmony
Sense (Tier 2)	Advanced Confusion	Confusion	Harmony +1	Packet	Target is Dazed for 10 seconds	1 Harmony
Sense (Tier 2)	Mind Shield	Empathy	Harmony +1	Self	Defend against Purple Attack	1 Harmony
Sense (Tier 2)	Advanced Mind Shield	Mind Shield	Harmony +1	Self/ Ranged	Defend against Purple Attack on target within line of sight	1 Harmony
Sense (Tier 3)	Hide	Alertness	Harmony +1	Self	Player becomes Stealthed as long as they remain motionless. Cannot be used in combat	1 Harmony
Sense (Tier 3)	Alert Stance	Hide	Harmony +1	Self	Roleplay for 1 minute. May use Alertness for free once every 5 min while in Alert Stance	1 Harmony
Sense (Tier 3)	Advanced Alert Stance	Alert Stance	Harmony +1	Self	May use Alertness for free once every 1 minute while in Alert Stance	1 Harmony
Sense (Tier 3)	Force Vanish	Hide	Harmony +1	Self	Player becomes Stealthed as long as they remain motionless. Can be used in combat	1 Harmony
Sense (Tier 3)	Advanced Force Vanish	Force Vanish	Harmony +1	Self	Player may move at a walking pace while using Hide or Force Vanish	1 Harmony

Alter (General)	Force Push		Harmony +1, Passion +1	Packet	Knockback target 10 feet	1 Harmony or 1 Passion
Alter (General)	Force Pull	Force Push	Harmony +1, Passion +1	Self/ Packet	Target item is Disarmed for 5 seconds. Can counter any Disarm effect on Self.	1 Harmony or 1 Passion
Alter (General)	Minor Telekinesis	Force Pull	Harmony +1, Passion +1	Special	Player may perform minor acts of telekinesis.	1 Harmony or 1 Passion
Alter (Tier 1)	Force Immobilize	Force Push	Harmony +1	Packet	Target is Immobilized for 5 sec	1 Harmony
Alter (Tier 1)	Mass Push	Force Immobilize	Harmony +1	Packet	Target and up to 2 other targets within melee of initial target are Knocked back 10 feet	1 Harmony
Alter (Tier 1)	Advanced Mass push	Mass Push	Harmony +1	Packet	May Knockback an additional target with Mass Push (Initial +3 targets)	2 Harmony
Alter (Tier 1)	Boulder Throw	Force Immobilize	Harmony +1	Packet	5 White damage to target and Knockback 10 feet	1 Harmony
Alter (Tier 1)	Advanced Boulder Throw	Boulder Throw	Harmony +1	Packet	10 White damage to target and Knockback 10 feet	2 Harmony
Alter (Tier 2)	Pommel Toss	Force Pull	Harmony +1	Auto-hit Ranged	Target within Traverse is Stunned for 5 seconds. Limit once per 30 sec	1 Harmony
Alter (Tier 2)	Mass Pull	Pommel Toss	Harmony +1	Packet	Target and up to 2 other targets within melee of initial target are Disarmed of 1 item for 5 seconds	1 Harmony
Alter (Tier 2)	Advanced Mass Pull	Mass Pull	Harmony +1	Packet	May Disarm an additional target with Mass Pull (Initial +3 targets)	2 Harmony
Alter (Tier 2)	Force Nullify	Pommel Toss	Harmony +1	Self	End 1 ongoing Force effect on Self	1 Harmony
Alter (Tier 2)	Advanced Force Nullify	Force Nullify	Harmony +1	Ranged	End 1 ongoing Force effect on Ally within	3 Harmony

					line of sight or on an enemy via packet attack.	
Alter (Tier 3)	Force Strike	Minor Telekinesis	Harmony +1	Melee	Make 1 melee attack at +5 damage and optional Knockback 10 feet.	1 Harmony
Alter (Tier 3)	Force Whirlwind	Force Strike	Harmony +1	Packet	1 Weapon or Armor on target is destroyed.	1 Harmony
Alter (Tier 3)	Advanced Force Whirlwind	Force Whirlwind	Harmony +1	Packet	1 additional target within Melee range of initial target is affected by Force Whirlwind	2 Harmony
Alter (Tier 3)	Major Telekinesis	Force Strike	Harmony +1	Special	Player may perform 1 major display of telekinesis per event	Variable
Alter (Tier 3)	Advanced Major Telekinesis	Major Telekinesis	Harmony +1	Special	Player may perform 2 major display of telekinesis per event	Variable
Control (General)	Bolt Parry		Harmony +1, Passion +1	Self	Negate 1 Ranged attack with melee weapon	1 Harmony or 1 Passion
Control (General)	Bolt Return	Bolt Parry	Harmony +1, Passion +1	Self	Reflect 1 Ranged attack back at initiating target	2 Harmony or 2 Passion
Control (General)	Force Speed	Bolt Return	Harmony +1, Passion +1	Self	Player may take 10 steps in any direction. Is immune to damage while moving	1 Harmony or 1 Passion
Control (Tier 1)	Form III	Bolt Parry	Harmony +1	Self	Roleplay for 1 minute. Gain damage reduction two against all damage types.	1 Harmony
Control (Tier 1)	Saber Wall	Form III	Harmony +1	Self	May call Bolt Parry at will with no cost. Must be stationary and in Form III.	1 Harmony
Control (Tier 1)	Advanced Saber Wall	Saber Wall	Harmony +1	Self	May activate Saber Wall when not in Form IV	1 Harmony
Control (Tier 1)	Guardian Circle	Form III	Harmony +1	Special	Roleplay 5 minutes with 2 other characters.	1 Harmony

					Characters gain benefits of Form III while in Melee range of you	
Control (Tier 1)	Advanced Guardian Circle	Guardian Circle	Harmony +1	Special	May add another character to Guardian Circle (3 characters)	1 Harmony
Control (Tier 2)	Form VII	Bolt Return	Harmony +1	Self	Roleplay for 1 minute. Gain +2 damage while in stance. Character may dual wield.	1 Harmony
Control (Tier 2)	Battle Meditation	Form VII	Harmony +1	Special	Roleplay for 5 minutes with 2 other characters. Characters gain benefits of Form VII while in Melee of you	2 Harmony
Control (Tier 2)	Advanced Battle Meditation	Battle Meditation	Harmony +1	Special	May add another character to Battle Meditation (3 characters)	2 Harmony
Control (Tier 2)	Saber Mastery	Form VII	Harmony +1	Self	Reduce time to enter Stances to 30 seconds	1 Harmony
Control (Tier 2)	Advanced Saber Mastery	Saber Mastery	Harmony +1	Self	Reduce time to enter Stances to 15 seconds	1 Harmony
Control (Tier 3)	Skirmish Stance	Force Speed	Harmony +1	Self	May use Force Speed once every min for free while in Stance	1 Harmony
Control (Tier 3)	Force Heal	Skirmish Stance	Harmony +1	Self	Roleplay for 30 Seconds. Heal for 10 Vitality Points.	1 Harmony
Control (Tier 3)	Advanced Force Heal	Advanced Force Heal	Harmony +1	Self	Roleplay for 30 seconds. Heal for 20 Vitality Points.	1 Harmony
Control (Tier 3)	Serenity	Skirmish Stance	Harmony +1	Passive	Player may use their Passion Points as Harmony Points for Light Side skills	Passive
Control (Tier 3)	Advanced Serenity	Serenity	Harmony +1	Passive	Roleplay for 1 minute and user may transfer harmony to another player.	Passive

Dark Side Force Abilities

Subclass	Skill Name	Prerequisite Skill	Ability Bonuses	Delivery Method/Range	Effect/Color	Cost
Sense (General)	Foresight		Harmony +1, Passion +1	Self	Defense against single melee attack	1 Harmony or 1 Passion
Sense (General)	Mind Trick	Foresight	Harmony +1, Passion +1	Auto-hit Melee	Roleplay with target for 1 minute. Give 1 simple command/ suggestion.	1 Harmony or 1 Passion
Sense (General)	Alertness	Mind Trick	Harmony +1, Passion +1	Self	Roleplay 5 seconds. Break Stealth of 1 target.	1 Harmony or 1 Passion
Sense (Tier 1)	Pry Thoughts	Foresight	Passion +1	Auto-hit Melee	Roleplay. Gain surface thoughts of 1 unwilling target. Cannot be used in combat	1 Passion
Sense (Tier 1)	Sense Weakness	Pry Thought	Passion +1	Auto-hit Ranged	Learn 1 weakness of 1 target within line of sight.	1 Passion
Sense (Tier 1)	Advanced Weakness	Sense Weakness	Passion +1	Auto-hit Ranged	Gain +2 damage against target	1 Passion
Sense (Tier 1)	Dark Interrogation	Pry Thoughts	Passion +1	Auto-hit Melee	Roleplay 5 minutes. Target must answer 1 question truthfully. May not be used in combat	1 Passion
Sense (Tier 1)	Advanced Dark Interrogation	Dark Interrogation	Passion +1	Auto-hit Melee	Target must answer 1 follow-up question truthfully	1 Passion
Sense (Tier 2)	Focused Rage	Mind Trick	Passion +1	Ranged	Target is Taunted for 1 minute.	1 Passion
Sense (Tier 2)	Berserk	Focused Rage	Passion +1	Packet	Target must attack the nearest valid targets for 1 minute or until	1 Passion

					they enter their Death Count	
Sense (Tier 2)	Advanced Berserk	Berserk	Passion +1	Packet	Target must attack the nearest valid targets until they enter their Death Count	1 Passion
Sense (Tier 2)	Inflict Pain	Focused Rage	Passion +1	Packet	Target is Stunned for 5 seconds	1 Passion
Sense (Tier 2)	Advanced Inflict Pain	Inflict Pain	Passion +1	Packet	Target is Stunned for 5 seconds and takes 5 Purple damage	2 Passion
Sense (Tier 3)	Shadow Walk	Alertness	Passion +1	Self	Player enters Stealth and may move at a walking pace.	1 Passion
Sense (Tier 3)	Assassin Strike	Shadow Walk	Passion +1	Melee	Make attack from Stealth with +5 damage	1 Passion
Sense (Tier 3)	Advanced Assassin Strike	Assassin Strike	Passion +1	Melee	Make attack from Stealth with +10 damage	2 Passion
Sense (Tier 3)	Force Illusions	Shadow Walk	Passion +1	Self	Negate 1 Melee attack. Player enters Stealth and moves 10 steps. Stealth Ends after steps.	1 Passion
Sense (Tier 3)	Advanced Force Illusions	Force Illusions	Passion +1	Self	Negate 1 Melee attack. Player enters Stealth and moves 10 steps. Stealth does not end after movement	1 Passion
Alter (General)	Force Push		Harmony +1, Passion +1	Packet	Knockback target 10 feet	1 Harmony or 1 Passion
Alter (General)	Force Pull	Force Push	Harmony +1, Passion +1	Self/ Packet	Target item is Disarmed for 5 seconds. Can counter any Disarm effect on	1 Harmony or 1 Passion

					Self.	
Alter (General)	Minor Telekinesis	Force Pull	Harmony +1, Passion +1	Special	Player may perform minor acts of telekinesis.	1 Harmony or 1 Passion
Alter (Tier 1)	Force Thrash	Force Push	Passion +1	Packet	Target is Thrown 10 feet in any direction	1 Passion
Alter (Tier 1)	Force Lightning	Force Thrash	Passion +1	Packet	Target takes 5 Blue damage and is Stunned for 5 seconds.	1 Passion
Alter (Tier 1)	Advanced Force Lightning	Force Lightning	Passion +1	Packet	Target takes 10 Blue damage and is Stunned for 5 seconds	2 Passion
Alter (Tier 1)	Absorb Energy	Force Thrash	Passion +1	Self	Negate 1 attack dealing Red damage	1 Passion
Alter (Tier 1)	Advanced Absorb Energy	Absorb Energy	Passion +1	Self	Negate 1 attack dealing Red or Blue damage	1 Passion
Alter (Tier 2)	Saber Throw	Force Pull	Passion +1	Auto-hit Ranged	Target within Traverse takes melee weapon damage. Limit once every 30 sec	1 Passion
Alter (Tier 2)	Force Choke	Saber Throw	Passion +1	Packet	Roleplay for 5 seconds. Target is Stunned for duration, and takes 5 White damage at end of 5 seconds	1 Passion
Alter (Tier 2)	Advanced Force Choke	Force Choke	Passion +1	Packet	Roleplay for 10 seconds. Target is Stunned for duration, and takes a Killing Blow	2 Passion
Alter (Tier 2)	Impale	Saber Throw	Passion +1	Auto-hit Ranged	Successful Saber Throw deals +5 damage	1 Passion
Alter (Tier 2)	Advanced	Impale	Passion +1	Auto-hit	Successful Saber	2 Passion

	Impale			Ranged	Throw deals +10damage	
Alter (Tier 3)	Dark Shield	Minor Telekinesis	Passion +1	Self	Negate 1 attack	2 Passion
Alter (Tier 3)	Life Steal	Dark Shield	Passion +1	Packet	Target takes 5 Purple damage, and player heals 5 Vitality Points, up to 20 Vitality Points per period	1 Passion
Alter (Tier 3)	Advanced Life Steal	Life Steal	Passion +1	Packet	Player can heal any amount of Vitality points per period	1 Passion
Alter (Tier 3)	Dark Sacrifice	Dark Shield	Passion +1	Melee	Successful Killing Blow restores 1 Passion, up to 5 Passion per period. KB takes 10 sec	Special
Alter (Tier 3)	Advanced Dark Sacrifice	Dark Sacrifice	Passion +1	Melee	Player can restore any amount of Passion per period	Special
Control (General)	Bolt Parry		Harmony +1, Passion +1	Self	Negate 1 Ranged attack with melee weapon	1 Harmony or 1 Passion
Control (General)	Bolt Return	Bolt Parry	Harmony +1, Passion +1	Self	Reflect 1 Ranged attack back at initiating target	2 Harmony or 2 Passion
Control (General)	Force Speed	Bolt Return	Harmony +1, Passion +1	Self	Player may take 10 steps in any direction. Is immune to damage while moving	1 Harmony or 1 Passion
Control (Tier 1)	Inner Darkness	Bolt Parry	Passion +1	Self	Reduce damage from 1 attack by 5 to minimum of 1 damage. Does not negate status effects from attack	1 Passion
Control (Tier 1)	Hateful Strike	Inner Darkness	Passion +1	Melee	Melee attack deals +5 damage	1 Passion

Control (Tier 1)	Advanced Hateful Strike	Hateful Strike	Passion +1	Melee	Melee attack deals +10 damage	2 Passion
Control (Tier 1)	Dark Pact	Inner Darkness	Passion +1	Special	Roleplay 5 minutes with 1 other character. Character can use the Inner Darkness skill 3 times at no cost while within Melee distance of you	1 Passion
Control (Tier 1)	Advanced Dark Pact	Dark Pact	Passion +1	Special	Other character may use Inner Darkness 5 times while within Melee distance of you	1 Passion
Control (Tier 2)	Warrior's Path	Bolt Return	Passion +1	Self	Roleplay 1 minute. Gain bonus to melee damage equal to Passion spent on skill (+1,2,3). Passive: Player may duel-wield melee weapons	1-3 Passion
Control (Tier 2)	Pain Strength	Warrior's Path	Passion +1	Self	Gain +1 melee damage for every 5 Vitality Points below 20 Vitality Points while Warrior's Path is active, up to +3	1 Passion
Control (Tier 2)	Advanced Pain Strength	Pain Strength	Passion +1	Self	Gain +2 melee damage for every 5 Vitality Points below 20 Vitality Points while Warrior's Path is active, up to +6	2 Passion
Control (Tier 2)	Juggernaut	Warrior's Path	Passion +1	Self	Activate to gain immunity to Daze or	1 Passion

					Immobilize or Stun for 5 minutes while Warrior's Path is active. Choose 1.	
Control (Tier 2)	Advanced Juggernaut	Juggernaut	Passion +1	Self	An additional effect immunity is selected from Daze or Immobilize or Stun	2 Passion
Control (Tier 3)	Predator Leap	Force Speed	Passion +1	Traverse	Move to Melee range of target within Traverse. Immune to damage while moving. Gain +5 damage to next attack against target	1 Passion
Control (Tier 3)	Unending Furnace	Predator Leap	Passion +1	Self	Player may use all Dark Side (Control) powers for free for 1 minute. May not restore Passion while active	All Passion (Min. 2)
Control (Tier 3)	Advanced Unending Furnace	Unending Furnace	Passion +1	Self	Player may use all Dark Side (Control) powers for free for 5 minutes. May not restore Passion while active	All Passion (Min. 2)
Control (Tier 3)	Unstoppable Wrath	Predator Leap	Passion +1	Self	Player gains immunity to Disarm or Destroy 5 minutes	1 Passion
Control (Tier 3)	Advanced Unstoppable Wrath	Unstoppable	Passion +1	Self	Player gains immunity to Disarm and Destroy for 5 minutes	2 Passion

Sense (General)

Foresight: +1P, +1H. Melee Defense. Call: Foresight, Defend. Spend 1P or 1H. Defend against a single melee attack.

Mind Trick: +1P, +1H. Requires Foresight. Call: Purple Mind Trick. Spend 1P or 1H. Must be talking to the target for at least one full min before use. Target can be given a suggestion or simple command no longer than one sentence long. Effect lasts 1 min. May not be used in combat. Mind Trick may not be used on the same target more than twice per hour. Mind Trick may be used to defend against itself.

Alertness: +1P, +1H. Requires Mind Trick. Call: Alertness, Break Stealth. Spend 1P or 1H and 5 seconds of observation. Break the stealth status of one target within line of sight.

Sense (Light Tier 1)

Premonitions: +1H. Requires Foresight. Call: Premonitions. Spend 1H and spend 10 min roleplaying deep meditation on the future or an object. At the start of the roleplaying the player must inform a marshal of the skill use. At the conclusion of the roleplaying the player will be given either information about the immediate future or information about the past of an object in their possession.

Sense Darkness: +1H. Requires Premonitions. Call: Sense Darkness. Spend 1H. Marshal will identify if and what types of threats are immediately present so long as the threat possesses any degree of Dark Side ability, as well as the following attributes of the threat: intensity of the Dark Side, and whether it is a living creature, object, or aura. **Advanced Sense Darkness**: Marshal will identify the number of Dark Side threats, as well as a rough location of the threats.

Force Visions: +1H. Requires Premonitions. Call: Force Visions. Spend 1H and 15 minutes roleplaying deep meditation on the future. At the start of this roleplaying the player must inform a marshal of the skill use. At the conclusion of the roleplaying the player may ask one question about a choice to be made. The marshal will inform the player that the choice either seems positive or negative. **Advanced Force Visions**: May ask a single follow up to the initial answer after receiving the response.

Sense (Light Tier 2)

Empathy: +1H. Requires Mind Trick. Auto Hit. Call: Purple Empathy. Spend 1H. Target disposition toward you is improved. This has highly variable effects. Aggressive animals are likely to be pacified. Hostile intelligent species may become open to talking. Indifferent intelligent species may become friendlier. The effects of this skill last until actions are taken to escalate the situation. There are many situations where this skill may not have an immediately apparent effect.

Confusion: +1H. Requires Empathy. Packet attack. Call: Confusion, Purple Daze X second. Spend 1H. Target is Dazed for 5 seconds. **Advanced Confusion**: Target is Dazed for 10 seconds.

Mind Shield: +1H. Requires Empathy. Melee/Ranged Defense. Call: Mind Shield, Defend. Spend 1H. Defend against any one Purple skill used against the player. As a defense, must be called at the time of the effect to be defended. It can not break an effect already in progress. **Advanced Mind Shield**: Mind Shield may be called to defend any target within line of sight against a Purple skill.

Sense (Light Tier 3)

Hide: +1H. Requires Alertness. Call: Hide. Spend 1H. Player must remain still. While remaining still the player must make the stealth gesture. So long as the player remains still the player maintains the Stealth status. Taking offensive action or moving ends this effect. This may not be triggered in combat however may be maintained if combat begins around the player.

Alert Stance: +1H. Requires Hide. Stance. Call: Alert Stance. Spend 1H and spend 1 min concentrating. At the conclusion of the 1 min the player gains Alert Stance. The stance lasts until the player exits the stance or is knocked into any level of their death count. The player may use the skill Alertness for free once every 5 minutes. **Advanced Alert Stance**: The player may use the skill Alertness at no cost once every 1 min.

Force Vanish: +1H. Requires Hide. Call: Force Vanish. Spend 1H. Player immediately enters the Stealth state. Player must remain still. Any offensive or movement ends this skill. This may be used in combat. **Advanced Force Vanish**: Player may move at a walking pace without breaking their Stealth state when using Hide or Force Vanish.

Sense (Dark Tier 1)

Pry Thoughts: +1P. Requires Foresight. Call: Purple Pry Thoughts. Spend 1P. This skill forcibly looks at the immediate surface thoughts of an unwilling target. This skill should be roleplayed with discomfort on the part of the target. This skill may not be used in combat. The target of Pry Thoughts must give as straight an answer as possible. A Marshal may be requested to handle disputes, or requested to supervise ahead of time.

Sense Weakness: +1P. Requires Pry Thoughts. Call: Sense Weakness. Spend 1P. Target must be within line of sight. Target announces a weakness if it has one. **Advanced Sense Weakness**: Gain +2 melee damage against the target for 5 minutes.

Dark Interrogation: +1P. Requires Pry Thoughts. Call: Purple Dark Interrogation. Spend 1P and spend 5 min interrogating the target. This is extremely painful for the target. At the end of the 5 min the target must answer one question truthfully. This may not be used in combat. **Advanced Dark Interrogation**: Player may ask a second question which must be answered truthfully per use. The target of Dark Interrogation must give as straight an answer as possible. A Marshal may be requested to handle disputes, or requested to supervise ahead of time.

Sense (Dark Tier 2)

Focus Rage: +1P. Requires Mind Trick. Auto Hit. Call: Focus Rage, Purple Taunt. Spend 1P. Target must be in line of sight. Target is Taunted and must focus their attention on the player. The Target is not compelled to attack but if attacks are made they must be made against the player who used Focus Rage. Effect lasts 1 min.

Berserk: +1P. Requires Focus Rage. Packet Attack. Call: Berserk, Purple Berserk. Spend 1P. Target attacks nearest valid targets for 1 min or until the target (of the Berserk) enters their death count or until treated. Berserk Target may use their skills as normal. **Advanced Berserk**: Berserk Target is affected for 5 min.

Inflict Pain: +1P. Requires Focus Rage. Packet Attack. Call: Inflict Pain, Purple Stun 5 seconds /- 5 Purple. Spend 1P. Target is Stunned for 5 sec and must roleplay extreme pain. **Advanced Inflict Pain**: Spend 2P. Target is Stunned for 5 sec and takes 5 Purple damage.

Sense (Dark Tier 3)

Shadow Walk: +1P. Requires Alertness. Call: Shadow Walk. Spend 1P. Player enters the Stealth state. Player may move at a walking pace. Any offensive action ends this effect. This may be used in combat.

Assassin Strike: +1P. Requires Shadow Walk. Surprise Attack. Call: Assassin Strike, X Red/White. Spend 1P. Make melee attack at +5 damage. This attack must be made while in Stealth status. This attack must be made while behind the intended target. May only be defended by skills which defend against surprise attacks. **Advanced Assassin Strike**: Spend 2P. Melee attack at +10 damage.

Force Illusions: +1P. Requires Shadow Walk. Melee Defense. Call: Force Illusions, Defend. Spend 1P. Player negates melee attack and enters Stealth. Player may move within 10 steps. After moving the Stealth ends. As per the rules of stealth, the player may not reenter stealth for any reason for 1 minute after exiting stealth except by arm skills. **Advanced Force Illusions**: Stealth does not end at the conclusion of the movement and the player enters Stealth as per Shadow Walk.

Alter (General)

Force Push: +1P, +1H. Packet attack. Call: Force Push, White Knockback. Spend 1P or 1H. Target is knocked back 10 feet.

Force Pull: +1P, +1H. Requires Force Push. Disarm Defense. Packet attack or Disarm Defense. Call: Force Pull, White Disarm/ Force Pull, Defend. Spend 1P or 1H. Target handheld item is Disarmed for 5 seconds. May be used as a counter to any Disarm skill.

Minor Telekinesis: +1P, +H. Requires Force Pull. Call: Minor Telekinesis. Spend 1P or 1H. Allows the player to perform minor feats of telekinesis such as picking up small objects, levitating rocks, etc. This skill should be use for primarily roleplay and non-combat situations.

Alter (Light Tier 1)

Force Immobilize: +1H. Requires Force Push. Packet attack. Call: Force Immobilize, Immobilize 5 seconds. Spend 1H. Target immobilized for 5 seconds.

Mass Push: +1H. Requires Force Immobilize. Packet attack. Call: Mass Push, White Knockback -/ White Knockback. Spend 1H. Target and up to two additional targets within melee range of the initial target are knocked back 10 feet. **Advanced Mass Push**: Spend 2H. An additional target, for a maximum of three additional targets, may be affected by your Mass Push.

Boulder Throw: +1H. Requires Force Immobilize. Packet attack. Call: Boulder Throw, X White -/ White Knockback. Spend +1H. Target takes 5 white damage and is knocked back 10 feet. **Advanced Boulder Throw**: Spend 2H. Target takes 10 white damage and is knocked back 10 feet.

Alter (Light Tier 2)

Pommel Toss: +1H. Requires Force Pull. Auto Hit. Call: Pommel Toss, White Daze 5 seconds. Spend 1H. Target within traverse distance is dazed for 5 seconds. This ability may not be used more than once every 30 seconds. This may be defended as per any non-surprise melee attack.

Mass Pull: +1H. Requires Pommel Toss. Packet attack. Call: Mass Pull, -/White Disarm. Spend +1H. Target and up to two additional targets within melee distance of the initial target are each Disarmed of one handheld item for 5 seconds. **Advanced Mass Pull**: Spend 2H. An additional target, for a maximum of three additional targets, are effected by the disarm of your **Mass Pull**.

Force Nullify: +1H. Requires Pommel Toss. Call: Force Nullify. Spend 1H. End or remove any 1 effect created by the Force so long as that ability or effect is ongoing in nature. Instant attacks, such as Force Pull, are not canceled by this skill. However, skills that require time to execute, such as Force Choke, or effects such as Confusion or Force Lightning which have a duration element may be removed. This skill may only be used to end effects or skills used on the player who is using Force Nullify and the canceled effect must have been generated by the Force. Can be used under any status effect, even if usually not able to. **Advanced Force Nullify**: +1H. Requires Force Nullify. Call: Advanced Force Nullify, Effect Name. Spend 3H. Use Force Nullify to end effects for any ally within line of sight or end positive effects with a duration on a target with a packet attack. Must call effect to be removed on enemy. Can not be defended against.

Alter (Light Tier 3)

Force Strike: +1H. Requires Minor Telekinesis. Call: Force Strike, X Red/White, -/ White Knockback. Spend 1H. Melee attack at +5 damage. The player has the option of also including a 10 foot knockback to a successful tag.

Force Whirlwind: +1H. Requires Force Strike. Packet attack. Call: Force Whirlwind, White Destroy X. Spend 1H. State weapon or armor. Stated object is destroyed and may not be used until repaired. This skill may not be used more than once every 30 seconds. **Advanced Force Whirlwind**: Spend 2H. 1 additional target within melee range of the initial target may be affected by your Force Whirlwind.

Major Telekinesis: +1H. Requires Force Strike. Call: Major Telekinesis. Spend Variable H. Allows a player to perform incredible feats of telekinesis. This ability can be used to solve puzzles, move large objects, and other incredible roleplay feats. This ability may only be used once per weekend. **Advanced Major Telekinesis**: Major Telekinesis may be used twice per weekend. Plot team must be notified of use. Cost of skill and possible secondary effects will be decided at time of use based off of desired result.

Alter (Dark Tier 1)

Force Thrash: +1P. Requires Force Push. Packet attack. Call: Force Thrash, White Throw. Spend 1P. Target is Thrown 10 feet in the direction of the attacking player's choice.

Force Lightning: +1P. Requires Force Thrash. Packet attack. Call: Force Lightning, X Blue -/Blue Stun 5 seconds. Spend 1P. Target takes 5 blue damage and is Stunned for 5 seconds. **Advanced Force Lightning**: Spend 2P. Target takes 10 blue damage and is Stunned for 5 seconds.

Absorb Energy: +1P. Requires Force Thrash. Melee/Ranged Defense. Call: Absorb Energy, Defend. Spend 1P. Defend against a single attack of red damage. **Advanced Absorb Energy**: Absorb Energy may be used to defend against red or blue damage.

Alter (Dark Tier 2)

Saber Throw: +1P. Requires Force Throw. Call: Saber Throw, X Red/White. Auto Hit. Spend 1P. Target within traverse distance takes your melee weapon damage. This ability may not be used more than once every 30 seconds. This may be defended against as per any non-surprise melee attack.

Force Choke: +1P. Requires Saber Throw. Packet attack. Call: Force Choke, Stun X seconds -/ 5 White. Spend 1P. Target is stunned for 5 seconds. This ability must be roleplayed for the duration of the 5 second stun or until the effect ends on the target. If all 5 seconds of the stun are completed the target takes 5 white damage. Taking any damage or effects, or defending from damage or effects disrupts the concentration and ends the effect. **Advanced Force Choke**: Spend 2P. Force Choke's stun now lasts up to 10 seconds. If all 10 seconds are completed without disruption the target takes a killing blow.

Impale: +1P. Requires Saber Throw. Auto Hit. Call: Impale, X Red/White. Spend +1P. On a successful Saber Throw, Impale can be used to do your melee damage +5 to the target. The target must first be hit and fail to defend against a Saber Throw. **Advanced Impale**: Spend 2P. Impale now does melee damage +10.

Alter (Dark Tier 3)

Dark Shield: +1P. Requires Minor Telekinesis. Melee/Ranged Defense. Call: Dark Shield, Defend. Spend 2P. Defend against a single attack.

Life Steal: +1P. Requires Dark Shield. . Packet attack. Call: Life Steal, 5 Purple. -/ Heal 5. Spend 1PTarget takes 5 Purple damage. Target must be a living creature. This skill does not work on non-living creatures

such as droids. On a successful attack the player also heals 5 Vitality points. A player may not heal more than 20 Vitality from this skill per period. If the maximum healing has been reached this skill may still be used to harm targets but the player will not receive the healing effect. **Advanced Life Steal**: Life Steal no longer has a cap on the amount of healing received using the skill per period.

Dark Sacrifice: +1P. Requires Dark Shield. Call: Killing Blow, Dark Sacrifice. The player may choose to replace their normal killing blow with a killing blow that must take at least ten seconds. Players should add ritualistic elements to this time. The killing blow must be performed on a living target which is not already in their near death stage. If the killing blow is successful the player regains 1 Passion. A player may not restore more than 5P with this skill per period. **Advanced Dark Sacrifice**: Dark Sacrifice no longer has a cap on the amount of Passion restored per period.

Control (General)

Bolt Parry: +1P, +1H. Ranged Defense. Call: Bolt Parry. Spend 1 H or P. The player may defend against a single non packet ranged attack. Passive: The player may block ranged weapon attacks with their melee physical representation without taking damage. The dart, disk, or ball must be physically blocked with the weapon. Does not block Arm skills such as Grenades.

Bolt Return: +1P, +1H. Requires Bolt Parry. Ranged defense. Call: Bolt Return, X. Spend 2 H or P. Player may return the damage and effect of a single ranged attack back on the attacker. When calling this defense you must state the attack back on the attacker as part of the statement of the defense.

Force Speed: +1P, +1H. Requires Bolt Return. Call: Force Speed, Traverse. Spend 1H or P. The player may take 10 steps in any direction. The player using Force Speed is immune to effects and damage while taking the 10 steps. Players should not pursue or directly engage a player who is using Force Speed until the 10 free steps are completed, unless a skill allows them to. Force Speed may be used in response to another player's use of Force Speed.

Control (Light Tier 1)

Form III: +1H. Requires Bolt Parry. Stance. Call: Form III. Spend 1H. Player must spend 1 min concentrating. At the end of the minute the player enters Form III and gains damage reduction 2 against all damage types for as long as the stance is maintained. The stance is ended by entering any level of the player's death count, the player changes stance, or the player ends the stance. Only one Stance may be active at one time.

Saber Wall: +1H. Requires Form III. Stance. Call: Saber Wall. Spend 1H. Player must have Form III active. Player must plant their feet and remain stationary. While remaining stationary the player may call Bolt Parry at will with no cost. Moving your feet or using any other skill ends this effect. Players may use Bolt Return as normal without ending this effect. **Advanced Saber Wall**: Saber Wall may be activated from outside Form III. When Saber Wall is used without Form III active, regardless of any stance which may be active, the player immediately enters Form III and ends any other Stance they have active. Form III ends when Saber Wall ends.

Guardian Circle: +1H. Requires Form III. Stance. Call: Guardian Circle. Spend 1H. The player must spend 5 minutes roleplaying with up to two other players. This roleplay should be centered on trust guarding each other in battle to some degree however the roleplay is the player's choice. At the conclusion of the roleplay the two other players receive the benefit of your Form III so long as you remain within melee distance of each other. This effect lasts a maximum of one hour. **Advanced Guardian Circle**: An additional player may be added to your Guardian Circle for a maximum of three.

Control (Light Tier 2)

Form VII: +1H. Requires Bolt Return. Stance. Call: Form VII. Spend 1H. Stance. Passive: Allows the player to duel wield even when out of stance. Player must spend 1 min concentrating. At the end of the minute the player enters Form VII and gains +2 melee damage for as long as the stance is maintained. The stance is ended by entering any level of the player's death count, the player changes stance, or the player ends the stance. Only one Stance may be active at one time.

Battle Meditation: +1H. Requires Form VII. Stance. Call: Battle Meditation. Spend 2H. The player must spend 5 minutes roleplaying with up to two other players. This roleplay should be centered on tactics and aiding each other in battle to some degree however the roleplay is the player's choice. At the conclusion of the roleplay the two other players receive the benefit of your Form VII so long as you remain within melee distance of each other. This effect lasts a maximum of one hour. **Advanced Battle Meditation**: Spend 2H. An additional player may be added to your Battle Meditation for a maximum of three.

Saber Mastery: +1H. Requires Form VII. Passive. The time needed to enter a Stance is reduced to 30 seconds. **Advanced Saber Mastery**: The time needed to enter a Stance is reduced to 15 seconds. Does not reduce the time to enter group stances such as Guardian Circle or Battle Meditation.

Control (Light Tier 3)

Skirmish Stance: +1H. Requires Force Speed. Stance. Call: Skirmish Stance. Player must spend 1 min concentrating. At the end of the minute the player enters Skirmish Stance and gains the ability to use Force Speed without spending Harmony once every 1 minute. The stance is ended by entering any level of the player's death count, the player changes stance, or the player ends the stance. Only one Stance may be active at one time.

Force Heal: +1H. Requires Skirmish Stance. Call: Force Heal, Heal X. Spend 1H. Spend thirty seconds immobile and in deep meditation. At the end of the thirty seconds the player heals themselves 10 Vitality. Receiving any damage or other effects interrupts this ability and restarts the thirty second count. The Harmony is still spent. **Advanced Force Heal**: Spend 1H. Force Heal heals 20 Vitality.

Serenity: +1H. Requires Skirmish Stance. Passive. The player may spend their Passion pool as Harmony for the utilization of Light Side force abilities. Passion must still be replenished as normal. **Advanced Serenity**: Player and one other force user must spend 1 minute roleplaying . allows a transfer from the user to another player of Harmony at a 1 to 1 ratio up to a max of half of the recipient's max Harmony. A player may only receive this effect once per period.

Control (Dark Tier 1)

Inner Darkness: +1P. Melee/Ranged/Packet Defense. Requires Bolt Parry. Call: Inner Darkness. Spend 1P. Reduces the damage taken from a single Melee, Ranged, or Packet attack by 5 to a minimum of 1. This ability does not negate or change the duration of any status effects which may be a part of the attack.

Hateful Strike: +1P. Requires Inner Darkness. Call: Hateful Strike, X Red/White. Spend 1P. Melee attack made at +5 damage. May be defended against as per any normal melee attack. **Advanced Hateful Strike**: Spend 2P. Melee attack made at +10 damage.

Dark Pact: +1P. Requires Inner Darkness. Stance. Call: Dark Pact. Spend 1P. Player must spend 5 minutes in meditative roleplay with one other person. At the end of the roleplay the other player may call your Inner Darkness skill 3 times at no cost, even if they are not a Force User. If you (the player using this skill) enter your bleed out count or near death count while this skill is active, the other member of your Dark Pact immediately enters their bleed out count. Both players must remain within melee distance of each other to maintain this effect. This effect lasts a maximum of one hour. **Advanced Dark Pact**: The recipient player may use Inner Darkness 5 times at no cost.

Control (Dark Tier 2)

Warrior's Path: +1P. Requires Bolt Return. Stance. Call: Warrior's Path. Spend 1P to 3P. Passive: allows the player to duel wield even when out of stance. Player must spend 1 min concentrating. At the end of the minute the player enters Warrior's Path and gains + melee damage equal to the amount of Passion spend activating this stance for as long as the stance is maintained to a maximum of +3. The stance is ended by entering any level of the player's death count, the player changes stance, or the player ends the stance. Only one Stance may be active at one time.

Pain Strength: +1P. Requires Warrior's Path. Call Pain Strength. Spend 1P. When Warrior's Path is active you gain +1 melee damage for every 5 Vitality points below 20 you are at for a maximum of +3 melee damage. You must be in Warrior's Path stance to gain this bonus damage. **Advanced Pain Strength**: Spend 2P. Gain +2 damage for every 5 Vitality points below 20 you are at for a maximum of +6 melee damage.

Juggernaut: +1P. Requires Warrior's Path. Melee/Ranged/Packet Defense. Call: Juggernaut. Spend 1P. Warrior's Path must be active. When activated the player chooses either Daze, Immobilize, or Stun effect. Player becomes immune to the chosen effect for 5 minutes. This skill may be called to Defend against the chosen effect or to end a chosen effect the player is currently under. This skill does not nullify any possible damage components of attacks and the damage is taken as normal. **Advanced Juggernaut**: Spend 2P. The player may chose an additional effect to Defend against, for a total of 2 effects.

Control (Dark Tier 3)

Predator Leap: +1P. Requires Force Speed. Call: Predator Leap, X Red/White. Player moves to melee range of a target within 10 steps. You are immune to damage and effects as you move to the target. Other players should not directly pursue or engage the player using Predator Leap until the movement is complete. The next melee attack you make against the target of the Predator Leap is done at +5 damage.

Unending Furnace: +1P. Requires Predator Leap. Call: Unending Furnace. Spend all Passion, minimum 2P. The player may utilize any Control Dark Side skills that the player has at no Passion cost for 1 minute. The player may not restore Passion, including with Dark Sacrifice, while this skill is active. This effect is ended by entering any level of your bleed out count. **Advanced Unending Furnace**: Skill duration increased to 5 minutes.

Unstoppable Wrath: +1P. Melee/Ranged/Packet Defense. Call: Unstoppable Wrath. Requires Predator Leap. Spend 1P. When activated, player chooses either Destroy or Disarm. Player gains immunity to the chosen effect for 5 minutes. This skill may be called to Defend against the chosen effect. **Advanced Unstoppable Wrath**: Spend 2P. Player gains immunity to both Destroy and Disarm effects.

Star Wars Martial Classes

The three classes are **Trooper, Agent, and Engineer**.

Troopers

Troopers excel on the field of battle and their skills represent that. They can hold the line as Stormtroopers, recon the field as Scouts, or amplify their force's effectiveness as Commanders.

Subclass	Skill Name	Prerequisite Skill	Ability Bonuses	Delivery Method/Range	Effect/Color	Cost
Storm Trooper	Shove		Discipline +1, Ordnance +1	Auto Hit Melee	Knockback	1 Discipline
Storm Trooper	Front Kick	Shove	Discipline +1, Ordnance +1	Auto Hit Melee	Knockback White and Stun 5 sec	1 Discipline
Storm Trooper	Charge	Shove	Discipline +1, Ordnance +1	Self	Traverse to melee range of target	1 Discipline
Storm Trooper	Stand Ground		Discipline +1, Ordnance +1	Self	Resist White Status Effect	1 Discipline
Storm Trooper	Fight On	Stand Ground	Discipline +1, Ordnance +1	Self	Negate attack if it would cause bleed-out	1 Discipline

Storm Trooper	Courage	Stand Ground	Discipline +1, Ordnance +1	Passive	Resist 1 Purple Attack	1 Discipline
Storm Trooper	Burst Fire		Discipline +1, Ordnance +1	Dart	Successful hit allows additional auto hit on the target for base weapon damage.	1 Ordnance
Storm Trooper	Tight Grouping	Burst Fire	Discipline +1, Ordnance +1	Passive	Burst Fire skill deals an additional 3 damage	
Storm Trooper	Time on Target	Burst Fire	Discipline +1, Ordnance +1	Dart	Requires successful Burst Fire hit on target. You deal x2 damage to the target for 1 minute	1 Ordnance
Storm Trooper	Arm Frag Grenade		Discipline +1, Ordnance +1	Grenade/ Ranged	Prepare 1 Frag grenade. 10 White damage to target. Must be properly repped. Consumed when used.	1 Ordnance
Storm Trooper	Arm Thermal Detonator	Arm Frag Grenade	Discipline +1, Ordnance +1	Grenade/ Ranged	Prepares 1 Thermal Detonator. 10 Red damage to target and up to target and one additional target in melee range.	1 Ordnance
Storm Trooper	Arm High Explosive Grenade	Arm Frag Grenade	Discipline +1, Ordnance +1	Grenade/ Ranged	Prepares 1 High Explosive Grenade. Deals 15 Yellow damage.	1 Ordnance
Scout Trooper	Camouflage		Ordnance +1, Supply +1	Self	Become Stealthed as long as you remain stationary. Recovers Cover.	1 Discipline

Scout Trooper	Assassin Shot	Camouflage	Ordnance +1, Supply +1	Dart	Ranged attack deals +5 damage. Must be done from Stealth	1 Discipline
Scout Trooper	Overwatch	Camouflage	Ordnance +1, Supply +1	Self	Base Ranged Attacks do not break Stealth for 5 min.	1 Discipline
Scout Trooper	Backstab		Ordnance +1, Supply +1	Melee	Melee attack deals +5 damage. Must be behind target. Surprise Attack	1 Discipline
Scout Trooper	Quick Step	Backstab	Ordnance +1, Supply +1	Self	Negate successful melee attack.	1 Discipline
Scout Trooper	Retreat	Backstab	Ordnance +1, Supply +1	Self	Traverse distance away from target at melee range	1 Discipline
Scout Trooper	Snipe		Ordnance +1, Supply +1	Ranged Auto-Hit	Deals weapon damage to target. Does not break Camouflage. Can be combined with other ranged attacks	1 Ordnance
Scout Trooper	Disarming Shot	Snipe	Ordnance +1, Supply +1	Dart	Successful hit causes on an item causes the item to be Disarmed. Can be combined with Snipe to Disarm any item	1 Ordnance
Scout Trooper	Dazing Shot	Snipe	Ordnance +1, Supply +1	Ranged	Attack inflicts Daze for 5 seconds.	1 Ordnance
Scout Trooper	Arm Smoke Grenade		Ordnance +1, Supply +1	Grenade/ Ranged	Prepares 1 Smoke grenade. Traverse to Cover and Enter Camouflage.	1 Ordnance

Scout Trooper	Arm Grapple Line	Arm Smoke Grenade	Ordnance +1, Supply +1	Proper Rep	Prepares 1-use grapple hook and line for solving puzzles/physical challenges.	1 Ordnance
Scout Trooper	Arm Survival Kit	Arm Smoke Grenade	Ordnance +1, Supply +1	Proper Rep/Self	Prepares 1-use item which restores 5 Vitality Points. Only usable on self.	1 Ordnance
Command Trooper	Inspire Vitality		Discipline +1, Supply +1	Melee	5 seconds of roleplay on Bleeding-Out character to restore 1 Vitality Point to target character	1 Discipline
Command Trooper	Inspire Discipline	Inspire Vitality	Discipline +1, Supply +1	Melee	1 minute of roleplay with character to restore 5 Discipline. A character can only benefit from this skill twice per period	1 Discipline
Command Trooper	Inspire Grit	Inspire Vitality	Discipline +1, Supply +1	Melee	Grants target one use of Stand Ground.	1 Discipline
Command Trooper	Defend Ally		Discipline +1, Supply +1	Melee	Take the damage and any effects from 1 attack that hits an ally	1 Discipline
Command Trooper	Defender	Defend Ally	Discipline +1, Supply +1	Passive	Gain Damage Reduction 2 while using Defend Ally	
Command Trooper	Last Stand	Defend Ally	Discipline +1, Supply +1	Self	May make basic ranged attacks while Bleeding-Out. May not use any skills	1 Discipline
Command Trooper	Tracer Fire		Discipline +1, Supply +1	Dart	Successful hit causes target to	1 Ordnance

					take +1 damage from you, before doubling or halving damage	
Command Trooper	Flag Target	Tracer Fire	Discipline +1, Supply +1	Ranged Auto-Hit	Breaks Stealth on 1 target	1 Ordnance
Command Trooper	Suppressive Fire	Tracer Fire	Discipline +1, Supply +1	Ranged Auto-Hit	Negates target's Traverse Skill	1 Ordnance
Command Trooper	Arm Overload Grenade		Discipline +1, Supply +1	Grenade/ Ranged	Prepares 1 Overload grenade. Target struck by grenade immediately suffers a Disarm effect.	1 Ordnance
Command Trooper	Arm Daze Grenade	Arm Overload Grenade	Discipline +1, Supply +1	Grenade/ Ranged	Prepares 1 Daze Yellow grenade. Target struck by grenade is Dazed for 10 second.	1 Ordnance
Command Trooper	Arm Grenade Efficiency	Arm Overload Grenade	Discipline +1, Supply +1	Passive	Each 'Arm x Grenade' skill prepares an additional grenade.	

Storm Trooper - Ordnance, Discipline

Shove: +1D, +1O. Melee Auto Hit. Call: Shove, White Knockback. Spend 1 Discipline. Target in melee range is knocked back 10 feet.

Front Kick: +1D, +1O. Requires Shove. Melee Auto Hit. Call: Front Kick, White Knockback -/ White Stun 5 seconds. Spend 1 Discipline. Target in melee range is knocked back 10 feet and is Stunned for 5 seconds.

Charge: +1D, +1O. Requires Shove. Call: Charge, Traverse. Spend 1 Discipline. The player may take 10 steps to melee range of target. The player using Charge is immune to effects and damage while taking the 10 steps. Players should not pursue or directly engage a player who is using Charge until the 10 free steps are completed, unless a skill allows them to.

Stand Ground: +1D, +1O. Melee/Ranged/Packet Defense. Call: Stand Ground, Defend. Spend 1 Discipline. Defend against the Status Effect of a single White attack. Does not negate damage.

Fight on: +1D, +1O. Requires Stand Ground. Melee/Ranged/Packet Defense. Call: Fight On, Defend. Spend 1 Discipline. Defend against a single attack if it would cause the character to enter Bleed Out.

Courage: +1D, +1O. Requires Stand Ground. Melee/Ranged/Packet Defense. Call: Courage, Defend. Spend 1 Discipline. Defend against a single Purple attack.

Burst Fire: +1D, +1O. Ranged Auto Hit. Call: Burst Fire, X. Spend 1 Ordnance. After a successful basic ranged attack on a target, Burst Fire can be triggered to deal base ranged weapon damage to the same target.

Tight Grouping: +1D, +1O. Requires Burst Fire. Passive. Burst fire deals an additional 3 damage.

Time on Target: +1D, +1O. Requires Burst Fire. Call: Time on Target. Spend 1 Ordnance. Requires successful Burst Fire on a single target. Deal 2x damage to the same target for 1 min. The player using this skill is responsible for adjusting their damage calls accordingly. Does not apply to grenades.

Arm Frag Grenade: +1D, +1O. Armed Ranged Attack. Call: Frag Grenade, 10 White. Spend 1 Ordnance. Prep 1 use of a Frag Grenade. Allows for a single 10 White ranged attack against a target. Grenades must have a physical representation.

Arm Thermal Detonator: +1D, +1O. Requires Frag Grenade. Armed Ranged Attack. Call: Thermal Detonator, 10 Red -/ 10 Red. Spend 1 Ordnance. Prep 1 use of a Thermal Detonator. Allows for a single 10 Red attack against 1 target and 1 additional target in melee rage of the main target. Grenades must have a physical representation.

Arm High Explosive Grenade: +1D, +1O. Requires Frag Grenade. Armed Ranged Attack. Call: High Explosive Grenade, 15 Yellow. Spend 1 Ordnance. Prep 1 use of a High Explosive Grenade. Allows for a single 15 Yellow ranged attack against a target. Grenades must have a physical representation.

Scout Trooper - Ordnance, Supply

Camouflage: +1O. +1S. Call: Camouflage. Spend 1 Discipline. Player must be in Cover. Enter Stealth status. User must remain stationary. Taking steps ends the effect however minor adjustments in position for comfort and balance are allowed.

Assassin Shot: +1O. +1S, Ranged Attack. Requires Camouflage. Call: Assassin Shot, X. Spend 1 Discipline. Must be performed from Stealth. Make a single ranged attack at +5 damage. Surprise attack.

Overwatch: +1O. +1S. Requires Camouflage. Call: Overwatch. Spend 1 Discipline. Must be performed from Stealth. Basic ranged attacks made from Stealth do not break Stealth for 5 min.

Backstab: +1O. +1S. Call: Backstab, X. Spend 1 Discipline. Make a single Melee attack at +5 damage. User must be behind the target (able to see both shoulder blades). Surprise Attack.

Quick Step: +1O. +1S. Requires Backstab. Melee Defense. Call: Quick Step, Defend. Spend 1 Discipline. Defend against a single Melee Attack.

Retreat: +1O. +1S. Requires Backstab. Call: Retreat, Traverse. Spend 1 Discipline. Player may move up to traverse distance away from an engaged melee target. The player using Retreat is immune to effects and damage while taking the 10 steps. Players should not pursue or directly engage a player who is using Retreat until the 10 free steps are completed, unless a skill allows them to.

Snipe: +1O. +1S. Ranged Auto Hit. Call: Snipe, X. Spend 1 Ordnance. Does not break Camouflage. May be combined with any Trooper skill that is not an "Arm" skill. Any skill used with Snipe becomes an Auto Hit. Skills used with Snipe utilize the damage and effects of the skill being used in addition.

Disarming Shot: +1O. +1S. Requires Snipe. Ranged Attack/Auto Hit. Call: Disarming Shot, X Disarm X. Spend 1 Ordnance. Target takes a Disarming effect in the weapon's Damage Type on 1 handheld item. Attack must tag the item to be disarmed unless paired with Snipe.

Dazing Shot: +1O. +1S. Requires Snipe. Ranged Attack. Call: Dazing Shot, X Daze 5 seconds. Spend 1 Ordnance. Ranged attack that inflicts Daze in the weapon's Damage Type for 5 seconds.

Arm Smoke Grenade: +1O. +1S. Armed Ranged Attack. Call: Smoke Grenade. Spend 1 Ordnance. Ordnance. Prep 1 use of a Smoke Grenade. Allows for a single use of "Target struck may immediately enter Camouflage." Grenades must have a physical representation.

Arm Grapnel Line: +1O. +1S. Requires Smoke Grenade. Armed Skill. Call: Grapnel Line. Spend 1 Ordnance. Prep 1 use of a Grapnel Line. May be used for solving puzzles and completing physical challenges. Must have a physical representation.

Arm Survival Kit: +1O. +1S. Armed Heal. Requires Smoke Grenade. Call: Survival Kit, Heal 5. Spend 1 Ordnance. Prep 1 use of a Survival kit. May be used to restore 5 Vitality points to self. May be used during Bleeding Out. Must have a physical representation.

Command Trooper - Discipline, Supply

Inspire Vitality: +1D, +1S. Call: Inspire Vitality, Heal 1. Spend 1 Discipline and 5 Seconds of RP. Heal a Bleeding Out character 1 Vitality point.

Inspire Discipline: +1D, +1S. Requires Inspire Vitality. Call: Inspire Discipline, Restore 5 Discipline. Spend 1 Discipline and 1 min of RP. Restore 5 Discipline to another player. A player may only benefit from this twice per period.

Inspire Grit: +1D, +1S. Requires Inspire Vitality. Call: Inspire Grit. Spend 1 Discipline. Grants 1 ally a single use of Stand Ground. Only 1 Inspire Grit may be active on a player at a time. Effect expires at the change of the period if not used.

Defend Ally: +1D, +1S. Melee Defense. Call: Defend Ally, Defend. Spend 1 Discipline. Take the Damage and Effect of an attack which hits an ally within Melee Distance.

Defender: +1D, +1S. Requires Defend Ally. Passive. Damage Reduction 2 when using Defend Ally.

Last Stand: +1D, +1S. Requires Defend Ally. Call: Last Stand. May make basic ranged attacks while bleeding out. May not use any skills.

Tracer Fire: +1D, +1S. Call: Tracer Fire. Spend 1 Ordnance. Requires successful basic ranged attack on a target. Deal +1 damage to the same target for 1 min. The player using this skill is responsible for adjusting their damage calls accordingly.

Flag Target: +1D, +1S. Requires Tracer Fire. Ranged Auto Hit. Call: Flag Target, Break Stealth. Spend 1 Ordnance and 5 seconds of observation. Break the stealth status of 1 target within line of sight.

Suppressive Fire: +1D, +1S. Requires Tracer Fire. Ranged Auto Hit. Call: Suppressive Fire, Stop Traverse. Spend 1 Ordnance Negate a target's use of a Traverse Skill.

Arm Overload Grenade: +1D, +1S. Armed Ranged Attack. Call: Overload Grenade, Blue Disarm Blaster. Spend 1 Ordnance. Prep 1 use of an Overload Grenade. Allows for a single Blue Disarm Blaster ranged attack against a target. Grenades must have a physical representation.

Arm Daze Grenade: +1D, +1S. Requires Overload Grenade. Armed Ranged Attack. Call: Daze Grenade, Yellow Daze 10 seconds. Spend 1 Ordnance. Prep 1 use of a Daze Grenade. Allows for a single Yellow Daze 10 seconds ranged attack against a target. Grenades must have a physical representation.

Arm Grenade Efficiency: +1D, +1S. Requires Overload Grenade. Passive. Each Ordnance used to Arm a Grenade skill Arms two of that grenade.

Agents

Agents are deceptive and decisive. Charm, intellect, and guile inform all they do, but a loaded blaster never hurt. Hunters seek out prey on the battlefield and exploit its weakness. Scoundrels lie, cheat, steal, and shoot first. Nobles are diplomats, financiers, and inspirations.

Subclass	Skill Name	Prerequisite Skill	Ability Bonuses	Delivery Method/Range	Effect/Color	Cost
Noble Agent	Inspire Calm		Discipline +1, Supply +1	Melee	5 seconds of roleplay. Target cannot attack unless attacked for 1 minute.	1 Discipline
Noble Agent	Inspire Honesty	Inspire Calm	Discipline +1, Supply +1	Melee	5 minutes of roleplay. Target must answer 1 question truthfully.	1 Discipline

Noble Agent	Inspire Confidence	Inspire Calm	Discipline +1, Supply +1	Melee	5 seconds of roleplay with ally. Ally gains +1 damage to all attacks for 5 minutes.	1 Discipline
Noble Agent	Inspire Vitality		Discipline +1, Supply +1	Melee	5 seconds of roleplay on Bleeding-Out character to restore 1 Vitality Point to target character	1 Discipline
Noble Agent	Inspire Discipline	Inspire Vitality	Discipline +1, Supply +1	Melee	5 minute of roleplay with character to restore 5 Discipline.	1 Discipline
Noble Agent	Inspire Refusal	Inspire Vitality	Discipline +1, Supply +1	Melee	1 minute of roleplay with ally. Ally gains 1 use of 'Negate Purple Attack' until used or end of period.	1 Discipline
Noble Agent	Barter		Discipline +1, Supply +1	Self	Ordnance traded for crafting components	1 Ordnance
Noble Agent	Secure Funding	Barter	Discipline +1, Supply +1	Self	Crafting components added to check in at the start of game	1 Ordnance
Noble Agent	Bribe	Barter	Discipline +1, Supply +1	Melee	1 Minute of RP. Spend 5 crafting components to influence a target's actions.	1 Ordnance

Noble Agent	Arm Med Droid Beacon		Discipline +1, Supply +1	Melee	Guarantees med droid extraction if Near Death regardless of location.	1 Ordnance
Noble Agent	Arm Advanced Med Droid Beacon	Arm Med Droid Beacon	Discipline +1, Supply +1	Melee	Med Droid Beacons also creates two tokens which can be passed to other characters and act as Med Droid Beacons.	2 Ordnance
Noble Agent	Arm Efficient Beacons	Arm Med Droid Beacon	Discipline +1, Supply +1	Self	Each Ordnance spent grants two Med Droid Beacons	1 Ordnance
Hunter Agent	Analyze Resistance		Discipline +1, Ordnance +1	Self	5 seconds of roleplay. Target lists damage type resistances and body state	1 Discipline
Hunter Agent	Exploit Armor	Analyze Resistance	Discipline +1, Ordnance +1	Melee	Must Analyze Resistance no more than 1 minute in advance. Attack deals double damage to Armored target	1 Discipline

Hunter Agent	Exploit Shield	Analyze Resistance	Discipline +1, Ordnance +1	Melee	Must Analyze Resistance no more than 1 minute in advance. Attack deals double damage to Shielded target	1 Discipline
Hunter Agent	Brutestrike		Discipline +1, Ordnance +1	Melee	Attack deals +5 damage. If the target drops to Bleed-Out, then Discipline is not spent for this skill	1 Discipline
Hunter Agent	Block	Brutestrike	Discipline +1, Ordnance +1	Self	Negate 1 melee attack. Must be holding a melee weapon	1 Discipline
Hunter Agent	Backstab	Brutestrike	Discipline +1, Ordnance +1	Melee, Surprise	Melee attack at +5 damage. Surprise Attack	1 Discipline
Hunter Agent	Fill Your Hands		Discipline +1, Ordnance +1	Passive	Gain ability to duel-wield melee and ranged weapons.	
Hunter Agent	Ambidextrous	Fill Your Hands	Discipline +1, Ordnance +1	Passive	+1 Damage when dual wielding.	
Hunter Agent	Point Blank Shot	Fill Your Hands	Discipline +1, Ordnance +1	Auto Hit melee range	Auto hit for base ranged weapon damage once per min.	1 Ordnance

Hunter Agent	Arm Chemthrower		Discipline +1, Ordnance +1	Proper Rep/Ranged	Prepares 1 Basic Flame Canister. 8 Packets of 2 Red Damage Each.	1 Ordnance
Hunter Agent	Arm Jet Pack	Arm Chemthrower	Discipline +1, Ordnance +1	Proper Rep/Self	Prepares 1 Jet Pack Fuel Charge. Use to Traverse to any location within Traverse range. Immune to attacks during Traverse.	1 Ordnance
Hunter Agent	Arm Mer-Sonn Rocket	Arm Chemthrower	Discipline +1, Ordnance +1	Proper Rep/Auto Hit	Prepares 1 Rocket. Deals 15 Yellow damage to target hit by rocket.	1 Ordnance
Scoundrel Agent	Dive For Cover		Ordnance +1, Supply +1	Self	Negate successful ranged attack. Must be able to enter cover within 5 ft of being hit	1 Discipline
Scoundrel Agent	Bolt Hole	Dive For Cover	Ordnance +1, Supply +1	Passive	Ranged attacks deal +1 damage when in cover	
Scoundrel Agent	Quick Escape	Dive For Cover	Ordnance +1, Supply +1	Self	Enter Stealth after Dive For Cover	1 Discipline
Scoundrel Agent	Play Pazaak		Ordnance +1, Supply +1	Self	Negate Purple attack	1 Discipline

Scoundrel Agent	Liar	Play Pazaak	Ordnance +1, Supply +1	Self	Allows player to give false answers to skills such Pry Thoughts, Inspire Honesty, and Dark Interrogation	1 Discipline
Scoundrel Agent	Bad Feeling	Play Pazaak	Ordnance +1, Supply +1	Self	Allows any known defense to be used to defend against surprise attacks at twice the cost.	1 Discipline
Scoundrel Agent	Shoot First		Ordnance +1, Supply +1	Dart	First shot from a loaded weapon magazine deals +5 damage.	1 Ordnance
Scoundrel Agent	Barroom Blitz	Shoot First	Ordnance +1, Supply +1	Self	Extra +1 damage for 1 hour when indoors	1 Ordnance
Scoundrel Agent	Quick Draw	Shoot First	Ordnance +1, Supply +1	Ranged Auto-Hit	Shoot First may be used as an auto-hit on a target within 10 feet.	1 Ordnance

Scoundrel Agent	Arm Stealth Field		Ordnance +1, Supply +1	Proper Rep/Self	Prepares 1 Stealth Field Generator. Activate to enter Stealth. Must be properly repped. Consumed when used.	1 Ordnance
Scoundrel Agent	Arm Tracking Device	Arm Stealth Field	Ordnance +1, Supply +1	Proper Rep/Melee	Prepares 1 Tracking Device. Activate to track the location of 1 specific character.	1 Ordnance
Scoundrel Agent	Arm Sensor Jammer	Arm Stealth Field	Ordnance +1, Supply +1	Proper Rep/Self	Prepares 1 Sensor Jammer. Activate to negate any skill that would cause you to break Stealth such as Flag Target.	1 Ordnance

Noble Agent - Discipline, Supply

Inspire Calm: +1D, +1S. Auto Hit. Call: Purple Inspire Calm. Spend 1 Discipline and 5 seconds of RP. Target cannot attack unless attacked for 60 seconds.

Inspire Honesty: +1D, +1S. Requires Inspire Calm. Auto Hit. Call: Purple Inspire Honesty. Spend 1 Discipline and 5 minutes of RP. Target must answer 1 question truthfully. This may not be used in combat. The target of Inspire Honesty must give a straight an answer as possible. A Marshal may be requested to handle disputes, or requested to supervise ahead of time.

Inspire Confidence: +1D, +1S. Requires Inspire Calm. Call: Inspire Confidence. Spend 1 Discipline and 5 seconds of RP. 1 ally gains +1 damage with all attacks for 5 min. May not be used on self. Does not stack.

Inspire Vitality: +1D, +1S. Call: Inspire Vitality, Heal 1. Spend 1 Discipline and 5 Seconds of RP. Heal a Bleeding Out character 1 Vitality point.

Inspire Discipline: +1D, +1S. Requires Inspire Vitality. Call: Inspire Discipline, Restore 5 Discipline. Spend 1 Discipline and 5 min of RP. Restore 5 Discipline to another player. A player may only benefit from this twice per period.

Inspire Refusal: +1D, +1S. Requires Inspire Vitality. Call: Inspire Refusal. Spend 1 Discipline and 1 min of RP. Grants 1 ally a single use of "Defend Purple". Only 1 Inspire Refusal may be active on a player at a time. Expires at the end of the period if not used.

Barter: +1D, +1S. Call: Barter. Spend X Ordnance. Trade Ordnance for crafting components. Ordnance traded may not be restored that period. Must be performed at the Fabrication Center. Ordnance to component ratio is 1:1

Secure Funding: +1D, +1S. Requires Barter. Passive. 10 Crafting components added to check in at the start of game.

Bribe: +1D, +1S. Requires Barter. Call: Bribe. Spend 1 Ordnance, 1 min of RP, and 5 crafting components to influence a target's actions. Has no effect on player characters. Results are variable depending on the request.

Arm Med Droid Beacon: +1D, +1S. Armed Skill. Call: Medical Droid Beacon. Spend 1 Ordnance. Prep 1 use of Med Droid Beacon. Guarantees med droid extraction if Near Death regardless of location. Beacons must be activated at the time of use by the Noble who made them and placed on the target when they are near death or bleeding out. If used on a bleeding-out target who is successfully healed, the beacon is lost. Beacon must have a physical representation.

Arm Advanced Med Droid Beacon: +1D, +1S. Requires Arm Med Droid Beacon. Passive. Arm Med Droid Beacon also creates two tokens for each use of med droid beacon you prepare. These tokens act as med droid beacons except they can be given to other players (Arm skills usually cannot be). They must still be used on a Bleeding Out or Near Death character, just like normal med beacons. Tokens must have physical representations.

Arm Efficient Beacons: +1D, +1S. Requires Arm Med Droid Beacon. Passive. Each Ordnance spent on Arm Med Droid Beacon grants two Med Droid Beacons instead of one. This does not affect Advanced Beacons (The ones you can pass out). As such, if you have all three skills and arm two Med Droid Beacons you would have a total of four Beacons and four Advanced Beacons (Not eight).

Hunter Agent - Ordnance, Discipline

Analyze Resistance: +1D, +1O. Auto Hit. Call: Analyze Resistance. Spend 1 Discipline and 5 seconds of RP. 1 target lists damage type resistances and its body state.

Exploit Armor: +1D, +1O. Requires Analyze Resistance. Melee/Ranged Attack. Call: Exploit Armor, X. Spend 1 Discipline. Must have used Analyze Resistance within 1 minute on the target. Make a single Melee/Ranged attack that deals double damage to an Armored target.

Exploit Shield: +1D, +1O. Requires Analyze Resistance. Melee/Ranged Attack. Call: Exploit Shield, X. Spend 1 Discipline. Must have used Analyze Resistance within 1 minute on the target. Make a single Melee/Ranged attack that deals double damage to a Shielded target.

Brutestrike: +1D, +1O. Melee/Surprise Attack. Call: Brutestrike, X. Spend 1 Discipline. Make a single Melee attack at +5 damage. If target drops to bleed out, then Discipline point not spent.

Block: +1D, +1O. Requires Brutestrike. Melee Defense. Call: Block, Defend. Spend 1 Discipline. Must have a melee weapon in hand. Defend against a single melee attack.

Backstab: +1D. +1O. Requires Brutestrike. Call: Backstab, X. Spend 1 Discipline. Make a single Melee attack at +5 damage. User must be behind the target (able to see both shoulder blades). Surprise Attack.

Fill Your Hands: +1D, +1O. Passive. Gain the ability to dual wield blades or pistols.

Ambidextrous: +1D, +1O. Requires Fill Your Hands. Passive. Gain +1 Damage when dual wielding.

Point Blank Shot: +1D, +1O. Requires Fill Your Hands. Ranged Auto Hit. Call: Point Blank Shot, X. Spend 1 Ordnance. Deal base damage with Ranged weapon to a target within melee range. May only be used once every 60 seconds.

Arm Chemthrower: +1D, +1O. Armed Packet Attack. Call: Chemthrower, 2 Red. Spend 1 Ordnance. Prep 1 use of Chemthrower. Allows for 8-2 Red ranged packet attacks. Chemthrower must have a physical representation. Different Chemthrowers can be found IG for different effects. Chemthrower must have a physical representation.

Arm Jet Pack: +1D, +1O. Requires Arm Chemthrower. Armed Traverse. Call: Jet Back, Traverse. Spend 1 Ordnance. Prep 1 use Jet pack. Allows 1 use of "Move to location within Traverse range". The player using Jet Pack is immune to effects and damage while moving. Players should not pursue or directly engage a player who is using Jet Pack until the move is completed, unless a skill allows them to. Jet Pack must have a physical representation.

Arm Merr-Sonn Rocket: +1D, +1O. Requires Arm Chemthrower. Armed Range Auto Hit. Call: Merr-Sonn Rocket, 15 Yellow. Spend 1 Ordnance. Prep 1 use of Merr-Sonn Rocket. Allows for a single 15 Yellow Auto Hit ranged attack to a single target. Limit one rocket armed at a time. Merr-Sonn Rocket must have a physical representation.

Scoundrel Agent - Ordnance, Supply

Dive For Cover: +1O. +1S. Ranged Defense. Call: Dive for Cover, Defend. Spend 1 Discipline. Defend against a single successful ranged attack. Must be able to enter cover within five feet.

Bolt Hole: +1O. +1S. Requires Dive for Cover. Passive. Ranged attacks deal +1 damage when in cover.

Quick Escape: +1O. +1S. Requires Dive for Cover. Call: Quick Escape. Spend 1 Discipline. Enter Stealth after Dive for Cover. Stealth remains only so long as you remain in Cover.

Play Pazaak: +1O. +1S. Purple Defense. Call: Play Paazak, Defend. Spend 1 Discipline. Defend against a single hostile Purple skill such as Mind Trick, Pry Thoughts, or Inspire Honesty.

Liar: +1O. +1S. Requires Play Pazaak. Purple Defense. Call: None. Spend 1 Discipline. When compelled by a single skill or item which compels truth, such as Pry Thoughts, Inspire Honesty, and Dark Interrogation, answer questions as normal but you may lie. The aggressor does not know when this skill has been used.

Bad Feeling: +1O. +1S. Requires Play Pazaak. Call: Bad Feeling. Spend 1 Discipline. Player may use any known defense against a surprise attack for double the cost of the defense used.

Shoot First: +1O. +1S. Ranged Attack. Call: Shoot First, X. Spend 1 Ordnance. Make an attack from a weapon with a fully loaded magazine at +5 damage. Magazine must be emptied before skill can be used on that weapon again.

Barroom Blitz: +1O. +1S. Requires Shoot First. Call: Barroom Blitz. Spend 1 Ordnance. Gain +1 ranged damage in indoor environments for 1 hour.

Quick Draw: +1O. +1S. Requires Shoot First. Call: Quick Draw. Spend 1 Ordnance. Shoot First may be used as an auto hit to a target within 10 feet. Weapon must be holstered and not at the ready. If not in combat when used this becomes a Surprise Attack.

Arm Stealth Field Generator: +1O. +1S. Armed Stealth. Call: Stealth Field. Spend 1 Ordnance. Prep 1 use of Stealth Field Generator. May be used once to enter Stealth. Movement is limited to a walking pace while in Stealth. Stealth Field Generator must have a physical representation.

Arm Tracking Device: +1O. +1S. Requires Arm Stealth Field Generator. Armed Skill. Call: Tracking Device. Spend 1 Ordnance. Prep 1 use of Tracking Device. May be used to track the location of a specific character. Lasts 1 event when used. This skill requires a marshal to use without the target's knowledge. Tracking Device must have a physical representation.

Arm Sensor Jammer: +1O. +1S. Requires Arm Stealth Field Generator. Armed Defend. Call: Sensor Jammer, Defend. Spend 1 Ordnance. Prep 1 use of Sensor Jammer. May be used to defend against a single skill which would break Stealth Status on the player. Sensor Jammer must have a physical representation.

Engineer

Engineers keep soldiers patched up, weapons firing, and shields operational. Biotechnicians use their technology to keep people breathing and living. Security engineers can repair shielding units, and

establish force barriers to control the battlefield. Armorers tend to armored soldiers, broken weapons, and research new advanced weapons.

Subclass	Skill Name	Prerequisite Skill	Ability Bonuses	Delivery Method/Range	Effect/Color	Cost
Biotech Engineer	Mend Flesh		Discipline +1, Supply +1	Melee	Roleplay for 1 minute. Target heals 3 Vitality Points immediately, and heals 3 Vitality Points every minute afterwards until at full Vitality Points. Target must be in Body State: Flesh.	1 Discipline
Biotech Engineer	Medical Mastery	Mend Flesh	Discipline +1, Supply +1	Passive	Mend Flesh heals 5 Vitality Points instead of 3, and target heals 5 Vitality points every minute afterwards instead of 3	1 Discipline
Biotech Engineer	Cybernetic Targeting	Mend Flesh	Discipline +1, Supply +1	Passive	Deal +1 damage with ranged weapons. Must rep appropriately	
Biotech Engineer	Medical Treatment		Discipline +1, Supply +1	Melee/ Self	Remove 1 status effect from target character	1 Discipline
Biotech Engineer	Retreat	Medical Treatment	Discipline +1, Supply +1	Self	Move Traverse distance away from melee target.	1 Discipline
Biotech Engineer	Evacuate	Medical Treatment	Discipline +1, Supply +1	Melee	Target within Melee ranges may Retreat with you when you use Retreat	1 Discipline
Biotech Engineer	Upgrade Biotech		Discipline +1, Supply +1	Self	Upgrade Biotech item according to its item card.	1 Ordnance
Biotech Engineer	Craft Biotech	Upgrade Biotech	Discipline +1, Supply +1	Self	Craft any item with the biotech category.	1 Ordnance
Biotech Engineer	Research Biotech	Upgrade Biotech	Discipline +1, Supply +1	Self	Perform research to unlock Biotech equipment and upgrades for the	1 Ordnance

						Fabrication Center	
Biotech Engineer	Arm Sterile Field		Discipline +1, Supply +1	Proper Rep	Prepares 1 Sterile Field. Activate to halve Mend Flesh time while in the field. Field lasts for 5 minutes.		1 Ordnance
Biotech Engineer	Arm Stun Weapons	Arm Sterile Field	Discipline +1, Supply +1	Proper Rep/ Ranged	Prepares 1 Stun Round tag. Weapon tagged can be activated to deliver a ranged attack that causes stuck target to be Stunned for 2 min.		1 Ordnance
Biotech Engineer	Arm Toxic Dart	Arm Sterile Field	Discipline +1, Supply +1	Proper Rep/ Ranged	Prepares 1 Toxic Dart weapon attachment. Weapon armed with Dart can be activated to deliver a ranged attack that causes 10 Purple damage.		1 Ordnance
Armory Engineer	Mend Armor		Ordnance +1, Supply +1	Melee/ Self	Roleplay for 1 minute. Target heals 3 Vitality Points. Must be in Body State: Armored. Heals Droids.		1 Discipline
Armory Engineer	Armor Mastery	Mend Armor	Ordnance +1, Supply +1	Passive	Mend Armor heals 5 Vitality Points instead of 3 Vitality points.		
Armory Engineer	Repair Armory	Mend Armor	Ordnance +1, Supply +1	Melee	Roleplay for 1 minute. Restore 1 set of Destroyed Armor or 1 Destroyed weapon to full working order.		1 Discipline
Armory Engineer	Reinforce Armor		Ordnance +1, Supply +1	Melee	Apply Armor Plating to an Armored character		1 Discipline
Armory Engineer	Deflect	Reinforce Armor	Ordnance +1, Supply +1	Self	Negate 1 melee attack. Must be		1 Discipline

					Armored	
Armory Engineer	Persevere	Reinforce Armor	Ordnance +1, Supply +1	Passive	Gain +2 Discipline	
Armory Engineer	Upgrade Armory Tech		Ordnance +1, Supply +1	Self	Upgrade Armory item according to its item card	1 Ordnance
Armory Engineer	Craft Armory	Upgrade Armory Tech	Ordnance +1, Supply +1	Self	Craft any item with the Armory category	1 Ordnance
Armory Engineer	Research Armory	Upgrade Armory Tech	Ordnance +1, Supply +1	Self	Perform research to unlock Armory equipment and upgrades for the Fabrication Center	1 Ordnance
Armory Engineer	Arm Ion Pulse		Ordnance +1, Supply +1	Proper Rep/ Ranged	Prepares 1 Ion Pulse. Activate to auto-hit 1 target for 10 Blue. Must be properly repped	1 Ordnance
Armory Engineer	Arm Anti-Armor Cannon	Arm Ion Pulse	Ordnance +1, Supply +1	Proper Rep/ Ranged	Prepares 1 Anti-Armor Cannon. Activate for a ranged attack that deals 10 Green to target.	1 Ordnance
Armory Engineer	Arm Demolition Charge	Arm Ion Pulse	Ordnance +1, Supply +1	Proper Rep	Prepares 1 Demolition Charge. Roleplay 5 seconds to place charge. Detonate remotely to deal 10 Yellow damage to all targets within 10 feet of the charge.	1 Ordnance
Security Engineer	Mend Shields		Discipline +1, Ordnance +1	Melee/ Self	Instantly restores 5 Shields. Target must be Shielded. Does not restore Shields that have been dropped to 0. Must touch the Target.	1 Discipline
Security Engineer	Restore Shield Unit	Mend Shields	Discipline +1, Ordnance +1	Melee/ Self	Restores Shields that have been dropped to 0. Fully restores Shields	1 Discipline
Security Engineer	Emergency Shield	Mend Shields	Discipline +1, Ordnance +1	Self	Negate 1 attack that would drop your	1 Discipline

					Shields to 0.	
Security Engineer	Slice Security		Discipline +1, Ordnance +1	Melee	Hack into computer terminal. Variable Effects based on encounter	1 Discipline
Security Engineer	Fake Documents	Slice Security	Discipline +1, Ordnance +1	Passive	Receive 10 crafting components at event check-in	
Security Engineer	Spare Power Pack	Slice Security	Discipline +1, Ordnance +1	Passive	Gain +2 Ordnance	
Security Engineer	Upgrade Security Tech		Discipline +1, Ordnance +1	Self	Upgrade 1 Security item according to its item card	1 Ordnance
Security Engineer	Craft Security	Upgrade Security Tech	Discipline +1, Ordnance +1	Self	Craft any 1 item in the Security category	1 Ordnance
Security Engineer	Research Security	Upgrade Security Tech	Discipline +1, Ordnance +1	Self	Perform research to unlock Security equipment and upgrades for the Fabrication Center	1 Ordnance
Security Engineer	Arm Ray Shield		Discipline +1, Ordnance +1	Proper Rep	Prepares 1 Ray Shield. Activate to form an impenetrable energy barrier in the shape of a wall or circle for 10 minutes.	1 Ordnance
Security Engineer	Arm Breach Charge	Arm Ray Shield	Discipline +1, Ordnance +1	Proper Rep	Prepares 1 Breach Charge. Combine with any Grenade or other explosive item. Spend 5 seconds to attach to a door or other portal. Activate to apply the effect of the combined explosive item to all targets in the first room on the other side of the door.	1 Ordnance
Security Engineer	Arm Rapid Slicing	Arm Ray Shield	Discipline +1, Ordnance +1	Proper Rep	Prepares 1 Rapid Slicer. Activate to immediately	1 Ordnance

					succeed on a Slicing attempt. Variable effects as per normal Slicing.	

Biotech Engineer - Discipline, Supply

Mend Flesh: +1D, +1S. Melee Heal. Call: Mend Flesh, Heal 3. Spend 1 Discipline. Heal target 3 Vitality for each min of roleplay. Target also regenerates 3 Vitality every minute after the first until fully healed. Target must be in Body State Flesh. Does not cost Discipline if out of combat for at least 5 mins. The skill cost is only paid to activate the initial skill, and is not paid per min.

Medical Mastery: +1D, +1S. Requires Mend Flesh. Passive. Mend Flesh heals 5 Vitality per min and the target regenerates 5 every minute after.

Cybernetic Targeting: +1D, +1S. Requires Mend Flesh. Passive. Gain +1 damage with ranged weapons. Cybernetics must have a physical representation.

Medical Treatment: +1D, +1S. Melee Heal. Call, Medical Treatment, Heal X. Spend 1 Discipline. Remove 1 status effect on target.

Retreat: +1D, +1S. Requires Medical Treatment. Call: Retreat. Spend 1 Discipline. Move Traverse distance away from melee target. The player using Retreat is immune to effects and damage while moving. Players should not pursue or directly engage a player who is using Retreat until the move is completed, unless a skill allows them to.

Evacuate: +1D, +1S. Requires Medical Treatment. Call: Evacuate. Spend 1 Discipline. Target in Bleed Out or Near Death within melee range may Retreat with you when you use Retreat.

Upgrade Biotech: +1D, +1S. Spend Ordnance to upgrade Biotech item according to the amount required on its card.

Craft Biotech: +1D, +1S. Requires Upgrade Biotech. Craft any item with the biotech category. Cost determined at time of crafting.

Research Biotech: +1D, +1S. Requires Upgrade Biotech. Perform research to unlock Biotech equipment and upgrades for the Fabrication Center. Cost determined at time of research.

Arm Sterile Field: +1D, +1S. Armed Skill. Call: Arm Sterile Field. Spend 1 Ordnance. Prep 1 use of Sterile Field. May be used once to make a 10ft zone where Mend Flesh time is halved for all users while in field. Shape determined at time of use by player. Sterile Fields must have a physical representation.

Arm Stun Weapon: +1D, +1S. Requires Arm Sterile Field. Armed Ranged Attack. Call: Stun Weapon, Blue Stun 2 Minutes. Prep 1 use of Stun Weapon. Allows for a single Blue Stun 2 minutes ranged attack to a single target. Stun Weapon must have a physical representation.

Arm Toxic Dart: +1D, +1S. Requires Arm Sterile Field. Armed Ranged Attack. Call: Toxic Dart, 10 Purple. Prep use of Toxic Dart. Allows for a single 10 Purple damage ranged attack to a single target. Toxic Dart must have a physical representation.

Armory Engineer - Ordnance, Supply

Mend Armor: +1O. +1S. Melee Heal. Call: Mend Armor. Spend 1 Discipline and 1 minute of RP. Heal target 3 Vitality. Target must be in Body State Armored. Does not cost Discipline if out of combat for at least 5 min. Heals Droids. The skill cost is only paid to activate the initial skill, and is not paid per min.

Armor Mastery: +1O. +1S. Requires Mend Armor. Passive. Mend Armor heals 5 vitality.

Repair Armory: +1O. +1S. Requires Mend Armor. Call: Repair Armory. Spend 1 Discipline and 1 min of RP: Restores Destroyed Armor, restoring the Armored State. Or restores a Destroyed Weapon to full working order, however any activated upgrades are lost.

Reinforce Armor: +1O. +1S. Call: Reinforce Armor. Spend 1 Discipline. Apply Armor Plating to Armored character.

Deflect: +1O. +1S. Requires Reinforce Armor. Melee/Surprise Defense. Spend 1 Discipline. Call: Deflect, Defend. Defend against a single melee attack. Must be in Armored State to use.

Persevere: +1O. +1S. Requires Reinforce Armor. Passive. Gain +2 max Discipline

Upgrade Armory Tech: +1O. +1S. Ordnance - Spend Ordnance to upgrade Armory item according to its card.

Craft Armory: +1O. +1S. Requires Upgrade Armory Tech. Requires Upgrade Armory Tech. Craft any item with the Armory category. Cost determined at time of crafting.

Research Armory: +1O. +1S. Requires Upgrade Armory Tech. Perform research to unlock Armory equipment and upgrades for the Fabrication Center. Cost determined at time of research.

Arm Ion Pulse: +1O. +1S. Armed Ranged Auto Hit. Call: Ion Pulse, 10 Blue. Spend 1 Ordnance. Prep 1 use of Ion Pulse. Allows a single 10 Blue Auto Hit ranged attack against a single target. Must have a physical representation.

Arm Anti-Armor Cannon: +1O. +1S. Requires Arm Ion Pulse. Armed Ranged Auto Hit. Call: Anti-Armor Cannon, 10 Green. Spend 1 Ordnance. Prep 1 use of Anti-Armor Cannon. Allows for a single 10 Green Auto Hit ranged attack against a single target. Anti-Armor Cannon must have a physical representation.

Arm Demolition Charge: +1O. +1S. Requires Arm Ion Pulse. Armed Attack. Call: Demolition Charge, 10 Yellow. Prep 1 use of Demolition Charge. Allows for a single use of a planted explosive that deals 10 Yellow damage to all targets within 10 feet when detonated remotely. Must RP 5 seconds of arming explosive. May not be thrown. May be used to solve puzzles. Demolition Charge must have a physical representation.

Security Engineer - Discipline, Ordnance

Mend Shields: +1D, +1O. Melee Heal. Call: Mend Shield. Spend 1 Discipline. Instantly restore 5 Shields by touch. Target must be Shielded. This skill does not restore Shields if the Shields are dropped to zero. Does not cost Discipline if out of combat for at least 5 min.

Restore Shield Unit: +1D, +1O. Requires Mend Shields. Melee Heal. Call: Restore Shield Unit. Spend 1 Discipline. Restores Shields to a single target after they have been reduced to zero. Shield is fully restored.

Emergency Shield-: +1D, +1O. Requires Mend Shields. Melee/Ranged/Packet/Surprise Defense. Call: Emergency Shield, Defend. Spend 1 Discipline. Defend against a single attack that would drop Shields to zero.

Slice Security: +1D, +1O. Call: Slice Security. Spend 1 Discipline. Hack into computer terminal. Variable Effects.

Fake Documents: +1D, +1O. Requires Slice Security. Passive. 10 Crafting components added to check in at the start of game.

Spare Power Pack: +1D, +1O. Requires Slice Security. Passive. Gain +2 max Ordnance

Upgrade Security Tech: +1D, +1O. Spend Ordnance to upgrade Security item according to its card.

Craft Security: +1D, +1O. Requires Upgrade Security Tech. Craft any item with the Security category. Cost determined at time of crafting.

Research Security: +1D, +1O. Requires Upgrade Security Tech. Perform research to unlock Security equipment and upgrades for the Fabrication Center. Cost determined at time of research.

Arm Ray Shield: +1D, +1O. Armed Skill. Call: Ray Shield. Spend 1 Ordnance. Prep 1 use Ray Shield. May be used to Form an impenetrable energy barrier in the shape of a circle or a wall for ten minutes. Shape determined at time of use by player. Ray Shield Generator must have a physical representation.

Arm Breach Charge: +1D, +1O. Requires Arm Ray Shield. Armed Attack. Call: Breach Charge, X. Prep 1 use of Breach Charge. Prepares a device which may be used on a door. When used the Breach Charge applies the effect of any Grenade or explosive item combined with it to all targets in the first room on the other side of the door. Grenade must be supplied before Breach Charge can be used. Breach Charge must have a physical representation.

Arm Rapid Slicing Tool: +1D, +1O. Requires Arm Ray Shield. Armed Skill. Call: Rapid Slicing Tool. Prep 1 use Rapid Slicing Tool. May be used to bypass computer security and allows for immediate success of Slicing attempts. Results vary as per Slicing. Rapid Slicing Tool must have a physical representation.

Character Advancement

Each Skill cost one skill point and players will receive one skill point per event. A starting character is five skill points plus half the number of events run in this campaign rounded down. There is no obligation to spend all of your skill points if you want to wait for story reasons to spend points. There is also no cap on the number of unspent points which can be spent at any given time, but once a skill point is spent, the skill selection is permanent.

Force User: Each skill states the amount of Passion or Harmony which is added to the maximum for having the skill. General skills give one point of each while Light Side skills only increase the Harmony pool and Dark Side skills increase the Passion pool. Starting Passion and Harmony is 2.

Trooper, Agent, and Engineer: Ordnance, Supply, and Discipline are gained based on which subclass the skill purchased was in. Each sub class has a heading of two pools. When a skill is purchased, the character gains +1 in EACH of the two pools listed for that sub class. Example: Every skill point spent in Storm Trooper increases the Ordnance and Discipline pools by 1 while Scout Trooper increases Ordnance and Supply pools. Starting Ordnance, Discipline, and Supply is 2. The amount of Ordnance or Discipline needed to activate a skill is noted next to the skill. Some skills have situational conditions which must be met in order to be utilized.

Skills which require a prerequisite are noted in the skill explanations. Example: **Front Kick** requires the player to first have the skill **Shove** in order to purchase. **Charge** also only requires **Shove;** the player does not have to also have **Front Kick.**

How Supply Works

Non Force Users have to manage Supply. Every weapon, armor, and upgrade as well as many consumable items, have a Supply Rating. A character may not carry around equipment and items whose total Supply cost exceeds your Supply pool. Supply represents a character's ability to maintain and support their technology on a world with limited resources. Basic blasters and vibro weapons have a Supply cost of zero which allows them to be utilized by Force Users. Force Users do not have Supply, they spend their time exploring the mysteries of the Force rather than maintaining blasters. This does not mean they can't use items; they only can't use items with Supply 1 or more. Items may be picked up in the field that exceed your Supply Rating however these items may not be used until you have had a chance to adjust how much you are carrying to be compliant to your max supply.

How Arm Skills Work

All skills which are listed as "Arm x" represent custom gear your character has access to depending on their class. Arm skills have to be obtained via Skill Points as per any other skill. Troopers have a variety of grenades and tools, Agents have emergency beacons, stealth generators, and jet packs, while Engineers have force field generators and special canons. These skills must be accompanied by a physical representation. You may craft your physical representation to fit your character. We trust our players to help craft an engaging in game world with their equipment.

"Arm" skills are used by "preparing" the device in advance. Arm skills always cost Ordnance. Ordnance

spent preparing an Arm skill is held in the item and may not be restored until the item is used or the Period changes. Any "Arm" skill which was prepared and not used when the Period changes expires and must be activated again. Preparing an "Arm" skill takes as long as you want to roleplay it takes getting that piece of gear ready but should only be done out of combat. SPECIAL NOTE: Trooper grenades must be contact safe as they are for use in combat. Staff reserves the right to assess reps for appropriateness and safety. Items created by "Arm" Skills may not be transferred to another player. They may only be used by the player who created them.

Basic Equipment

Blaster Pistol: One handed blaster rep required. Base Damage 3 Red. 0 Supply.
Upgrade: Stun Setting, 1 min Stun, 1 use per Period (0 Supply).

Blaster Rifle: Two handed blaster rep required. Base Damage 4 Red. 0 Supply.
Upgrade: Stun Setting, 1 min Stun, 1 use per Period (0 Supply).

Vibrosword: One handed melee rep required. Base Damage 2 White. 0 Supply.
Upgrade: Disarm Melee, 1 use per Period (0 Supply).

Two Handed Vibrosword: Two handed melee rep required. This also covers staves. Base Damage: 3 White. 0 Supply.
Upgrade: Disarm Melee, 1 use per Period. (0 Supply)

Basic Shield Unit: Provides the Shielded Status and 10 points of Shield. 0 Supply. See "Body States" for more information. Must be researched via "Personal Shielding Unit".

Basic Armor: Provides the Armored Status (must be wearing representational armor. See "Body States" for more information. 1 Plate Slot. 0 Supply.

Starting Equipment

Players start game on their first event with the following: Basic Equipment cards for all weapon and armor physical representations. In addition players may pick up to 5 Supply of expendable items and will be given 5 crafting components.

Crafting System

There are two types of crafting: Crafting and Research. Crafting makes single use consumable items and utility items. Research is used to unlock mass production of new weapons and armor as well as upgrades to the structures in the colony.

Crafting: In order to craft something from the crafting list the player must gather the requisite number of crafting components as listed on the crafting list as well as require crafting skill. The player must then role play the building the item in question. Crafting should take no less than 10 minutes however several of the same items can be crafted at the same time. The role play can take longer than 10 minutes and

we advise using this time to assemble your physical representations. Remember nearly every item in the game requires a physical representation prop in order to use. Once the crafting time is complete, the crafting components should be brought to the Fabrication Center where you will receive the item card or cards for your efforts. Items listed as "Expended" are single use items which are consumed when used.

Research: Research is used to provide new arms and armor to the colony. The colony is equipped with an automated Fabrication Center. Research is completed in two steps. First the resources must be gathered. Research requires much more in the way of components than basic crafting. This high cost represents re-tooling the Fabrication Center for mass production of the item in question. Once the resources have been paid the player will be provided a puzzle which must be solved. The puzzle represents reprogramming the Fabrication Center's computers with the needed schematics to craft the item. Once this is completed the item can be freely obtained by any player at the Fabrication Center. Remember a player may not carry more gear than they have the Supply for so while researched equipment is freely available, you will not be able to equip everything at once. Colony upgrades become active as soon as the research is complete.

Crafting List

Power Cell: Provides 2 Ordnance usable only on Blaster skills. Expended
      Craft Armory: 1 Security, 5 Armory. 2 Supply

Large Power Cell: Provides 4 Ordnance usable only on Blaster Skills. Expended
      Craft Armory: 2 Security, 10 Armory. 3 Supply

Heavy Weapons Power Pack: Power supply needed to use Heavy Weapons (Repeating Blasters, etc) Must rep with backpack sized rep. May be used to provide power to large systems.
      Craft Armory: 5 Security, 15 Armory. 2 Supply

Small Kolto Patch: Heal target 5 vitality after 5 seconds of application RP. May not be used on self if in any part of the death count. Expended
      Craft Biotech: 2 Biotech. 1 Supply, Passion, or Harmony

Shock Baton: One handed Melee Weapon Add On. Backstab gains 30 second stun element to skill use. Expended.
      Craft Security: 5 Security, 5 Armory. 2 Supply

Command Insignia: 2 Discipline usable only on Inspire Skills. May only equip 1 at a time. Expended
      Craft Security: 2 Security, 1 Armory. 2 Supply.

High Command Insignia: 4 Discipline usable only on Inspire Skills. May only equip 1 at a time. Expended
      Craft Security: 5 Security, 2 Armory. 2 Supply

Skirtopanol Injector: Provides one free use of "Inspire Honesty" on the target that is injected. A target may only be injected once per hour. Expended
      Craft Biotech: 2 Biotech, 1 Security. 1 Supply

Security Binders: Target may not use skills while bound by manacles. Target must be in bleed out, stun, or willingly place the manacles on. Lasts until removed. Expended
      Craft Security: 5 Security, 2 Armory. 2 Supply

Holorecorder: Allows surveillance of a given area remotely. Requires Marshal. Lasts one event. Expended.
      Craft Security: 5 Security, 1 Armory. 1 Supply

Sensor Sweeper: Detects Holorecorders and Tracking Devices. Expended.
      Craft Security: 5 Security, 1 Armory. 1 Supply

Gliterstim Spice: Lose 2 Discipline or 2 Passion or 2 Harmony. Gain 2 uses of negate mental attack as per "Play Pazaak". User must RP euphoria, high energy, and mild paranoia for 1 hour. Gliterstim is highly addictive and as such after used the player will refresh 2 less Discipline or Passion/Harmony at the change of the next Period unless they have again used Gliterstim Spice. Addiction effects expire at the end of the event. Expended
      Craft Biotech: 5 Biotech, 1 Security. 1 Supply, Passion, or Harmony

Secure Comlink: Allows player to use their mobile phone or walkie talkies to contact other players with Comlinks. Player should try to use a headset of some sort rather than use a phone directly when possible.
      Craft Security: 1 Armory, 1 Security. 0 Supply, Passion, or Harmony

Magno-Locks: Must be placed on a door or large container. Takes 5 mins to install on a door or container. Magnetically seals a door way or container preventing the door or container from being opened or damaged by conventional means without the passcode. Passcode should be recorded on the back of the item card. Bypass with "Slice Security" (Requires Marshal). Lasts one event. Expended
      Craft Security: 2 Security, 1 Armory. 0 Supply

Rebreather Unit: Provides the ability to breathe in hostile environments such as underwater, hard vacuum, or toxic atmospheres. Last 1 hour. Expended.
      Craft Security: 2 Security, 1 Armory. 1 Supply, Passion, or Harmony

Large Kolto Patch: Heal Target 10 Vitality after 5 seconds of RP. May not be used on self during any part of the Death Count. Expended. Not craftable until researched.
      Craft Biotech: 5 Biotech. 2 Supply

Adrenal Alacrity Injector: One use of move Traverse range toward a target or away from a target as per "Charge" or "Retreat". May be injected up to one hour in advance but if not "spent" within that hour the use is lost. The same Adrenal may not be stacked. Expended
      Craft Biotech: 3 Biotech. 1 Supply, Passion, or Harmony

Adrenal Strength Injector: +2 Damage with melee weapons for 5 mins. -1 Damage with melee weapons for 1 hour at the end of the effect. May be injected up to one hour in advance but if not "spent" within that hour the use is lost. The same Adrenal may not be stacked. Expended
      Craft Biotech: 3 Biotech. 1 Supply, Passion, or Harmony

Adrenal Accuracy Injector: Player gains one use of "Snipe" as per Scout Trooper. May be injected up to one hour in advance but if not "spent" within that hour the use is lost. The same Adrenal may not be stacked. Expended
> Craft Biotech: 3 Biotech. 1 Supply, Passion, or Harmony

Mk 1 Med Kit: Provides 5 Supply only usable on Biotech Items. Lasts 1 year.
Upgrade: +2 Supply
> Craft Biotech: 5 Biotech, 2 Armory. 5 Supply (0 if Engineer, limit 1)

Mk 5 Med Kit: Provides 10 Supply only usable on Biotech Items. Rep must be Backpack sized.
Upgrade: +2 Supply. Not craftable until researched.
Lasts 1 year.
> Craft Biotech: 15 Biotech, 5 Armory. 5 Supply (1 if Engineer)

Munitions Pack: Provides 5 Ordnance which can be used to restore Ordnance to another Player or self. Requires 5 seconds of RP per Ordnance restored. Munitions Pack refreshes with the change of the Period. Lasts 1 year.
> Craft Armory: 10 Armory, 2 Security. 5 Supply (1 if Engineer)

Advanced Munitions Pack: Provides 10 Ordnance which can be used to restore Ordnance to another Player or self. Requires 5 seconds of RP per Ordnance restored. Advanced Munitions Pack refreshes with the change of the Period. Requires backpack sized rep. Lasts 1 year.
> Craft Armory: 20 Armory, 5 Security. 5 Supply (1 if Engineer)

Ceramic Reinforcement Plating: Plating which gives Damage Reduction 2 to Red damage. Must be equipped via "Apply Armor Plating".
> Craft Armory: 5 Armory. 1 Supply, Passion, or Harmony

Ion-Grounding Plating: Plating which gives Damage Reduction 2 to Blue damage. Must be equipped via "Apply Armor Plating".
> Craft Security: 5 Security. 1 Supply, Passion, or Harmony

Corrosive Resistant Plating: Plating which gives Damage reduction 4 to Green damage. Must be equipped via "Apply Armor Plating".
> Craft Armory: 5 Armory. 1 Supply, Passion, or Harmony

Blast Shield Plating: Plating which gives Damage reduction 5 to Yellow damage. Must be equipped via "Apply Armor Plating".
> Craft Armory: 5 Armory. 1 Supply, Passion, or Harmony

Plasteel Layered Plating: Plating which gives Damage reduction 2 to White damage. Must be equipped via "Apply Armor Plating".
> Craft Armory: 5 Armory. 1 Supply, Passion, or Harmony

Research Items

Biotech Research

Advanced Med Droids: Increases the range of the Med Droids to include any module that does not require the use of a vehicle to reach. The default active range is within 100 ft of the Cantina.
> Research Biotech: 50 Biotech, 25 Security, 10 Armory

Cybernetic Medicine: Kolto Tank Detriments can be treated with cybernetic replacements. Cybernetic replacements require representation. The skill Medical Treatment is required to equip a player with cybernetic replacements. Each replacement costs 1 permanent Supply (1 permanent Passion or Harmony if Force User) and 10 Biotech Crafting Components.
> Research Biotech: 25 Biotech, 10 Security, 5 Armory

Large Kolto Patch: Allows Craft Biotech: Large Kolto Patch colony wide.
> Research Biotech: 50 Biotech

Mk 5 Med Kit: Allows Craft Biotech: Mk 5 Med Kit colony wide.
> Research Biotech: 30 Biotech, 15 Security, 10 Armory

Refresher Station (Cantina Upgrade): Cantina restores 2 additional Discipline for every 10 mins spent relaxing in the Cantina. Leaving the Cantina, using any skill, or taking any damage restarts the 10 mins needed to receive this benefit.
> Research Biotech: 25 Biotech, 25 Armory, 10 Security

Improved Kolto Tanks: Roll twice when determining Kolto Tank Detriment. Player chooses which to keep.
> Research Biotech: 50 Biotech, 25 Security, 10 Armory

Armory Research

Heavy Blaster Pistol: One handed blaster rep required. Base Damage: 3 Red. 1 Supply. Upgrade 1: +1 Red Damage (1 Supply). Upgrade 2: Stun Setting. 1 min Stun, 2 uses per Period (1 Supply).
> Research Armory: 30 Armory, 25 Security

Silhouette Pistol: One handed blaster rep required. Base Damage: 2 Red. 1 Supply.
Upgrade 1: Quick Draw as per skill. (1 Supply). Upgrade 2: +1 Red Damage (1 Supply).
> Research Armory: 30 Armory, 25 Security

Heavy Rifle: Two handed blaster rep required. Base Damage: 4 Red. 2 Supply.
Upgrade 1: +1 Red Damage (1 Supply). Upgrade 2: Burst Fire, 2 uses per Period (1 Supply).
> Research Armory: 40 Armory, 30 Security

Heavy Repeating Blaster: Two handed blaster rep required. Requires Heavy Weapon Power Pack. Base Damage: 4 Red. 2 Supply.
Upgrade 1: Tight Grouping as per skill (1 Supply). Upgrade 2: Burst Fire, 5 uses per Period (1 Supply).
> Research Armory: 50 Armory, 30 Security

Carbine Blaster: One handed blaster rep required. Base Damage: 3 Red. 1 Supply
Upgrade 1: Tracer Fire, 2 uses per Period (1 Supply). Upgrade 2: Flag Target, 2 uses per Period (1 Supply).
> Research Armory: 30 Armory, 25 Security

Security Research

High Frequency Vibrosword: One handed melee rep required. Base Damage 2 White. 0 Supply. Upgrade 1: +1 White Damage (1 Supply, 0 Force User). Upgrade 2: Disarm Melee, 2 uses per Period (1 Supply, Passion, or Harmony).
        Research Security: 25 Security, 10 Armory

Ultra High Frequency Vibrosword: One handed melee rep required. Base Damage 3 White. 0 Supply. Upgrade 1: Brutestrike, 2 uses per period (1 Supply, Passion, or Harmony). Upgrade 2: Backstab, 2 uses per Period (1 Supply, Passion, or Harmony).
        Research Security: 30 Security, 15 Armory

Ion Rifle: Two handed blaster rep required. Base Damage: 4 Blue. 2 Supply. Upgrade 1: Stun Setting. 1 min Stun, 2 uses per Period (1 Supply). Upgrade 2: Destroy Blaster, 2 uses per Period (1 Supply).
        Research Security: 40 Security, 25 Armory

Variable Armor: Armor rep required. 2 Plate slots. 1 Supply
Upgrade: +1 Plate slots (1 Supply).
        Research Security: 20 Security, 10 Armory, 5 Biotech

Sword Master Armor: Armor rep required. 1 Plate slot. DR 2 White. 1 Supply, Passion, or Harmony. Upgrade: Negate Disarm, 1 use per Period (1 Supply, Passion, or Harmony).
        Research Security: 20 Security, 10 Armory, 5 Biotech

Heavy Plasteel Armor: Armor rep required. 1 Plate slot. DR 2 Red. 1 Supply. Upgrade: Immune to Destroy Armor (1 Supply).
        Research Security: 25 Security, 15 Armory, 5 Biotech

Personal Shield Unit: Shield Unit rep required. Grants Shielded Status and 10 points of Shield. 1 Supply. Upgrade: +10 Shield Points (1 Supply). Also unlocks Basic Shield Unit.
        Research Security: 25 Security, 20 Armory

Advanced Shield Unit: Requires Heavy Weapons Power Pack. Grants Shielded Status and 20 points of Shield. 2 Supply
Upgrade: Emergency Shield as per the skill, 1 use per Period.
        Research Security: 50 Security, 30 Armory

Lightsaber Construction

The construction of a lightsaber is a sacred moment in the journey of a Force User. Light or Dark, Sith or Jedi, the lightsaber is more than just a powerful weapon. Lightsabers are an extension of the Force User's connection to the Force. With this in mind, Force User characters MUST acquire their lightsaber through In Game means. For most characters this will mean building a lightsaber from scratch.

All Force User characters have the ability to construct a lightsaber if they are able to acquire the materials. How your character came to this knowledge is up to you, be it your past with one of the Force related orders or something more arcane.

All lightsabers breakdown to three core parts that must be acquired before the weapon can be constructed: A Power Supply, a Kyber Crystal, and a Focusing Lens. Power Supplies and Focusing Lenses can be found in a player's adventures and crafting blueprints for different versions of these are discoverable by exploring the mysteries of the forgotten world in which the game takes place.

Kyber Crystals are much rarer and cannot be crafted by any means. These ancient sources of power are known to call out to Force Users, testing their resolve and their might in the Force. Should a Force User find one of these magnificent artifacts they will be well on their way to crafting their lightsaber. Be forewarned: The trials of a Crystal can be exceedingly dangerous and more than a few would be contenders have lost their lives in the pursuit of the power promised by a Kyber Crystal.

Once all three parts are in hand the Force User must assemble their saber. This process requires intense meditation lasting no less than 30 mins but may last as long as the player wishes. No other skills may be used by the player and receiving any skills or damage interrupts the effect. In addition the Force User may not attempt lightsaber construction again until the next Period. Once completed the weapon is ready for use.

Players must supply their own boffer safe physical representation for their lightsaber. Lightsabers must conform to the normal melee weapon construction rules in terms of safety. At the time of the lightsaber's construction the player must choose between one handed, two handed, or double bladed. These follow the max length restrictions for one handed, two handed, and staffs respectively. This selection is permanent for the lightsaber even if parts are changed out to upgrade the saber.

Example Lightsaber 1:

Keen Focus Lens: Base Damage 2 Red

Sense Attuned Kyber Crystal (Light): +5 Harmony, only for use on Sense User skills.

Basic Power Supply: No special benefit.

To upgrade a lightsaber the player must undergo the 30 min construction process with the lightsaber again. While the type (one handed, two handed, or double bladed) cannot be changed any or all of the three main parts can be swapped out. Let's say the example above was being upgraded to use a better power supply. The new lightsaber might look like this:

Example Lightsaber 2:

Keen Focus Lens: Base Damage 2 Red

Sense Attuned Kyber Crystal (Light): +5 Harmony, only for use on Sense User skills.

Overcharged Power Supply: + 1 Red Damage

The old lightsaber card would be turned in and the player would receive the card for the new lightsaber with the new ability.

Lightsaber colors are up to the player. While traditionally Sith use exclusively red sabers, we will not be holding players to this convention. Your saber is an expression of your character's connection to the Force and as such we want the player to make the physical representation that they feel best displays their character's hard work mastering the mysteries of the Force.

Combat, Weapons, and Calling Skills

Combat uses a principal of lightest touch melee combat and toy dart gun ("Nerf") ranged combat. Melee weapons must be contact safe boffer weapons or mass produced latex "LARP" weaponry. Homemade boffer weapons must also have a padded thrusting tip. Strikes in melee combat should be done with the lightest amount of force needed to complete the strike. Hands, groin, and heads are not valid striking locations and care should be taken to avoid hitting these locations.

Ranged weapons may be Nerf style you run representations. Non firing physical representations may also be used with birdseed "packets". All toy gun representations MUST HAVE THEIR ORANGE TIPS INTACT. NO EXCEPTIONS.

To call damage or a skill, you are required to call the amount of damage, the type of damage, and any additional effects the skill has as well as the duration. Stating what a skill does is part of the use of the skill. It is the responsibility of the player USING a skill to make sure the effect is understood.

Example: A trooper calls their "Front Kick" skill on an opponent. They would state "Front Kick, Knockback, Stun 5 Sec."

Example: A force user with a vibrosword makes a basic melee attack. They would lightly strike their opponent and state "2 White".

Example: A trooper wants to use their "Burst Fire" skill with a blaster rifle. They would make a normal ranged attack and state "4 Red". If the initial attack is successful the player then could use their "Burst Fire" skill and state "Burst Fire, 4 Red". It is the responsibility of the player using the skill to ensure they state the skill in a way in which they are heard clearly.

Example: A Trooper successfully uses their "Time on Target" skill. Their base damage was 4 Red and "Time on Target" doubles the damage on that target for 1 min. As a result the next ranged attack would be 8 Red. It is the responsibility of the player using the skill to know how the adjusted damage works and to call it correctly.

As a general rule skills may be combined unless stated specifically in the skill that it may not be combined. It is your responsibility as a player to know what each of your skills does and how the skills interact. Remember that skills that start with "Arm" require you to craft a physical representation in order to use the skill.

Attacks, melee or ranged, may NOT be made faster than you can CLEARLY state the damage call. This is intended to allow for challenging and dramatic boffer combat but to also allow for clarity. Melee attacks may not hit the same location on a target twice in a row. Ranged attacks are valid if they hit any part of you except the head and must also follow the rules regarding fully stating each attack. You should not fire a second toy projectile until you have FINISHED stating the call for the first.

Melee weapons have the follow size categories with their associated maximum length. These measurements are guidelines. Latex LARP weapons which fall close to but slightly over a size limit will still be allowed but care should be taken to conform to these restrictions when possible.

One Handed Melee: Up to 48 inches.

Two Handed Melee: Up to 72 inches. This includes staves and double bladed type weapons.

Freeform and Negotiated Roleplay for Conflict Resolution

While the rules in this document establish the means through which characters interact with the game world, they are not the be all end all. Rules exist to help support the story by giving players a structure through which to interact with the world, but that structure has no purpose beyond supporting the story. With this in mind we want to make it clear to players that it is ok to venture beyond the written letter of the rules in terms of crafting one's own story. While it is not acceptable to break the rules during play, it is perfectly fine to set them aside in order to negotiate and decide how to resolve a conflict narratively rather than mechanically.

What does this mean? It means that if you and other players wish to decide how a particular scene is going to play out amongst yourselves in advance and then act it out you may do so without relying on specific game mechanics. This can be useful for intensely emotional, dramatic, or engaging situations where the use of called damage, stated game effects, and rules clarifications would detract from the impact of the roleplay.

If two or more players wish to resolve a conflict narratively they may so long as they follow the following guidelines for negotiated roleplay. Remember that narrative roleplay can never be used to bypass or break existing rules, but is available as a tool for crafting your unique experience during play.

1: Narrative conflict and resolution may not break existing rules. Example: No narrative or negotiated scene could give a Droid Force Sensitivity or produce items outside the rules of the crafting system for mechanical effect. Negotiated roleplay cannot be used to change or undo the effect of any game skills.

2: Narrative conflict resolution must be negotiated by all involved players. If even a single player objects or prefers to utilize the mechanics of the game to resolve the situation then the situation may not be handled narratively and must be dealt with mechanically.

3: Narrative scenes should be organized in a way to avoid a situation where those who were not part of the negotiations would be placed in the path of the scene. While we want to open up as much opportunity for negotiated roleplay as players want, we want to avoid a situation where a negotiated scene is playing out and another player interacts with that scene mechanically unknowingly.

The Staff is always available to help explain how players can utilize negotiated roleplay as another tool to help craft the best game experience possible.

The Forgotten Empire

The History of Iteration and Derriphan

The First Arrivals

It is not known who the first people to crash on the planet were, or if there was a native people who once called the world home. Those who live on the planet now to this day have no idea what the name of the world might have once been. It does not appear on any star charts and no astromech has a record of its gravity well on file. The current name came courtesy of the Sith Lord Tavrie Ulluan, whose missionary and exploration fleet was the first of the current settlement's survivors about 300 years ago. Lord Tavrie was on a mission to explore the border of the Outer Rim and the Unknown Regions for habitable worlds for which to expand the Sith Empire. Her small fleet of exploration and scouting ships was pulled out of hyperspace and each ship plummeted into the region known now as the Boneyard. A devoted Sith theologian and historian, she named the planet Derriphan, after the ancient Sith word meaning "devour". It was the survivors of her fleet who found the structures of the colony lying dormant not far from the Boneyard and set up to make the colony their home while they attempted to request aid from the Empire.

It did not take Lord Tavrie Ulluan and her missionaries long to discover that the dampening field which was thought to have caused the initial crash appeared to cover the entire planet. Worse, the field actively disrupted the power cells in the common technology salvaged from the crash up to and including the Sith Lightsabers, rending most of their weapons and support vehicles useless. The more powerful the power source, the worse it appeared to be drained by the dampening field. They made refuge in the structures of what had appeared to be a fully equipped colony however the architecture and layout suggested several different origins. Some structures clearly were of ancient Sith origin while others had the hallmarks of Republic exploration prefabricated designs. What few computer systems were salvageable held no memory regarding the prior inhabitants and nearly all of the systems were in a state of significant disrepair. Tavrie's expertise in history and Sith lore lead her to conclude that

whomever came before her and established these structures had suffered the same fate as her fleet: crashed and abandoned with no hope of escape. Their fate beyond that was a mystery. Since it was clear they were not the first inhabitants many of the survivors began referencing "this iteration" of the colony when talking about the structures and their discoveries. It was not long before the informal name "Iteration" took hold for the structures and area that would become the functioning colony of today.

The first few years were exceptionally hard. The survivors of the Sith fleet were mostly astronavigators, theologians, and Imperial Navy personnel. The few engineers who had survived did not have the expertise or resources to bring the full colony online, and food shortages became a consistent problem. This was compounded by significant dangers in the surrounding forests. The planet appeared to host life from all across the galaxy, including a large variety of predator species. The casualty rate was high and while the Sith remained steadfast in their devotion, viewing the pain and hardship as a path to greater power, it was becoming clear to Lord Tavrie that simply staying the course would doom them all. It was in the third year that an unlikely source of aid would arrive, and an unusual pact would be made.

The Jedi Agricorps and Iridonian Mining Concern

With the Mandalorian Wars and the Jedi Civil War having devastated the Republic, wide scale reconstruction efforts were launched all across explored space. The Jedi Order, having been brought to the brink of extinction, had dedicated itself to returning to a peacekeeping and humanitarian mission. One such effort was a collaboration between the Republic Senate, The Jedi Order, and an Iridonian state owned mining operation called IMC, Iridonia Mining Concerns. The three groups had come together to establish mining outposts in the mid and outer rims to gather the immense amount of resources the reconstruction efforts would require as well as set up each outpost with a fully self-sufficient agriculture infrastructure to minimize the costs of operation in more remote systems. A small fleet of construction, agricultural, and colony building experts launched from Iridonia with a Republic expedition of Jedi who were looking to reconnect with nature and leave the violence of war behind. They headed for the first target world of their efforts. They never arrived.

As with any ships which cross Derraphan the Republic fleet crashed in the Boneyard. While many were killed in the impact, much of the heavy construction ships and rugged building equipment remained salvageable. The Sith approached the Boneyard hoping to loot desperately needed resources only to find many Jedi and Republic survivors. The first meeting was tense but Lord Tavrie ordered her people to stand down, insisting on meeting with the most senior surviving Jedi. A Knight named To'rin Kyra stepped forward and for over the course of several hours the two negotiated a peace which has held to this day. While To'rin and Tavrie never went into great detail about their conversation it is known that To'rin had been a survivor of the Jedi Civil War and it is thought that he had grown disgusted with the idea of killing fellow force users, only wanting to discuss their differences through debate and reason. Tavrie on the other hand was known to have been in desperate need of food and manpower, and likely proposed the truce as a pragmatic way to ensure her own survival. The fact that Lord Tavrie's people were not the same Sith as those who fought in the Jedi Civil War was the main reason the Republic allied IMC was able to be convinced to go along with it.

Formation of the Iteration Council

The next three decades would bring a period of relative prosperity to the newly founded Iteration. The equipment brought in by the IMC and the addition of skilled farmers, miners, and engineers allowed the survivors to slowly but steadily bring the dormant systems of the colony back online. The moisture farms, hydroponics and traditional farms supplied the colony with a regular food supply, while the ancient fabrication center was successfully reprogramed to manufacture versions of technology which could function in the ever present dampening field. A few adventurous pilots had even repaired a small cargo shuttle enough to fly. Their attempt to break orbit ended in a crash that killed everyone on board.

The medical bay was the final of the preexisting systems to go fully online. Once the medical bay was restored the colonists discovered that a massive network of medical droids seamed to populate the region as if summoned. The droids do not speak other than to tell wounded patients to remain calm and it was quickly discovered that the droids only programing seemed to be to bring injured people to the medical bay for treatment. Methods of creating beacons to call the droids for aide were developed. While many have tried to solve the mystery of these droids no source of their arrival has been found, and no obvious answer to the question of how they travel around the planet so quickly has been reached. While some were initially weary to trust something they had so little knowledge of and so little control over, the sheer usefulness of the medical retrieval droids has made them a regular part of life in Iteration.

Once the last system was brought online and the cargo ship crashed proving escape was impossible the choice was made to form a permanent council to make major choices for Iteration. One member from the Empire, Republic, and IMC would be named to serve on the Iteration Council. This arrangement, while accepted by an aging Lord Tavrie, was scoffed at by her apprentice, as it was seen as ceding too much control to the Jedi. In the end the apprentice chose not to challenge her master and the Council was formed, though the repercussions of this disagreement would be felt two hundred years later.

The Trandoshan Frigate Crashes

About 150 years after the formation of the Iteration Council two large frigates crashed into the Boneyard. By this point Iteration had developed a standard response to newly crashed ships which included integrating survivors into the colony. Maintenance and construction were handled by the IMC, agriculture by the Republic, and security by the Sith, with additional aid from the IMC. Peace was maintained by the Council and by the never ending threats of the surrounding territory. The new arrivals were a large group of Trandoshan slavers and their considerable amount of slaves. This stressed the working relationship between the groups due to the Republic and the IMC being adamant the Trandoshans would not be allowed to keep their slaves. The Trandoshans of course were not about to give up their slaves nor where they interested in joining what they considered a weak and soft society. The Trandoshans inevitable attack on Iteration might have been repelled except the Trandoshans used their slaves, fitted with explosive collars, as living shields and improvised bombs. While those raised on Sith philosophy and other Sith survivors had no issue cutting down this initial wave, the IMC and Jedi forces hesitated resulting in major damage to the infrastructure and major casualties. The Trandoshans

looted what technology and vehicles they could in the confusion, kidnapped a number of laborers, and made their way deep into the forest. The loss of resources and population would take several years to fully replace and the Trandoshans and their descendants continue to launch raiding parties into the outskirts of Iteration and the Boneyard looking to add to their slave holdings as well as steal the valuable technology they otherwise have no access to.

The Factory Wakes Up

About 100 kilometers north of the Colony there can be found a massive sprawling industrial compound Iteration has come to call "The Factory". The Factory spans over 25 square kilometers but no one from the Colony has ever succeeded in exploring it because the whole complex is protected by a powerful shield array. Early survivors from Iteration who first discovered the massive complex spent weeks trying to get through the shield hoping to find supplies or equipment that might aid in the ultimate goal of escaping the planet. In the early years the Factory was seen as the best hope for escape or to communicate with the rest of the galaxy as it appeared to be well maintained and while close inspection was not possible the clearly functioning equipment visible through the shield made the prospect of exploring the facility a high priority. Those early colonists never found a way past the shield.

One day 200 years after the founding of Iteration the Factory sprang into commotion. Massive buildings hummed with life and revealed the answer to the question "what does this complex do?" The answer was and remains the construction of combat droids. When the doors of the Factory opened for the first time thousands of droids came marching out, past the shields, and into the surrounding countryside. The IMC engineers and Jedi who had been studying the shields and the surrounding area attempted to communicate with the droids only to be immediately attacked. While they were able to survive and defeat the droids they had first encountered they were immediately beset by wave after wave of additional droids, each one seemingly designed solely for combat and intent on perusing the researchers without end. Eventually the droids had fanned out from the Factory enough to discover Iteration.

In the decades that have followed Iteration has fended off countless attacks by the droids of the Factory. Little progress has been made in understanding the motivations of these droids or how the Factory has managed to continue producing the killing machines year after year. The droids self-destruct when disabled or defeated leaving little for study and no attempt at communication has succeeded. The droids have since spread out across the planet and small groups of the droids can be found almost anywhere. Often they can be found hauling scrap from the Boneyard back in the direction of the Factory. Periodically the droids come together and attack Iteration in numbers which present a significant threat. It has been through these times of severe threat as well as the ongoing existential threat that the various factions living in Iteration have managed to maintain their truce until the present day.

The Lux and the Exiles

About 30 years ago, during the first years of the Great Galactic War, two full sized capital ships crashed within 6 months of each other. The First was a Corellian luxury liner named the Lux and the second was a Terminus class destroyer from the Sith Empire named the Stellar Spear. The two capital ships presented a dramatic increase in the size and frequency of ships being pulled into the Boneyard and the

influx of new population brought with them news of the renewed conflict between the Sith Empire and the Galactic Republic. If the renewed tension between the Sith and Jedi was not enough, the Lux had secretly been in the employ of Zimi the Hutt and was heavily laden with glitterstim spice and other illicit goods when it crashed on Derriphan. Most of her crew was either Corellian smugglers in the employ of the Exchange or Hutt cartel agents and it was rumored that Zimi herself had been on board and survived.

News of the renewed conflict and the confusion of so many new people created a rift among the Sith. Lord Jaxair Ulluan, a decedent of the same line as Sith Lord Tavrie Ulluan, was more like his ancestor than the warriors of the Empire. While a powerful sorcerer at a young age, his philosophy of the dark side was rooted in the expression of all emotions, not just hate and anger. He had risen to become Iteration's Lord of the Sith in only a few short years after his personal ship crashed down, which angered many of the Sith who considered him an outsider, powerful as he may be. His apprentice wanted to unite the crew of the Stellar Spear behind the Sith traditionalists and use the opportunity to wipe out the Jedi. Lord Jaxair forbade the breaking of the peace, valuing the strength of the whole as a truer path to power. The apprentice, Irsu Lo'dai, rallied support and attempted to kill their master for the perceived "weakness" but ultimately underestimated the depth of Lord Jaxair's capacity for the dark side. Irsu was soundly defeated and their supporters were routed, fleeing into the woods. Known as the Sith Exiles, they have spent the last 30 years stealing from and harassing Iteration as little more than force sensitive bandits with delusions of grandeur.

Over the last three decades the crew of the Lux has heavily influenced the politics of Iteration. Many crew members from the Lux have taken to organizing the IMC and other labor focused parts of the population into groups to present demands to the Iteration Council while secretly running a thriving black market for spice and luxury items the Fabrication Center can't make. The departure of the Sith Exiles and the periodic loss of new dark side students to their ranks has reduced the number of trained warriors needed to fend off attacks from the Factory and so the Lux have been granted more and more freedom to operate so long as they continue to serve the interests of Iteration.

Jedi Wayward and Current Events

In the last few years Jedi strong in the light side of the Force have been going missing after asking about music only they seem to be able to hear. These Jedi become distant, walking in near trance like states until they disappear into the forests. The few which have been seen again were found attacking scout groups in league with wild animals as if controlling them. They speak only of the beautiful music, the great harmony and how civilization is a curse and blight on the beauty of nature's music. Their veneration of life has been amplified to madness, as several such Jedi Wayward have been found not just in command of predators, but of bacteria and disease as well. Luckily the Wayward are few in number but their immense power in the light side of the Force makes them a significant threat.

Daily life in Iteration consists of maintaining the vital technology of the colony, defending against droids, exiles, Trandoshans, and wayward, trying to grow enough food, keeping the water flowing, ducking or engaging the politics of the Sith, Jedi, Republic, Empire, Lux, and IMC. There are always supplies needed

to be scouted, repairs to be made, and deals to be struck between the factions. The peace and security of Iteration is delicate. Who knows what the next set of ships to crash might bring?

Points of Interest on Derriphan

The Boneyard: The vast majority of the population of Iteration was not born on the planet but instead crashed landed and became stranded. Ships that are dragged out of hyperspace loose power and get caught in the gravity well of the planet. The strange thing is as the ships crash on the planet they are all dragged toward the same rough area. The majority of these ships crash in a large area which has come to be known as The Boneyard, located about 25 kilometers west of Iteration. While it is not known what causes the ships to crash in the same general area it does provide Iteration with two distinct resources. First since most ships that crash on the planet do so in the Boneyard survivors are less difficult to locate and are able to be brought to the colony for medical attention and integration. The second advantage is the untold centuries of ruined ships provide Iteration with a steady supply of scrap and parts. The burned out hulls create a labyrinth of twisted metal and blown out systems which Iteration depends on to maintain the vital systems such as the Med Bay, the Moisture Farms, and the Fabrication Center.

Engineers have dated some of the ship designs in the Boneyard back as far as the Great Hyperspace War. There doesn't seem to be any one determining factor among the wreckage as ships from across all of known space can be found half buried under even more derelict ships. There is also no limit on the size of the crashed ships. While most of the ships in the Boneyard are freighters or mid-size passenger ships, there is at least one major capital ship of note: "The Stellar Spear".

The Stellar Spear: The Stellar Spear is a Terminus Class Destroyer of the Sith Empire which was reported missing in the early years of the Great Galactic War while on patrol in the Outer Rim. While the rest of the galaxy assumed the ship lost in a hyperspace malfunction the reality is the warship was pulled out of hyperspace due to the uncharted nature of the planet and crashed in the Boneyard. The damage was extensive and over one third of the crew were killed during the crash. While the Stellar Spear has been damaged beyond repair much of the primary hull survived the impact. Today, the Stellar Spear is commonly used by scavengers as a source of much needed parts. The lower levels of the ship have reportedly become host to a large population of mynocks. Where the mynocks came from is unknown but they have been multiplying through the Boneyard at a frightening rate and have begun causing havoc to Iteration's power grid.

The Master's Bane: The Master's Bane is an area of woods and caves to the south of Iteration which defies explanation or exploration. While much of the planet seems to be alive with the living Force, The Master's Bane appears to actively confound and confuse those who enter it. From the earliest days of Iteration both Jedi Masters and Sith Lords have felt the pull of the Force from the area known as The Master's Bane but none have been able to catalog what they have seen. Some describe it as a peaceful secluded bit of forest while others describe caves and other subterranean environs, but all who venture within experience intense often life threatening situations. A number of Force Users have returned to

the area more than once and discovered that on each visit the layout and physical features of The Master's Bane had changed. It is not known how the or why the Force does this in this location.

While skilled and powerful Jedi and Sith have managed to handle the trials this nexus of Force energy challenges them with younger and less experienced Force Users who enter the area are often not as fortunate. Quite a few padawans and apprentices have gone missing or have been killed after attempting to find their way through. Given the inherent dangers most are advised to avoid the area. Unfortunately one of the first things that Force Users discover once they arrive on the planet is that there is something about the Force and energy of the planet which prevents lightsabers from working unless they are built from a crystal native to the planet's environments. As a result Force Users on Derriphan have a history of braving the dangers of The Master's Bane in the hope of finding a crystal of their own.

The Crystal Cavern: While it has not been possible to tell "where" in The Master's Bane the cave actually is, Force Users who are receptive and willing to answer the call of the living Force eventually find themselves alone in a cave of glittering crystal. All who have been there only maintain faint memories but there is one common thread among them. Everyone who has been to the cave and returned with a crystal recalls being tested in some deeply personal and intense manner. The leaders of both Force User philosophies warn their students that to answer the call of the Crystal Cavern is to take one's destiny in one's hands.