



Hero Creation Guidelines

Version 5.0 – May 2004

These guidelines incorporate rules from the following books: *Star Wars Role Playing Game Revised Core Rulebook (SWRPG-RCR)*, *Arms & Equipment Guide (AEG)*, *Hero's Guide (HG)*, *Power of the Jedi Sourcebook (PotJ)*, *Ultimate Alien Anthology (UAA)*, *Alien Anthology (AA)*, *Secrets of Tatooine (SoT)*, *Starships of the Galaxy (SotG)*. Includes LIVING FORCE house rules and clarifications.

As of June 16, 2003, the LIVING FORCE Campaign incorporates the official WotC errata for the 2nd printing of the SWRPG-RCR. In cases where the LF House rules differ from the SWRPG-RCR or the errata, use the house rules.

LIVING FORCE

The LIVING FORCE campaign takes place in the *Star Wars* universe during the Rise of the Empire Era. Your character (hero) is a resident of the Mid-Rim system of Cularin (just off the Corellian Trade Spine, between Kalarba and Aridus, p 208 of the *Star Wars Roleplaying Game Revised Core Rulebook – SWRPG-RCR*). More information on Cularin can be found on the RPGA LIVING FORCE web site (<http://www.wizards.com/rpga>).

Saga, Depth and Emotion – the LIVING FORCE Campaign Philosophy

Like the movies, the campaign is story and character intensive. LIVING FORCE is about heroic individuals struggling against epic odds to achieve the greater good. We design the adventures with the intention that every hero has the opportunity to have a significant effect on the outcome, whether they've just begun or they're well experienced. LIVING FORCE is more about who you are than what you have. We are consciously avoiding an arms race between the heroes and the villains, and thus a number of weapons and character options are restricted or disallowed. We expect the heroes to be just that – heroes; beings of good heart and good intention. Players who wish to explore the Dark Side and play edgy, shady or villainous characters are likely to find that (Jedi hand wave) this is not the campaign they're looking for.

Story arcs take place in approximately one-year periods, with some elements continuing throughout the life of the campaign. Scenarios are released as parts of trilogies (three-part adventures), stand-alone adventures, and Live Action (Interactive) events. These adventures are available for conventions before they're available for home game groups, but you can play all but the interactive events without leaving your home.

Supplemental campaign information is released on the RPGA Website at <http://www.wizards.com/rpga>. This source provides additional material on the Cularin system and other systems in LIVING FORCE stories.

The Force is with us.

Making a Hero

To create a LIVING FORCE hero, you'll need a copy of the *SWRPG - RCR*. If you are using species, skills, feats or other items from supplemental materials, please be sure to bring a copy of the supplement(s) to the table with you.

Step 1: Ability Scores

To put all heroes on an even footing, the LIVING FORCE campaign uses the Planned Generation method for generating ability scores, as described in Chapter 1 of the *SWRPG - RCR*. That is, each hero has 28 points to distribute among all six abilities (page 15).

Apply species modifiers after assigning all points. Humans may range in ability score from 8 to 18; non-human species may range from 6 to 20 (see their entries in the *SWRPG-RCR*.)

Ability points gained through character level advancement do not use this chart. Refer to the core rulebook for these rules (Chapter 3).

LIVING FORCE does not use age modifiers. See *Step 6: Background* for information on age limits.

Score	Cost	Modifier
8	0	-1
9	1	-1
10	2	0
11	3	0
12	4	+1
13	5	+1
14	6	+2
15	8	+2
16	10	+3
17	13	+3
18	16	+4

Step 2: Species and Class

Choose a species for your hero. The following species are allowed for LIVING FORCE heroes. Other species are reserved for Game Master characters, have not been discovered by the galaxy at large during the time of the campaign, or have been disallowed by the campaign staff. Additional species may be made available via special campaign opportunities or adventure rewards.

Star Wars Roleplaying Game Revised Core Rulebook: Human, Bothan, Cerean, Duros, Gungan, Ithorian, Kel Dor, Rodian, Sullustan, Trandosha, Twi'lek, Wookiee, Zabrak.

Ultimate Alien Anthology: Aqualish, Bimm, Cathar, Chagrian, Devaronian, Elomin, Gran, Jawa, Krevaaki, Lannik, Nautolan, Ortolan, Snivvian, Tarasin, Togrut, Ugnaught, Woostoid.

Power of the Jedi Sourcebook: Vultan

Hero Classes: Choose any class for your hero described in Chapter 3 of the *SWRPG - RCR*.

Prestige Classes: Players may choose from the following prestige classes for their heroes: Bounty Hunter, Elite Trooper, Jedi Ace, Jedi Investigator, Jedi Master¹, Starship Ace, Officer* (*SWRPG - RCR*); Force Warrior², Jedi Healer, Jedi Instructor³, Jedi Scholar (*PotJ*); Big Game Hunter, Infiltrator, Local Protector, Master Spy⁴, Sharpshooter* (*HG*); First Contact Specialist (*AA*); Deep Space Pilot, Master Gunner*, Naval Officer* (*SotG*). Heroes must qualify for these classes as described in the *Star Wars Roleplaying Game Revised Core Rulebook* and/or appropriate supplement.

Classes marked with a * are regulated by LF metacampaign personnel. Additional prestige classes may be made available through adventure rewards or contests.

Multiclass Notes and Restrictions:

The *SWRPG-RCR* initially restricted starting feats for multi-classed characters, limiting them to only one feat from a new class when they take it, rather than all of that class' starting feats. Wizards of the Coast removed that restriction when they did a 2nd printing of the rulebook. If you have been playing your character under the 1st printing restriction, you may rearrange your character's feats as if you had taken all of the new class' starting feats when you took the new class. As with character conversion, this is a one-time offer; once you've adjusted your feats, you're done. (The official errata file is available at <http://www.wizards.com/starwars>).

Jedi in LIVING FORCE

In the LIVING FORCE campaign, choosing the path of the Jedi requires complete devotion. Jedi Consulars and Jedi Guardians who add additional classes (except Jedi prestige classes) after joining the Jedi Order have left the Jedi path and can never again advance as a Jedi, though they retain any Jedi class abilities they have. For these purposes, Force Warrior is not considered to be a Jedi prestige class as this training is not available at the Almas Academy. If a hero has fewer than seven levels in Jedi classes when he or she abandons the path of the Jedi, the hero loses the lightsaber loaned to them by the Almas Academy as it must be returned. If a hero leaves the order after obtaining the level of Jedi Knight, they keep possession of their lightsaber but lose access to the materials needed to repair or replace one.

¹ Heroes taking the Jedi Master prestige class may ignore the special requirement of having a Padawan learner or 13 Jedi levels, but must be at least a Jedi Knight. See *Jedi* section for more details.

² For the purpose of multiclassing, Force Warrior is not considered to be a Jedi Prestige class. Thus, if a Jedi adds the Force Warrior prestige class, he or she may not return to their Jedi class later. No FW receives the Jedi Knight special quality (*PotJ* p. 18). See the *Jedi* section.

³ Heroes taking the Jedi Instructor prestige class may ignore the requirement for one level of Jedi Master, but must have achieved the level of Jedi Knight.

⁴ Modified for LIVING FORCE, see *House Rules* for details.

A non-Jedi hero cannot multiclass into one of the Jedi hero classes if they currently have any Dark Side points for which they have not atoned.

All Jedi heroes are Padawan Learners at the Almas Jedi Academy until such time as they achieve the level of Jedi Knight (seven levels of Jedi classes). The Almas Academy often assigns Padawan Learners to missions (or permits them to go) as part of their training. Jedi heroes craft their own lightsabers upon reaching their seventh Jedi class level as part of their Trials, and are not provided the materials or opportunity before that point. Because this takes place in the background, Jedi heroes are not required to take ranks in Craft (lightsaber) or make any rolls for this purpose. Heroes achieving the level of Jedi Knight gain an extra Force point, representing the expenditure of one Force point to imbue the focusing crystal and the return of two for succeeding in the Trial of the Lightsaber. When a Jedi makes his or her lightsaber, their old lightsaber is returned to the academy (or if they have a special lightsaber they wish to keep, they can hand in their newly crafted one in its place). The Padawan lightsabers have blue or green blades; Jedi Knight heroes may only craft blue or green lightsabers unless they obtain access to special colored crystals in play. No Jedi hero may have a red colored lightsaber, as such would be a sign of dedication to the Dark Side.

If a Jedi hero obtains enough experience to reach the level of Jedi Knight, but has Dark Side Points for which they have not atoned, they do not pass the Trials and have two choices: First, they may leave the Jedi Order by taking a different class, turn in their lightsaber, and abide by the multiclass restrictions noted above. Second, they may wait to take their next level until they have fully atoned, at which point they obtain the held Jedi Knight level and craft their lightsaber at the end of that scenario. Such heroes continue to acquire experience, but if they reach the half-way point for the next level beyond the held level without fully atoning, they are judged unsuitable for the Jedi path and must leave the Jedi Order and pursue a different class.

For the LIVING FORCE campaign, the special prerequisite for the Jedi Master prestige class (taking a Padawan learner or having 13 levels of Jedi classes) is waived, but such a candidate must not have any unatoned Dark Side Points when they are elevated to the status of Jedi Master. A Jedi must still have obtained the level of Jedi Knight and meet the other prerequisites listed in the *SWRPG-RCR*.

The Almas Jedi Academy does not teach either the two lightsaber or double-bladed lightsaber fighting styles, and thus they are not allowed. A Jedi may not possess more than one fully-functional lightsaber at any given time. Any additional lightsabers must be turned over to the Almas Academy for safe-keeping.

Jedi may not be permanently employed by any organization outside of the Almas Academy (i.e. possess employment certificates) as this would seriously risk the Jedi's commitment to the Order and potentially cause a conflict of interest. Players of Jedi may choose to put ranks

in Profession (Jedi), and the income derived in that fashion should be considered to be a stipend from the Academy. Jedi may, as part of their quests for the Almas Academy, accept requests for their services (and pay for such) and missions they believe will benefit the universe at large.

Step 3: Vitality Points

LIVING FORCE heroes receive maximum vitality points at first hero level and at each class level according to the following table. Add Constitution bonuses to the first level vitality points and to the values in this table.

Class	VP/Lvl	Class	VP/Lvl
Fringer	6	Tech Specialist	4
Noble	4	Force Adept	6
Scoundrel	4	Jedi Consular	6
Scout	6	Jedi Guardian	8
Soldier	8		
Vitality Points for Prestige Classes			
VP/ Level	VP Gained per Level		
d6	4		
d8	6		
d10	8		

Step 4: Skills and Feats

Choose skills and feats for your hero. Most skills and feats from the *SWRPG-RCR* are acceptable. No Dark Side Force skills or feats, however, are permitted. Heroes may not take Sith-related skills or double-bladed lightsaber feats.

Some Force skills from *Power of the Jedi Sourcebook* are available: Battle Influence, Inspire, Plant Surge.

The following feats from other sources are available: Battle Meditation, Beast Language, Cure Disease, Cure Poison, Force Dodge, Force Pilot (*PotJ*); Form I Mastery, Form V Mastery⁵, any martial arts feat⁶ (*HG*); Gunner, Expert Gunner, Maneuver Expertise, Pinpoint Accuracy, Rapid Gunner, Starship Point Blank Shot (*SotG*).

The Profession and Craft skills are deliberately open-ended in the *SWRPG-RCR* book, so we have developed specific rules for the LIVING FORCE campaign (see [Special Hero Opportunities](#) and [House Rules](#)).

Other skills and feats may be made available in play. With the exception of Knowledge and Profession (which may be anything that makes sense for the character), assume that skills not listed in the allowed sources are disallowed.

Step 5: Equipment

Starting heroes receive maximum credits for their class at first character level only. Heroes can purchase equipment listed in the Equipment chapter of the *SWRPG - RCR*, with the exceptions listed below. Heroes may craft certain equipment with Craft skills.

Equipment from the *Power of the Jedi Sourcebook* and *Arms & Equipment Guide* is not available for general purchase, but some of it may be made available in play or through other special opportunities. Jedi heroes may assume they have a Jedi Utility Belt (after expending 600 credits for a deposit). If a Jedi hero leaves the order, he or she loses the use of this item unless it is an adventure reward.

The following equipment is not allowed for player heroes: double-bladed lightsabers, stormtrooper armor.

Trade goods listed in the *SWRPG-RCR* may be purchased and sold at listed market prices as a role-playing aid, but do not result in a profit. Animals have no in-game statistics or use. Illegal trade goods are not available.

The items listed below are legally restricted and cannot be purchased through normal means. They may become available in scenarios. Possession of this equipment is illegal unless the hero has a permit. Legal penalties, including confiscation of the item and fines, which may be applied during adventures to heroes found possessing these items without proper permits or if their permits are discovered to be forgeries.

Legal permits are available through the [Cularin Licensing and Regulatory Bureau](#) (see Appendix B: "Permits for Restricted Items in LIVING FORCE") or through play. Forged permits may be available through [Exceptional Favors](#) (see Special Hero Opportunities, and also Appendix B) or through play.

Mastercraft items are only available through play or crafted by Tech Specialist heroes (See [Special Hero Opportunities](#) for details.)

Legally Restricted Equipment

Melee and ranged weapons: vibro-axes (*SWRPG-RCR*), garrote, Merr-Sonn Vibrobayonet, Merr-Sonn Z2 Stun Baton, SoroSuub CS-12 Stun Master, TholCorp Neuronic Whip, all species-specific ranged weapons (*AEG*)

Blaster Pistols: heavy blaster pistols (*SWRPG-RCR*); all heavy blaster pistols, Imperial Munitions Model 22T4 holdout blaster (*AEG*)

Blaster Rifles: blaster carbines, blaster rifles, light repeating blasters (*SWRPG-RCR*); all blaster rifles and carbines, all light repeating blasters (*AEG*)

Heavy Weapons: blaster cannons, E-Web blasters, heavy repeating blasters (*SWRPG-RCR*)

Grenades: fragmentation grenades, thermal detonators (*SWRPG-RCR*); all grenades except the Merr-Sonn C-10, all grenade launchers (*AEG*)

Slugthrower pistols: Kelvarek Consolidated Arms Dissuader KD-30, Oriolanis Defense Systems Blaster Buster, Morellian Weapons Conglomerate Enforcer Pistol (*AEG*)

Other weapons: bowcasters⁷ (*SWRPG-RCR*); all disruptor weapons, all special dart ammunition, all flechette launchers, all wrist weapons, all flame projectors, all sonic weapons (*AEG*)

⁵ Form Mastery feats may be taken as a Knight Level bonus feat

⁶ Martial arts feats may be taken as a Solider bonus feat

⁷ Not considered restricted for Wookie heroes

Weapon accessories: Merr-Sonn Non-Sonic Silencer/Flash Suppressor, Novaless Soni-Optics Target Imager (*AEG*)

Wrist Rocket Ammunition: BlasTech Lumablast Rocket, Locris Syndicated Securities Type 12-B Hollow-Tip rocket with FG-583 Nerve Toxin, Locris Syndicated Securities Type-12A Explosive Antipersonnel Rocket, Locris Syndicated Securities Type 12-B Hollow-Tip Rocket with Accudrop Stun Gas, Merr-Sonn K26 Explosive Antivehicle Rocket (*AEG*)

Special Slugthrower Ammunition: explosive ammunition, pyro ammunition (*AEG*).

Armor: battleframe, Corellian Powersuit (*SWRPG-RCR*); Ayelixe/Krongbing Textiles Shadowsuit, VargeCorp Polarizing Field Insulator Suit, GTU AV-1A Assault Armor, GTU AV-1C Combat Armor, GTU AV-1S Scout Armor (*AEG*)

Equipment: explosive charges, security kits (*SWRPG-RCR*); Rhinesome Tracking Corp SureSnoop, Thalassain Security Collar (*AEG*)

Wookiee heroes may purchase both bowcasters and rryk blades. The bowcaster is standard per the *SWRPG-RCR*. The rryk blade is a machete-like weapon exclusive to Wookiee society. It has the following stats: Dmg 3d4, Crit 20, Rng -, Wt 1.5kg, Type Slashing, Size Small, Exotic Weapon (rryk blade), Cost 500cr (*AEG*). Non-Wookiee heroes may only possess bowcasters and rryk blades obtained through adventuring and may not purchase them.

Lightsabers are acquired in play or by class choice. They cannot be purchased. Non-Jedi may not possess a fully-functioning lightsaber, unless it is a certified reward whose conditions allow non-Jedi to keep it.

The maximum value of a single credit chip in the Cularin system is 1000 credits.

Watch how much your gear weighs. GMs don't usually worry about encumbrance, but if you pack an excessive amount of equipment, you will find yourself slowed down. You can assume your character has a safe place to store extra gear during and between adventures.

Heroes may not purchase starships or droids, except through metacampaign options (see Special Hero Opportunities for details), though some droids are available through play as scenario rewards.

The vehicles listed below may be purchased without meta-game requirements. All vehicles must be purchased at "new" value and are unarmed. Only one vehicle may be purchased per hero, and must be noted on the hero's log sheet. The vehicle may only be modified through Crafting (see Appendix A: "Crafting Items in LIVING FORCE."), though you certainly may customize paint jobs and appearance. Note that size restrictions may prevent any or all of these vehicles from being available every scenario. Vehicles not listed are unavailable for purchase, though some may turn up in scenarios as certified items.

Airspeeders and Cloud Cars

	<u>Source</u>
Coruscant Air Taxi airspeeder	(<i>SWRPG-RCR</i>)
Desler Gizh Outworld Mobility Corp	(<i>SWRPG-RCR</i>)
Koro-2 airspeeder	
Go-Corp Utilitech Metrocap	(<i>AEG</i>)
Incom T-16 Skyhopper airspeeder	(<i>SoT</i>)
Incom Corporation T-18 Skyhopper	(<i>AEG</i>)
SoroSuub V-35 Courier landspeeder	(<i>SoT</i>)
SoroSuub X-34 landspeeder	(<i>PotJ</i>)
TaggeCo Cargohopper 102	(<i>AEG</i>)

Civilian Groundspeeders

	<u>Source</u>
Aratech Arrow-23	(<i>AEG</i>)
Borliss Automotion Concepts Incorporated	(<i>AEG</i>)
NVP-200 Hover Shopper	
Mekuun TR-14a Land Carrier	(<i>AEG</i>)
Mobquet A-1 Deluxe Floater	(<i>AEG</i>)
SoroSuub JG-8 Luxury Speeder	(<i>AEG</i>)
SoroSubb V-35 Courier	(<i>AEG</i>)
TaggeCo V-35 Courier	(<i>AEG</i>)
Trast A-A5 Speeder Truck	(<i>AEG</i>)
Ubrikkian Personnel Skiff Model VI	(<i>AEG</i>)
Ubrikkian SuperHaul Model II cargo skiff	(<i>SoT</i>)
ZZip Motor Concepts Astral-8	(<i>AEG</i>)

Speeder Bikes and Swoops

	<u>Source</u>
Bespin Motors JR-4 Swoop	(<i>AEG</i>)
Ikas-Adno 22-B Nightfalcon speeder bike	(<i>PotJ</i>)
Ikas-Adno 10-C Speeder Bike	(<i>PotJ</i>)
Incom MVR-3 Speeder Bike (unarmed)	(<i>AEG</i>)
Mobquet Flare-S swoop	(<i>SoT</i>)
Mobquet Overracer Speeder Bike (unarmed)	(<i>AEG</i>)
Razalon FC-20 Speeder Bike	(<i>AEG</i>)

Other Vehicles

	<u>Source</u>
Aratech A14 Repulsor Disk	(<i>AEG</i>)
CMC Mining Digger ("Sandcrawler")	(<i>AEG</i>)
Ubrikkian Luxury sail barge	(<i>SoT</i>)

Step 6: Background

Heroes in the LIVING FORCE campaign are *heroes*, not villains. The adventures are centered on heroic experiences. You may not play villainous characters. Villainous characters acquire Dark Side points (which players are required to track⁸, even if they atone for those Dark Side points), and those who acquire sufficient Dark Side points to be considered Dark Side characters are removed from play. These rules apply to Force-Sensitive and non-Force-Sensitive characters alike (see p. 182 of the *SWRPG-RCR* for a description of the process). No elements of the *Dark Side Sourcebook* are available for LIVING FORCE heroes.

Your hero may be of any height or weight appropriate for his or her species. Your hero begins at any age between

⁸ Log sheets are discussed later in this document.

adulthood and old age, as defined in Chapter 6 of the *SWRPG-RCR*.

Age modifiers do not apply to LIVING FORCE heroes.

You should determine your hero's history up to this point, and you should be able to explain why he or she is in the Cularin system. Avoid character concepts that do not fit this campaign.

Hero Retirement

LIVING FORCE heroes must retire when they reach 13th character level. Special events for these heroes may be run from time to time.

Special Hero Opportunities

RPGA members have special options for their heroes, as described below. To participate in these options, you must register your hero either at an interactive convention event where these opportunities are present, or contact one of the campaign's representatives (see Contacting the Campaign Staff). If you are under the age of 13, you must provide proof of parental consent.

The opportunities are described by type, with notations for hero classes that can take advantage of each one. Multiclassed heroes can take advantage of any options that any of their classes qualify them for, but each player can only make use of each of these options one at a time. If a player has generated multiple heroes, only one of them can use one of these options at any given time. Certified items acquired from scenarios do not count against any limits for meta-game activity.

These opportunities should be used to encourage roleplaying during adventure play. These opportunities are intended to expand the dimension of your hero, not to make them more powerful purely in terms of game mechanics. No one should find themselves unable to enjoy any LIVING FORCE scenario for lack of metagaming options.

Crafting/Tech Specialist Abilities

All heroes with the Craft skill, including those with one or two levels in the Tech Specialist class, may craft regular items in LIVING FORCE, subject to the restrictions and process detailed in the Appendix A: "Crafting Items in LIVING FORCE."

All heroes with the Craft skill, including those with one or two levels in the Tech Specialist class, may also modify regular items in LIVING FORCE, subject to the restrictions and process detailed in the Appendix A.

Heroes with three or more levels in the Tech Specialist class may craft, in addition to regular items, restricted and mastercraft items. Again, this ability is subject to the restrictions and process defined in the Appendix A.

Heroes with three or more levels in the Tech Specialist class may also modify, in addition to regular items, restricted and mastercraft items. Again, this ability is subject to the restrictions and process defined in the Appendix A.

- Restricted items are still restricted, and carry the risk of confiscation.
- Any item may be sold, either to an NPC for the book value of the item, or to another hero for the price negotiated between the crafter and the purchasing hero. Any monies received for either transaction are in addition to any income from employment or Entertain/Gamble/Profession rolls made at the beginning of each scenario.
- Crafted items, and modifications to items, are made at the end of each scenario, rather than the beginning. This allows the other players to leave the table. Note: if circumstances are such that the GM sign-off occurs at the beginning of the scenario or during a break, the item is still considered to have been created at the end.
- Tech Specialists may also apply to the Cularin Bureau of Patents and Trademarks to register patents for their inventions. Not all inventions will be accepted, but those that are will be available for other Tech Specialists to make as well (see Contacting the Campaign Staff).

Exceptional Favors

In the LIVING FORCE campaign, several classes have the capability to call in favors, or otherwise access resources or contacts others can't. The use of these should never break a module, or overshadow the abilities of the other heroes on the team! Nor should they be used to circumvent the rules or take the place of metagaming options. However, they may be used to smooth the way, or as an alternate to official sources for information the heroes need to discover, or just as role-playing fun.

In general, these uses should never amount to more than a +2 circumstance bonus on a die roll, or equivalent.

The Game Master is responsible for adjudicating the uses of these favors in a scenario, and is encouraged to report particularly interesting ones to Exceptional Favors (see Contacting the Campaign Staff).

In addition to the use of these abilities in a module, they can be used for more significant requests, or ones that span multiple modules, through metagaming. Heroes with three or more levels in the appropriate class may take advantage of this opportunity.

For more detail, see Appendix C: "Favors, Resources, and Contacts in LIVING FORCE".

Noble Exceptional Favor (Noble Class Only):

Powerful Game Master characters in the campaign grant these favors. Examples include Senator Wren, Governor Barnab Chistor of Gadrin, Senior Counselor Westa Impeveri of Hedrett, Master Lanius Qel-Bertuk of Almas Academy, and Colonel Tramsig (Thaereian Military).

Scoundrel Illicit Goods Favor (Scoundrel Class Only): This favor can be used both for goods and for information gathered in Cularin's underworld. Powerful Game Master characters such as Nirama (a local crimelord) grant these favors.

Fringer Extra-System Favor (Fringer Class Only):

This favor can accomplish the same things that the noble or scoundrel versions can, but it is granted by the Fringer's contact somewhere in the Outer Rim. Because the source is far away, the time elapsed between requesting the favor and receiving it depends on the nature of the favor. Information should take about a day to get back to the Fringer, while a piece of equipment may take several days or weeks to be brought in-system.

Jedi Investigator Contact (Jedi Investigator Prestige Class Only): The Jedi Investigator has made contacts that may be able to supply him with goods or information. This particular version of a favor is for in-game use only; there is no metagaming option for this.

Force Adept Apprentices

Force Adept Apprentices are no longer available due to story reasons. Existing Force Adept Apprentices remain in play with new advancement rules. The FAA starts as a 1st level Force Adept and advances one level for every two scenarios the teacher plays after receiving the FAA until they reach the teacher's Force Adept level minus 3. They then advance one level every time the teacher's Force Adept level is increased. Only Force Adept levels count for this purpose and apprentices may only advance in the Force Adept class to a maximum of their teacher's Force Adept level minus 3.

Once the apprentice reaches 7th level, he or she leaves the player hero and strikes out on their own. When the apprentice leaves the player hero, a report should be made to the campaign staff, so that the apprentice can be integrated into the campaign as a Game Master character.

Jedi Masters/Mentors

Jedi Master and Mentor certificates are no longer available due to story reasons. Existing certificates remain in play for now. All other Jedi receive their training from unnamed Jedi at the Almas Academy.

Starships and Droids

The campaign staff controls acquisition of starships and droids. A player may acquire via metagaming no more than one ship and one droid for all of his or her heroes that have reached 3rd level. The campaign staff reserves the right to limit which droids and/or ships are available to the heroes.

The starship or droid comes with a debt equal to its cost, which must be paid. Regular payments can be made for starships (so a hero can get a ship before being able to afford the whole cost), or the whole can be paid in a lump sum. If regular payments are not made, then thugs come to collect the credits owed each time the hero is played in an adventure. If payments are not made for a long enough period, the ship is confiscated. Other characters may contribute to these payments, but favors and noble resource may not be used.

Once the ship or droid has been paid for, the hero can make improvements via metagaming. Repairs and basic maintenance can be performed regardless.

Heroes with at least three levels of the Soldier class can purchase classification four droids, those armed and used for military applications. Heroes of other classes can only purchase non-combat droids (classifications one, two, three, and five). Droids that are not classification four cannot be equipped with armaments.

Game Supplements

Campaign staff evaluates additional supplements for the *Star Wars Roleplaying Game* as Wizards of the Coast produces them and provides them to us. In order to ensure the material in these products fits smoothly into the campaign, the LIVING FORCE campaign staff may take up to six months post-release to evaluate this material. Not all such new material is made available, and some of it may be reserved for authors' use only.

Log Sheets

The campaign provides log sheets for each season of the campaign (as well as blanks). These are primarily for player convenience, but we do require that Dark Side points be tracked. The log sheets contain spaces for active DSPs and total DSPs earned, as well as places for other information and GM notes. Online players may substitute the GM's name, RPGA number and email address for the GM signature.

Log sheets are available from the WotC RPGA site, the unofficial Yahoo! Discussion group, and from the campaign staff (see [Contacting the Campaign Staff](#)).

House Rules

There are a large number of players throughout the world participating in LIVING FORCE, and it's impossible to supervise them the way one might in a home campaign. As a result, we have a number of house rules. These are outlined here.

Atoning for Dark Side Points

Heroes may, at the discretion of the GM, atone for Dark Side points acquired during play by spending one Force Point to atone for one Dark Side point. Heroes may only atone for *one* DSP per scenario played, and only if, in the judgment of the GM, the hero shows proper remorse and understanding of the dangers of the dark side. Force Light (PotJ) may not be used to remove Dark Side points from player characters. Players are required to keep a running total on their log sheets of all Dark Side points ever acquired, even if the hero has atoned for them.

Remember that Dark Side Points cannot be spent or used for any benefit. They are simply a measurement of the taint of the Dark Side.

Dissipate Energy

Dissipate energy only works against energy damage to Wounds. It has no effect against vitality damage or stun weapon attacks. Also, as per the official 2nd printing errata, the DC for the Fortitude saving throw should be "10 + damage dealt," not just "damage dealt".

Far Shot

Far Shot does not increase the range for stun settings on blasters. This only modifies the range increment, not weapon features listed as ranges.

Hero's Guide

The "Old Skills, New Tricks" portion of Chapter 3 is valid for use in LIVING FORCE. Chapter 7 "Combat" is also in play except for the "Suppression Fire" and "Ion Weapons" rules.

Illusion

Per the official 2nd printing errata, "a successful saving throw against a Force illusion reveals it to be false and dispels the illusion" for that character.

Master Spy in LIVING FORCE

The master spy available for LIVING FORCE is not associated with any given spy organization but instead refers to someone extremely capable in the field of espionage and information gathering. Instead of the class's usual prerequisites, a hero needs 8+ ranks in Disguise, Gather Information, and Bluff plus the Skill Emphasis feat for one of these three (hero's choice). The hero must also be able to speak and read at least two languages in addition to the ones he or she began play with for free.

The LIVING FORCE version of Master Spy gains a bonus feat of the hero's choice at 4th level instead of the False Loyalty feature. All other class details remain the same.

Maximum Ranks for Force Skills

Maximum ranks for Control, Alter, and Sense-based skills is Force-using level+3. Maximum ranks for Empathy, Enhance Ability, and Friendship is character level+3.

Move Object

If the target of Move Object resists by rolling a Will save, then that use is considered an 'attack' and requires a full-round action instead of a move action. This includes disarming or picking up opponents, and applies whether the target succeeds or fails the save.

Profession and Generating Income

At the beginning of the round, if the heroes are employed, they receive their pay. No matter how much time has passed since the previous round, they receive pay for one week. Heroes may not have more than one (certed) employer. Heroes (including Jedi) who are not employed but who have Entertain, Gamble, or Profession skills may roll against one of those skills to see how much they have earned in the last

week. Rather than using the method in the core rules for Entertain or Gamble, however, use the method described for the Profession skill on page 96; that is, roll the check, and then multiply the result by 100 credits to determine the amount you made that week.

Note that heroes may use only one of the above methods each scenario and must choose which before rolling (Employment, Entertain, Gamble, or Profession) and make only one check. Per the rules, you may take 10 on Entertain or Profession checks, but not on Gamble. Cooperation, equipment, and synergy bonuses do not apply to income rolls. Droids, apprentices, and other cohorts do not make or assist income rolls.

There is no pay for unskilled labor in the LIVING FORCE campaign. You must have one or more ranks in Entertain, Gamble, or Profession to make an income roll.

Stun

If a character hit by a stun attack makes his or her Fortitude save, the character is unaffected by the stun attack and takes no damage. A character that fails the Fortitude saving throw is unconscious for 1d4+1 rounds. This ruling includes characters in the area of effect for a stun grenade. This house rule supersedes the rules in the *SWRPG-RCR* and the official 2nd printing errata.

Trading Certificates Between Players

Equipment certificates may be traded between players unless the certificate states otherwise or the recipient does not meet conditions stated on the certificate. Favors, employment, permits and other intangible certificates may not be traded. A functional lightsaber may not be traded to a non-Jedi (unless certified and they meet the conditions on the cert), and the end result of the trade cannot leave a Jedi in possession of more than one functional lightsaber.

A simple trade history should be noted on the back giving the new hero's name, the new owner's player name, the RPGA numbers of both players, and the date of the trade. Restricted and mastercraft items without certificates may not be traded.

Two-handed Weapons and AOO

Firing a ranged weapon one or more size categories larger than your own provokes an attack of opportunity. Ranged weapons that require loading between shots provoke attacks of opportunity when loaded.

Guidelines for Ethical Play in Living Force

In the LIVING FORCE campaign, we expect that you will conduct yourself in a manner suitable to group cooperation and group enjoyment. Specifically:

PLAYERS

1. Contribute to the fun of the whole group. Don't play in a style that detracts from the fun of the game.
2. Play fairly and honestly.
3. Be considerate of others, and their right to enjoy the game as much as you do.
4. Follow the spirit of the rules, as well as the letter of the rules.

GAME MASTERS

1. You are the game master. It is your job to run the game. You are not playing against the players. Their fun is your top priority. Because LIVING FORCE is character and story focused, we strive for a cinematic balance of difficulty. There's nothing wrong with dying heroically, but we ask that game masters refrain from slaughtering characters needlessly.
2. All players should be treated equally and equitably, by you and by other players.
3. Run games in a professional manner. Remember that you represent the RPGA and the campaign to your players.
4. Abide by the expectations that apply to the players.

ADMINISTRATION

1. Respond and communicate in an articulate and timely manner.
2. Uphold the authority of our game masters, and do not overrule them without careful investigation.
3. Abide by the expectations that apply to the players and the game masters.

Contacting the Campaign Staff

Email: (preferred)

- Administration—rookhaven@insightbb.com
- Metagaming:
 - Droids—lf-joh@sympatico.ca
 - Favors—1ffavors@living-force.info
 - Militia—cularinmilitia@living-force.info
 - Patents—1fpatents@living-force.info
 - Permits—1fpermits@living-force.info
 - Shipyard—1fshipyard@living-force.info
- Plots—1fplots@living-force.info
 - This address should be used for submitting critical event summaries.
 - If you are interested in writing for Living Force, please contact Plots.

World Wide Web

- <http://www.wizards.com/rpga> (Official site - choose "Living Force" from the menu)
- RPGA-LivingForce@yahoogroups.com is the unofficial discussion list for the campaign.

US Mail:

Living Force
4155 Craig Ave
Louisville, KY, 40215

Appendix A: Crafting Items in Living Force

The *SWPRG-RCR* contains a detailed description of the requirements for heroes to craft items. To simplify these, and adapt them for LIVING FORCE campaign use, the following rules will be followed for heroes crafting items.

Heroes with no Tech Specialist levels, or those with less than three Tech Specialist levels.

Heroes who have no Tech Specialist levels, or those with less than three Tech Specialist levels, may craft any item from the *SWPRG-RCR* equipment lists on pages 132, 137, and 143, as long as the item is one available for purchase in the LIVING FORCE campaign. This specifically excludes restricted items such as heavy blaster pistols, security kits, etc.; mastercraft items; and items not allowed in the campaign. There is no limit on the number crafted except as imposed by the per-scenario restrictions.

A maximum of one item per scenario of any base value OR multiple items per scenario, as long as the combined base value of the multiple items does not exceed 500cr, may be crafted.

Only one item can ever be in progress at any time, with the noted exceptions of multiple items with a combined base value not exceeding 500cr.

Heroes with three or more Tech Specialist levels.

Heroes with three or more Tech Specialist levels may craft any item from the *SWPRG-RCR* equipment lists on pages 132, 137, and 143, as long as the item is one available for purchase in the LIVING FORCE campaign. There is no limit on the number crafted except as imposed by the per-scenario restrictions.

A maximum of one item per scenario of any base value OR multiple items per scenario, as long as the combined base value of the multiple items does not exceed 500cr, may be crafted.

These heroes may also craft restricted and mastercraft items, as described below.

Any restricted items allowed in the campaign may be crafted, with the limitation that the total number crafted over a hero's career may never exceed the hero's character level.

Mastercraft versions of any items (including restricted items) allowed in the campaign may be crafted by a qualified Tech Specialist, with the limitation that the total number crafted over a hero's career may never exceed the hero's character level. Exception: a hero may craft up to five mastercraft items whose combined base value does not exceed 500cr, and treat those as one item for the purpose of the "total number crafted" limit.

A qualified Tech Specialist is one who has gained the *Mastercrafter* class feature, and has ranks in the appropriate skills for the items they wish to craft.

When creating a mastercraft version of a restricted item, there are two additional considerations.

1. One additional scenario must be added to the time spent to reflect the difficulty of obtaining the parts for the item. A craft roll is not made for this time, but it should be noted on the crafting log sheet for the item.
2. When complete, the item counts against BOTH the limit on restricted items, and the limit on mastercraft items.

Only one item can ever be in progress at any time, of any sort – regular, restricted, or mastercraft, with the noted exceptions of multiple items with a combined base value not exceeding 500cr.

All Heroes Crafting Items.

All heroes wishing to craft items must purchase the set of basic tools for the item they wish to build at the cost (or cost differential) specified in the *SWPRG-RCR* on page 81. Mastercraft tools may not be purchased, but may become available through game play or special opportunities.

Before crafting an item, print a copy of the item crafting certificate⁹. This certificate will be the certificate for the completed item, and includes places for the judge to sign off for skill checks and item completion. In addition, you may want to print a copy of the Item Creation log for tracking items you've created. (Note that Tech Specialists are **required** to fill out that log for Mastercraft and Restricted items they create.)

Crafting Normal Items

The process for crafting an item is:

1. Find the item's price.
2. Pay one-third of the item's price in raw materials.
3. At the end of the scenario, make a skill check that represents one week's work. Multiply your skill check result (you may take 10 on this check) by your check modifier, and multiply that result by 7 (representing a week's work). If the result equals or exceeds the item's price, then you have completed the item. If the result is less than the item's price, you may make another check after the next scenario played with that hero.
4. If the item is complete, make another Craft skill check to determine whether the item functions properly. The DC for this check is in the table at the bottom of page 81 of the *SWPRG-RCR*. If this check succeeds, you're done, and have a properly-functioning item. If this check fails, you may make another completion Craft skill check at the end of the next scenario played with this hero, and pay one-sixth of the item price to reflect the additional work your hero needed to do.
5. Have your judge sign the item certificate for all skill checks and at item completion.

⁹ Certificates and log sheets are available from the campaign staff or the unofficial Yahoo! Discussion group (see [Contacting the Campaign Staff](#)).

Crafting Mastercraft items

The process for creating mastercraft items is the same as for normal items with the following exceptions:

- Pay two-thirds the item's price in raw materials, not one-third.
- Pay a number of experience points equal to half the price of an ordinary version of the item.
- When making the skill check to determine if the item is complete, divide the result by 2 after multiplying by 7, and then compare the result with the item's price.
- The DC for the Craft check to determine whether the item functions properly is 20. If this check fails, it may be repeated at the end of the next scenario played with the hero, and a cost of one-third of the item's price must be paid. No further experience points need be paid.

When successfully completed, a mastercraft item provides a +1 bonus to the quality of an ordinary item of the same type. Note that a hero who has chosen the *Mastercrafter* Tech Specialty multiple times can craft items with higher bonuses. See the *SWRPG-RCR* p. 54 for details.

Modifying Existing Items

Certain weapons, armor, and vehicles can be modified to improve their operational or functional characteristics. Any weapon (with the exception of a lightsaber) or armor a hero may possess may be modified, and vehicles acquired under the rules in the HCG may be modified. Starships and droids are specifically excluded from these modification rules. Note that a hero may own a maximum of one hero-modified weapon, one hero-modified suit of armor, and one hero-modified vehicle.

Any item – weapon, armor, or vehicle may be modified only once. In addition, weapons and armor are assumed to be personalized for their owner, and therefore the modification works only for that hero. (Items modified by a crafter for another hero are assumed to be personalized for the recipient.)

Only heroes with at least three levels in the Tech Specialist class may modify Mastercraft or Restricted items. Note that Tech Specialists may only modify Mastercraft items once they have gained the *Mastercrafter* class feature, and then only items for which they have the appropriate skills. The total number of restricted items, and the total number of mastercraft items a qualified Tech Specialists may modify over his career may not exceed one mastercraft and one restricted item per character level. If the item being modified is both restricted and mastercraft, it counts against both maximums.

All heroes may modify a maximum of one item per scenario. Only one item of any sort may be in the process of being modified at a time.

The basic requirements for modifying items are the same as those for creating them. The process is:

1. Print a copy of the item modification certificate and fill it out¹⁰.
2. Check for legal modifications (see the sections below).
3. Find the base item's price.
4. Pay one-quarter of the base item's price in raw materials.
5. Determine the price of the modified item – the modified item's cost is increased by 50% of the item's base cost for each modification.
6. At the end of the scenario, make a skill check that represents one weeks' work. The base skill for this check may either be the appropriate Craft skill or the Repair skill. Multiply your skill check result (you may take 10 on this check) by your check modifier and multiply that result by 7 (to represent one weeks' work). If the result equals or exceeds the item's price, you have completed the item. If the result is less than the item's price, you may make another check after the next scenario played with that hero.
7. If the item is complete, make another Craft or Repair skill check to determine whether the item functions properly. The DC for this check is in the table below. If this check succeeds, you're done, and have a properly-functioning item. If this check fails, the modification did not work and the time, money, and effort are wasted. If the check fails by 5 or more, the item was broken in the process of modification and must be repaired (Repair skill check with a DC equal to that required to modify the item) before it can be used.

Table 1: Skill DCs for modifying items

Item to be modified	Skill DC to Modify
<u>Weapons</u>	
Blaster Pistol	15
Blaster Rifle	15
Vibro Weapons	10
Slugthrowers	10
Simple weapons	5
<u>Armor</u>	
Armor, Light	5
Armor, Medium	10
Armor, Heavy	15
<u>Vehicles</u>	
Airspeeder / cloud car	15
Speeder bike / Swoop	10
Groundspeeder	15

¹⁰ Certificates are available from the campaign staff or the unofficial Yahoo! Discussion group (see [Contacting the Campaign Staff](#)).

Modifications Available for Weapons

- Increase the range increment by half the base range increment (rounding down to the closest even number)
- Increase damage by +1. This modification incurs a –1 penalty on all attack rolls
- Expand the weapon's threat range by 1.
- Reduce the weapon's weight by half.
- Increase the weapon's accuracy, giving it a +1 attack bonus. This modification incurs a –1 penalty on all damage rolls.
- Lessen the weapon's multifire penalty by 1.
- Lessen the weapon's Rapid Shot feat penalty by 1.
- Increase the weapon's Fortitude save DC by +2.
- Make the weapon more durable, increasing its hardness by 2 and its wound points by 2.

Modifications Available for Armor

- Increase the maximum Dex bonus by +1
- Reduce the armor check penalty by +1
- Increase the wearer's speed by 2 meters
- Reduce the armor's weight by half or 10 kilograms, whichever is less
- Install an additional piece of equipment. This option applies only to Medium, Heavy, and Powered Armor. Choose one from the following list: Comlink, datapad, fusion lantern, grappling spike launcher, holoprojector, holorecorder, medkit, medpac, sensor pack, or toolkit.

Modifications Available for Vehicles

- Increase cargo capacity by 25%
- Increase speed by 25%
- Increase maximum velocity by 25%
- Increase maneuver rating by +1
- Increase Defense by +1
- Increase hull points by +1
- Install an additional piece of equipment. Choose one from the following list: Comlink, datapad, fusion lantern, holoprojector, holorecorder, medkit, medpac, sensor pack, or toolkit.

Appendix B: Permits for Restricted Items in Living Force

Heroes in the Cularin system may acquire either legal or forged permits for restricted items. Legal permits apply to **one** of an item type; forged permits apply to **all** of an item type.

There are several ways in which a hero may acquire a permit:

- **Certed employment** which specifies a permit for a restricted item as one of its benefits. These permits are legal permits and apply to **one** of the item type. To receive this permit, the hero must accept the offer of employment and abide by all other conditions of employment.
- **Application to the Cularin Licensing and Regulatory Bureau.** The permits received from this office are legal permits and apply to **one** of an item type. To receive the permit, the applicant must submit one application per item, filling out the form completely, pay a fee, and submit to a waiting period. The Licensing and Regulatory Bureau reserves the right to deny an application, limit the number of permits purchased by an individual, or increase the fee or waiting period if such is deemed necessary for the safety of the citizens of the Cularin system.
- **Membership at the appropriate level in a metaorganization** that includes as one of its benefits a permit for a restricted item. These may be legal or forged (usually depending on the metaorganization). Other conditions, benefits, and/or restrictions may apply to these permits.
- **Use the Favor class ability of the Fringer, Noble, or Scoundrel classes to request a permit.** These permits may be legal or forged, depending on the nature of the provider of the favor. Other conditions, benefits, and/or restrictions may apply to these permits.
- **Permits acquired during gameplay.** These may be legal or forged. Other conditions, benefits, and/or restrictions may apply to these permits.

Cularin Licensing and Regulatory Bureau

The Cularin Licensing and Regulatory Bureau (CLRB) is the legal entity for the Cularin system chartered to protect the safety and well-being of Cularin's residents by, among other things, regulating restricted items.

The Bureau issues several types of permits, including those which apply to a single instance of a restricted item (though not to a specific restricted item), and those which apply to a type of restricted item. Only those which apply to a single instance of a weapon are commonly available to qualified citizens of Cularin.

One function of the CLRB is issuing restricted item permits to qualified citizens.

A citizen wishing a permit for a restricted item may apply at any CLRB office, located in major Cularin ports, or may apply over the holonet. The applicant must fill out a form for each permit requested – one per restricted item.

A CLRB representative will accept the completed application and appropriate fee from the applicant, timestamp the application, and submit it for investigation and approval. A waiting period of one month is enforced, during which the application is reviewed and items on it investigated, if necessary. The applicant may be contacted for additional information or clarification.

At the end of the waiting period, the applicant is informed of the status of the application, and a permit is issued if the application was approved.

Game Mechanics:

The player must fill out the application for a permit from the Cularin Licensing and Regulatory Bureau. The hero requesting the permit must be at least third level. The cost for legal permits depends on the item type.

Once the application has been received, the metagaming coordinator or a designated representative will review it, request clarification or additional information if necessary, and approve or disapprove the application.

If the application is disapproved, the applicant will be told why. Some reasons for rejecting applications for legal permits are:

- 3 or more unatoned DSPs
- 5 permits already purchased
- Hero has less than three character levels

If the application is approved, the player will receive a certificate for the permit. However, the permit will not be valid until the end of the next module the player plays with that hero (the "month waiting period"), and at that point, the player must subtract the payment from his log sheet and have that and the permit signed by the table judge.

Table 2: Table of Costs for Legal Permits through the Cularin Office of Permits

Item Type	Approx. Permit Cost ¹¹	Normal Item Cost ¹²
Vibro-ax	2,000	500
Heavy Blaster Pistol	3,000	750
Blaster Carbine	3,600	900
Blaster Rifle	4,000	1,000
Light Repeating Blaster	8,000	2,000
Heavy Repeating Blaster	16,000	4,000
Blaster Cannon	12,000	3,000
E-Web Blaster	32,000	8,000
Bowcasters ¹³	6,000	1,500
Fragmentation grenades	2,000	500
Thermal Detonators	8,000	2,000
Battleframe Armor	48,000	12,000
Corellian Powersuit	40,000	10,000
Explosive charge	6,000	1,500
Security Kit	3,000	750

Forged Permits

Permits are one thing that can be requested using the Favor class ability. However, permits obtained in this way are always forged, at varying DC levels for detecting the forgery. Forged permits generally apply to **all** items of a given type, and have no waiting period for validity, but since they carry an element of risk are generally less expensive than their legal counterparts.

A standard forged permit is DC 20 + 1d6 to detect the forgery, subject to the modifications on the Permit certificate. The requestor of a forged permit may choose to pay more for a higher-DC – DC 30 + 1d6.

The process for requesting a favor is described in Appendix C: “Favors, Resources, and Contacts in LIVING FORCE” section.

Table 3: Table of costs for forged permits obtained through Favors.

Item Type	Approx Permit Cost, DC 21-26 ¹⁴	Approx Permit Cost, DC 31-36 ¹⁵	Normal Item Cost ¹⁶
Vibro-ax	1,500	2,000	500
Heavy Blaster Pistol	2,250	3,000	750
Blaster Carbine	2,700	3,600	900
Blaster Rifle	3,000	4,000	1,000
Light Repeating Blaster	6,000	8,000	2,000
Heavy Repeating Blaster	12,000	16,000	4,000
Blaster Cannon	9,000	12,000	3,000
E-Web Blaster	24,000	32,000	8,000
Bowcasters ¹⁷	4,500	6,000	1,500
Fragmentation grenades	1,500	2,000	500
Thermal Detonators	6,000	8,000	2,000
Battleframe Armor	36,000	48,000	12,000
Corellian Powersuit	30,000	40,000	10,000
Explosive charge	4,500	6,000	1,500
Security Kit	2,250	3,000	750

¹¹ Permit cost is calculated as four times the item cost. The numbers in this column represent the cost for normal items of this type.

¹² Item cost listed here is the standard cost from the *SWRPG-RCR*. Certain items in the campaign are non-standard, and their cost should be taken from the certificate for the item.

¹³ Non-Wookiees only.

¹⁴ Permit cost is calculated as three times the item cost. The numbers in this column represent the cost for normal items of this type.

¹⁵ Permit cost is calculated as four times the item cost. The numbers in this column represent the cost for normal items of this type.

¹⁶ Item cost listed here is the standard cost from the *SWRPG-RCR*. Certain items in the campaign are non-standard, and their cost should be taken from the certificate for the item.

¹⁷ Non-Wookiees only.

Appendix C: Favors, Resources, and Contacts in Living Force

Several classes have the capability to call in favors, or otherwise access resources or contacts others can't. The use of these should never break a module, or overshadow the abilities of the other heroes on the team! Nor should they be used to circumvent the rules or take the place of metagaming options. However, they may be used to smooth the way, or as an alternate to official sources for information the heroes need to discover, or just as roleplaying fun.

Some appropriate uses of favors, resources, or contacts in a module:

- Use a Noble Favor to call in the services of a beauty shop / tailor to spruce up the party for a formal event.
- Use a Jedi Investigator contact to get some additional information on a crime suspect.
- Use a Fringer Extra-System Favor to get information on someone from outside Cularin.
- Use a Jedi Investigator contact to get a clue when the party is stumped.
- Use a Scoundrel Illicit Goods Favor to acquire a temporary forged ID (good for that module only).
- Use a Noble Favor to find out something about a prominent figure.

In general, these uses should never amount to more than a +2 circumstance bonus on a die roll, or equivalent.

In addition to the use of these abilities in a module, they can be used for more significant requests, or ones that span multiple modules, through metagaming—this does not apply to the Jedi Investigator Contact ability.

When a hero needs a more substantial favor – procuring a piece of restricted equipment, for example, or a permit, entering the Cularin political scene, getting a docking bay assigned, or applying for a medical research position – they need to make a formal application to the appropriate authority, via an intermediary disposed to support their application.

Game Mechanics:

Noble, Scoundrel, and Fringer heroes with three or more levels in one of those classes may apply for favors as a metagaming option. The player must submit an application for a Noble Favor, Scoundrel Illicit Goods Favor or Fringer Extra-System Favor.

When the application is received, the metagaming coordinator or designated representative will review it, taking into account the effect granting it will have on game balance, plot, and other metagaming organizations, and decide whether to grant it, deny it, or grant a modified favor.

If the application is disapproved, the applicant will be told why. Some reasons for rejecting a Favor application are:

- Previous favors have not been completely paid-for
- The request grants the hero unreasonable game mechanic benefits.
- The request affects the plot line and story arc of the campaign.

If the application is approved, the player will receive a certificate documenting the favor. This will include a description of the favor, the up-front cost of the favor, if any, and the ongoing cost of the favor, if any.

All costs will be determined by the nature of the request. Simple equipment or permit requests are likely to have a single, monetary up-front payment. Other requests may have ongoing costs (monetary or otherwise) – for example, a request for a docking bay might have per-module payments. A request for influence might incur a non-monetary debt, perhaps in the form of a penalty when interacting with certain NPCs or organizations.

Any request, however, might draw notice from friends or enemies of the provider of the favor. This notice takes the form of a set of possible between-module encounters. When a hero has one of these favors, the table judge will be asked to roll once at the beginning of the module to see which one of those possibilities happens. When all instances of that encounter occur, the item is marked and cannot occur again.

In most cases, only one of these favors can be active at any given time. (Exceptions are favors such as requests for specific items or permits, though even there the player may not submit another application until the between-module encounters are complete.) The player is required to verify that the costs of the outstanding favor are paid, and the effects are complete, when submitting the subsequent application. Multiple sequential favors cause the effects to be more serious.