STAR WARS

PLAYERS BOOKLET
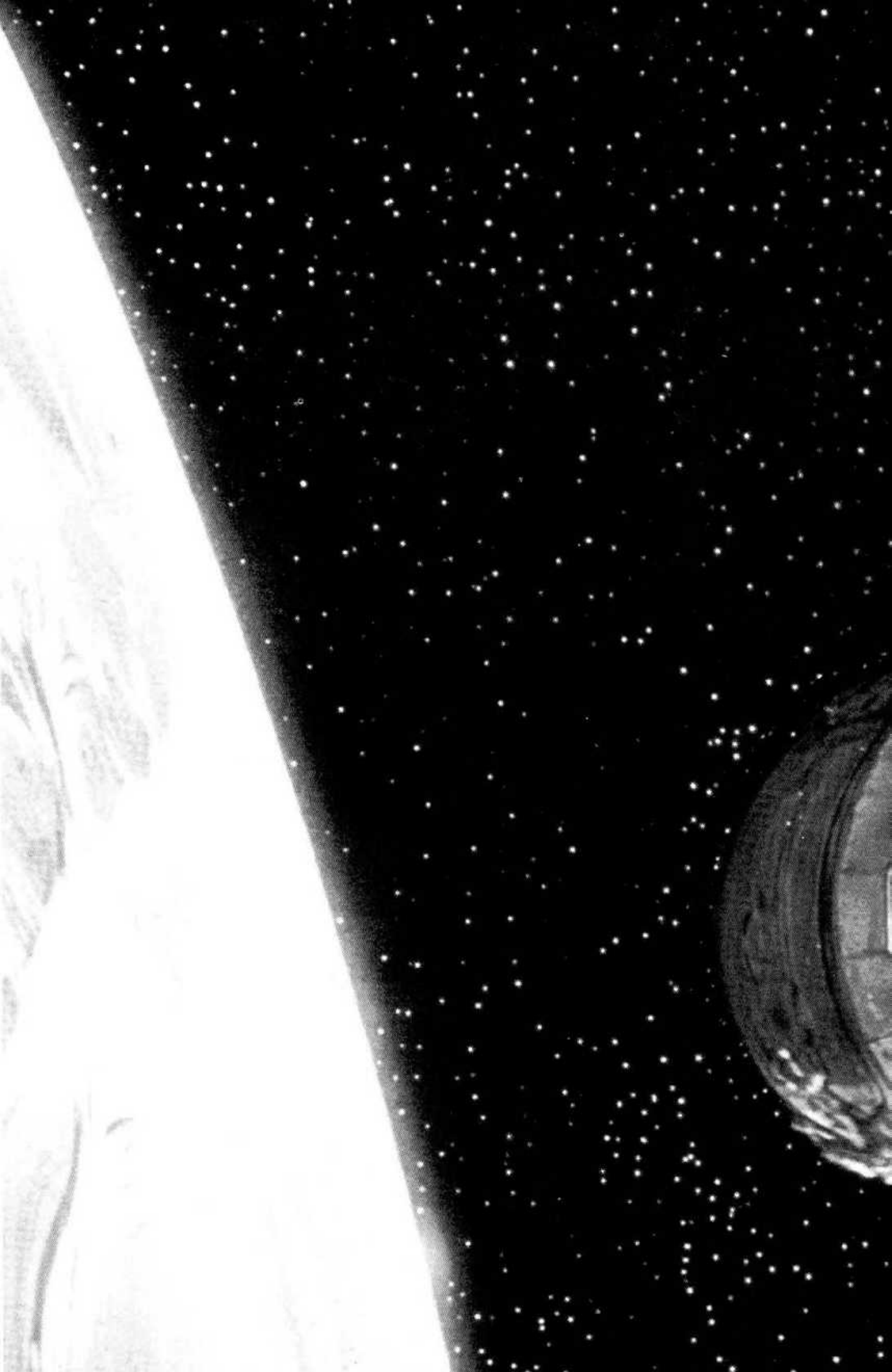
Introductory ADVENTURE GAME
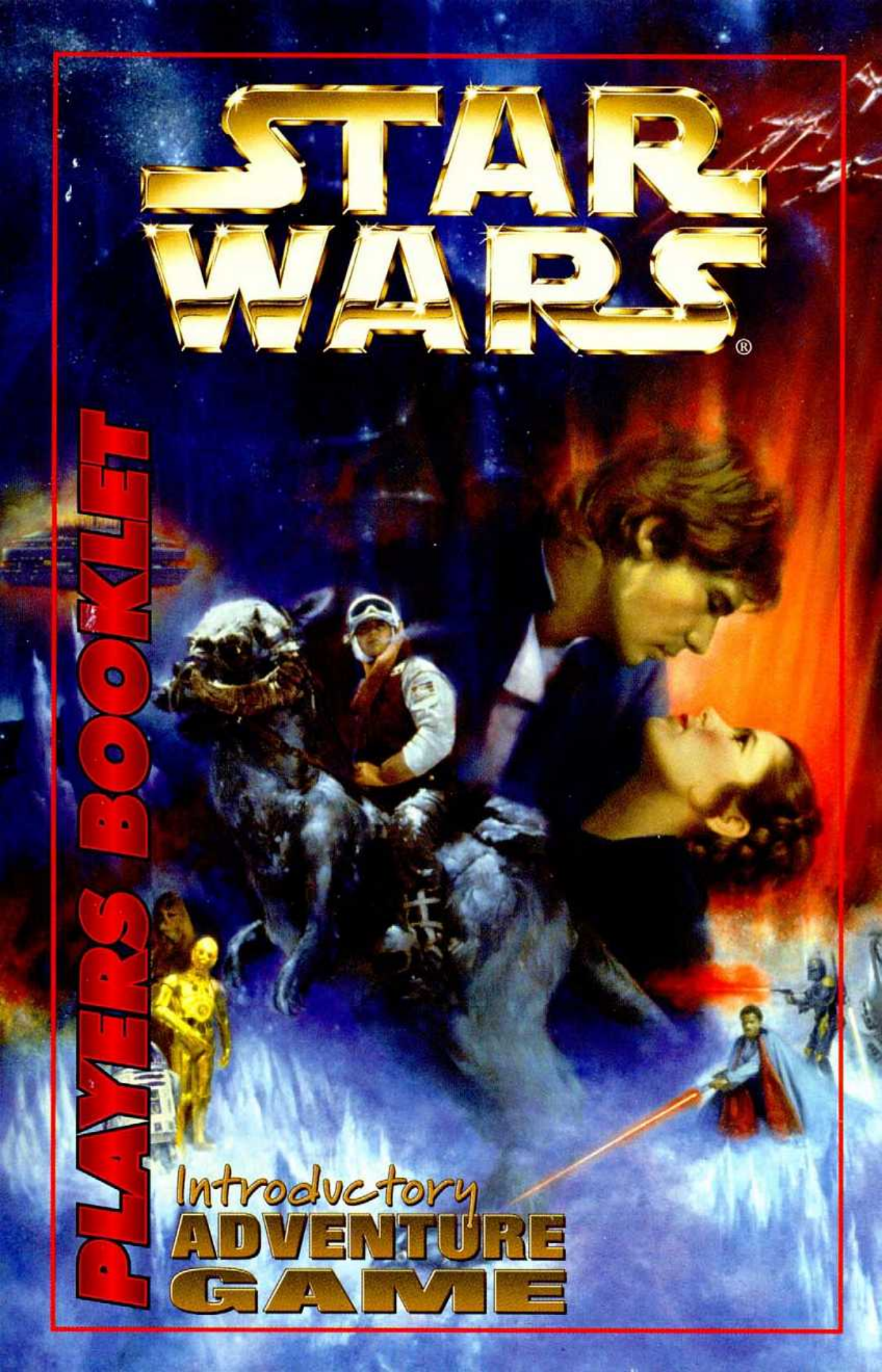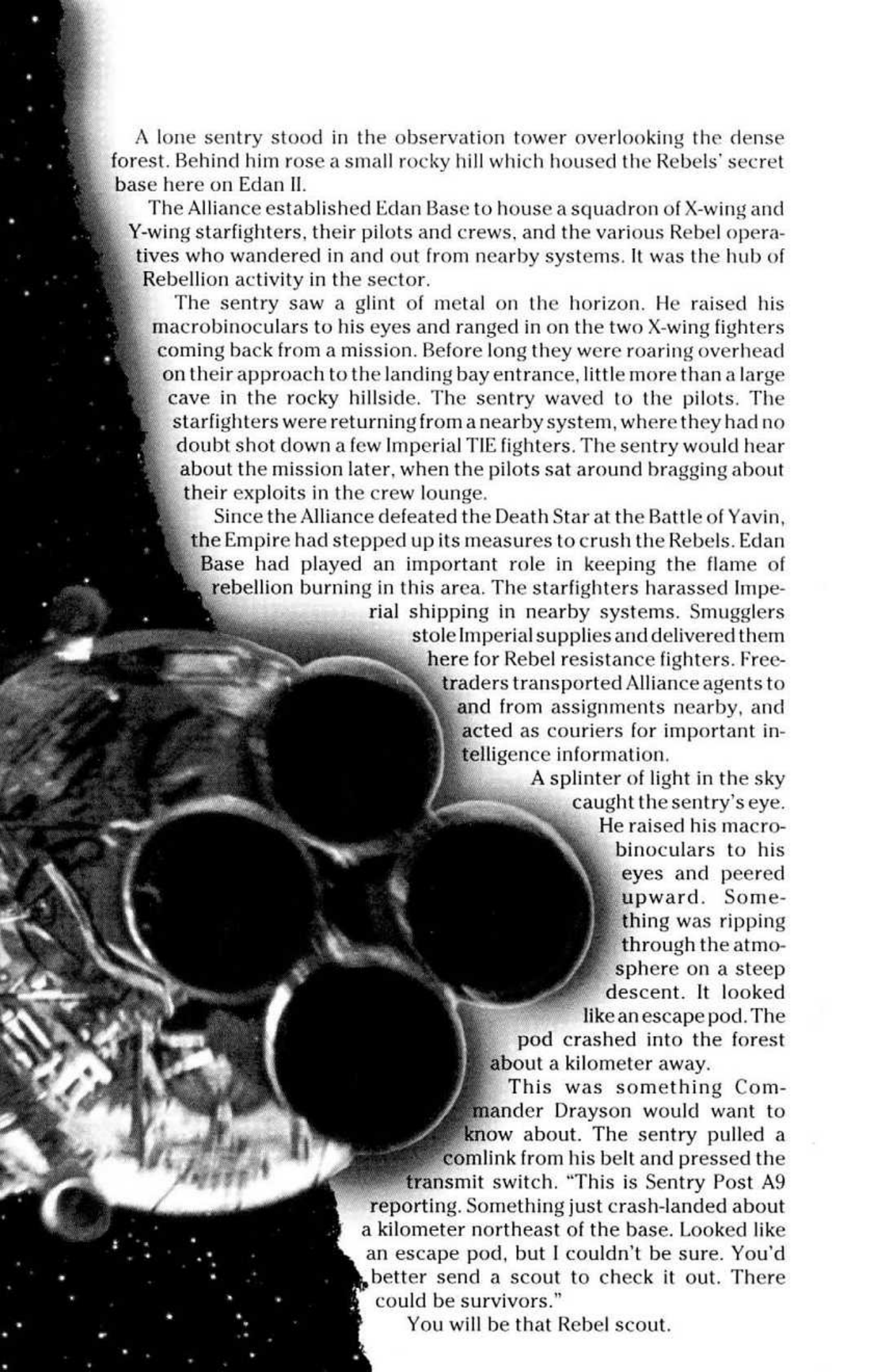
Players Booklet

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A lone sentry stood in the observation tower overlooking the dense forest. Behind him rose a small rocky hill which housed the Rebels' secret base here on Edan II.

The Alliance established Edan Base to house a squadron of X-wing and Y-wing starfighters, their pilots and crews, and the various Rebel operatives who wandered in and out from nearby systems. It was the hub of Rebellion activity in the sector.

The sentry saw a glint of metal on the horizon. He raised his macrobinoculars to his eyes and ranged in on the two X-wing fighters coming back from a mission. Before long they were roaring overhead on their approach to the landing bay entrance, little more than a large cave in the rocky hillside. The sentry waved to the pilots. The starfighters were returning from a nearby system, where they had no doubt shot down a few Imperial TIE fighters. The sentry would hear about the mission later, when the pilots sat around bragging about their exploits in the crew lounge.

Since the Alliance defeated the Death Star at the Battle of Yavin, the Empire had stepped up its measures to crush the Rebels. Edan Base had played an important role in keeping the flame of rebellion burning in this area. The starfighters harassed Imperial shipping in nearby systems. Smugglers stole Imperial supplies and delivered them here for Rebel resistance fighters. Free-traders transported Alliance agents to and from assignments nearby, and acted as couriers for important intelligence information.

A splinter of light in the sky caught the sentry's eye. He raised his macro-binoculars to his eyes and peered upward. Something was ripping through the atmosphere on a steep descent. It looked like an escape pod. The pod crashed into the forest about a kilometer away.

This was something Commander Drayson would want to know about. The sentry pulled a comlink from his belt and pressed the transmit switch. "This is Sentry Post A9 reporting. Something just crash-landed about a kilometer northeast of the base. Looked like an escape pod, but I couldn't be sure. You'd better send a scout to check it out. There could be survivors."
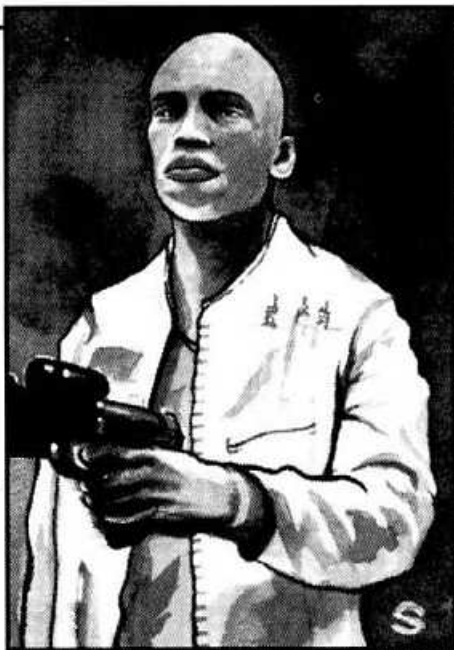
You will be that Rebel scout.

Player Name:

STAR WARS

Character Name: Rojo Barant
Type: Scout
Gender/Species: _____/Human
Age: _____ **Height:** _____ **Weight:** _____
Physical Description: _____
_____
_____
_____

Dexterity	___	**2D+2**	**Perception**	_____	**2D**
Blaster	_____	4D+2	Bargain	_____	
Dodge	_____	3D+2	Con	_____	
Grenade	_____		Gambling	_____	
Lightsaber	_____		Search	_____	3D
Melee	_____		Sneak	_____	3D
Pick pocket	_____				

Knowledge	___	**4D**	**Strength**	_____ **3D**
Alien species	_____		Brawling	_____
Bureaucracy	_____		Climbing/jumping	__ 4D
Cultures	_____		Lifting	_____
Languages	_____		Swimming	_____
Planetary systems	____			
Streetwise	_____			
Survival	_____			

Mechanical	___	**3D**	**Technical**	___ **3D+1**
Astrogation	_____		Computer programming/repair	_____
Beast riding	_____		Demolitions	_____
Com-scan	_____		Droid programming/repair	_____
Gunnery	_____		First aid	_____
Repulsorlift operation	_____ 4D		Repulsorlift repair	____
Shields	_____		Security	_____
Starship piloting	_____		Starship repair	_____

Speed	_____	10
Force Points	_____	1
Dark Side Points	_____	
Character Points	____	5

Jedi Skills
Control _____
Sense _____
Alter _____

Injuries
❏ **Stunned:** Lose the next combat turn.
❏ **Wounded:** Lose the next combat turn, -1D to skill rolls.
❏ **Wounded Twice:** Lose the next combat turn, -2D to skill rolls.
❏ **Incapacitated:** Knocked out until fight is over, can take no actions until healed.
❏ **Mortally Wounded:** Unconscious until healed.

Brian Schomburg

Equipment: Backpack, blaster pistol (4D damage), knife (4D damage), 2 medpacs, week's concentrated rations, 1,000 credits

Background: Never talked much. Never seen much reason to. Most of the time you don't have anyone to talk to. You're out under the high, wide skies of a virgin planet, pitting yourself against the wilderness. After you come the traders, the settlers, the big corporations — civilization. But you're the one to open unexplored planets. You find out what the dangers are, and how to deal with them. You find out how to survive the strange weather, dangerous beasts and rugged terrain of a whole new world.

You'd still be doing that. But they won't let you. The Empire cut back on exploration; says it's too expensive. You know the truth, though; freedom is an artifact of a frontier. You can't control people when they can always up and move. If, say, one wanted to impose tyranny on a galaxy, there's only one way to do it; stop them from upping and moving. Close the frontier.

Okay. So the Emperor wants to destroy your way of life. He doesn't leave you with any alternative but joining the Rebellion, does he? You'll be an asset to the Alliance. You know a dozen planets like the back of your hand, and you know how to survive anywhere. Need to set up on, say, an ice planet? You know how.

Personality: You're close-mouthed. You have a strong sense of humor, which shows through frequently. You're tough and proud of your abilities.

A Quote: "You call these bugs? Back on Danos V they got sting insects the size of a house."

What Is This Game About?

The *Star Wars Introductory Adventure Game* is what's known as a **roleplaying game.** A roleplaying game is just a more sophisticated version of the children's game, "Let's Pretend." It is often described as interactive storytelling. Players assume the role of characters in the story, and their choices and actions affect the tale's outcome. One player (called a **narrator**) tells the players what their characters see and hear, and portrays any "supporting characters" that the players' characters may encounter.

Combat, chases, and other conflicts are resolved by simple rules involving the rolling of dice; the better the player rolls, the more successful his character is at a particular task. Whether the character succeeds or fails at these tasks can dramatically change the overall storyline.

Any good story — in books, television or films — has characters, a setting, and conflict. The players take care of the characters. George Lucas has provided the setting in the *Star Wars* movies you've seen. The narrator creates the conflict. When mixed together, you get a good story.

You and your friends are going to create and act out your own *Star Wars* stories with the *Star Wars Introductory Adventure Game.* This *Players Booklet* will help introduce you to the rules. And the best way to understand game rules is to learn while you play. As you read, you'll find several words in boldface. These game terms are described in the text, and are summarized in a glossary at the back of the *Players Booklet.*

Take a look at Rojo — he'll be the character you'll portray in the story "Escape Pod Down." Don't worry so much about what's on the left side of his character sheet: the story will teach you what all those numbers mean. Read over the description on the right side. Once you've done that, you're ready to start.

Begin reading the section titled "Escape Pod Down," then follow the instructions. You'll be asked to read different numbered paragraphs based on your choices and several dice rolls. Ready?

Escape Pod Down

You are Rojo Barant, a Rebel scout stationed at Edan Base. Between patrols, you hang out in the landing bay, working on your speeder bike. The docking hangar's intercom speakers crackle to life. "Rojo Barant report to the command center," they blare. "Rojo Barant to the command center." You pack up your gear and head off through the underground corridors to the base's heart.

The command center is packed with Rebel officers. Captain Ellers is monitoring comm channels and sensors, while Lieutenant Commander Kai is checking the shield generator's power output. Commander Drayson, your boss, is standing near a holographic display of the planet. You step up and ask what he wants.

"We need you to run a quick patrol," Commander Drayson says. "One of our sentries spotted an escape pod which crashed into the dense forest a kilometer from the base. I need you to go out there and see if there are any survivors inside." He gives you directions to the pod's crash site, then dismisses you.

You return to your speeder bike and fly it out of the landing bay. Following Drayson's instructions, you zoom through the forest to the northeast. Soon you come to a small clearing: sitting in the center is what looks like an escape pod, with the main hatch wide open. You hop off the speeder bike and approach on foot to investigate.

You decide to check out the pod and its surroundings. Depending on how well you search, you may or may not find something important. To determine how thoroughly you look around, you're going to roll your *search* skill. Look at Rojo's character sheet. *Search* is an observation skill, so it's listed under *Perception*. There's an odd number after *search*: 3D. That's what's called a **dice score:** the "D" stands for "dice," and the number is how many dice you roll. The higher you roll, the greater your chance for success. In some skills you'll see a "+1" or "+2" after the "D" — this means you add 1 or 2 to your total after you've rolled all your dice.

You're trying to roll equal to or higher than a **difficulty number.** This number is lower for easier tasks, and higher for more complex ones. Difficulty numbers are associated with varying **difficulty levels.** For instance, a task with an Easy difficulty level has a difficulty number of 10. A Very Difficult task has a difficulty of 25. In the game, the narrator determines an action's difficulty — in this adventure, difficulty numbers have already been set.

Now roll your 3 dice and add them up to see how well you examine the pod.

- *If you rolled 10 or higher, go to 5.*

- *If you rolled 9 or lower, go to 3.*

1

You walk toward the odd sound. Something is moving through the forest nearby. You're not sure if it's friendly or hostile. You feel it's best to sneak up and see what it is instead of announcing your presence to a possible enemy.

To creep through the forest toward the sound, you'll use the *sneak* skill. Like *search*, it's a *Perception* skill. The dice score for your *sneak* is 3D. Roll 3 dice and add them up to see how good you are at slipping silently through the forest.

- *If you rolled 10 or higher, go to 6.*

- *If you rolled 9 or lower, go to 4.*

2

To shoot the probe droid, you use your *blaster* skill, under *Dexterity*. Rojo's skill has been improved to 4D+2. You still roll 4 dice, but add +2 to the total. The probe droid is not too far away —Medium Range — so this shot is a Moderate (15) difficulty. Roll your *blaster* skill dice and see what you get.

- *If you roll 15 or higher, go to 9.*

- *If you roll 14 or lower, go to 7.*

3

You carefully check out the pod and its surroundings. The pod is nestled in a crater, probably the result of a high-impact landing. Although the pod's hatch is open, you don't see any sign of survivors.

You creep up and peer inside the pod. It doesn't look like there's a lot of room inside. You might be able to fit one person in there, but he'd be pretty cramped and uncomfortable.

Suddenly you hear a sound in the forest — something is humming and snapping through branches. It seems to be coming from the direction of your base.

Please go to 1.

4

Despite your best attempts, you snap a few twigs and rustle some leaves as you creep through the dense forest undergrowth. You spot something moving ahead and hide behind a bush. Peering out over the leafy top, you see a droid hovering in a clearing. It's an Imperial probe droid! You see it's main ocular bubbles focusing through a break in the trees — it's scouting out your Rebel base!

Maybe you gasp too loudly. Perhaps it heard you sneaking up on it. The droid turns suddenly on its repulsorlift generator, swiveling its blaster cannon to face you. You've been discovered!

Please go to 11.

5

You carefully check out the pod and its surroundings. The pod is nestled in a crater, probably the result of a high-impact landing. Although the pod's hatch is open, you don't see any sign of survivors. This is strange — if someone was in the pod, you would have noticed footprints in the upturned dirt surrounding it. Unless they can fly ...

You creep up and peer inside the pod. It doesn't look like there's a lot of room inside. You might be able to fit one person in there, but he'd be pretty cramped and uncomfortable. You don't see anything like a seat, and no safety restraints at all. If there was something alive inside the pod, it would have been crushed by the impact upon landing.

Suddenly you hear a sound in the forest — something is humming and snapping through branches. It seems to be coming from the direction of your base.

Please go to 1.

6

Careful of your footing, you manage to creep silently through the dense forest undergrowth. You spot something moving ahead and hide behind a bush. Peering out over the leafy top, you see a droid hovering in a clearing. It's an Imperial probe droid! You see it's main ocular bubbles focusing through a break in the trees — it's scouting out your Rebel base!

Maybe it's too late, but you have to do something to stop that probe droid from revealing your hidden base's location to the Empire. You could sneak back to your speeder bike and fly off to warn the base. But that would leave the probe droid wandering around nearby. The Imperial droid must be destroyed. You draw your blaster and take a shot at it.
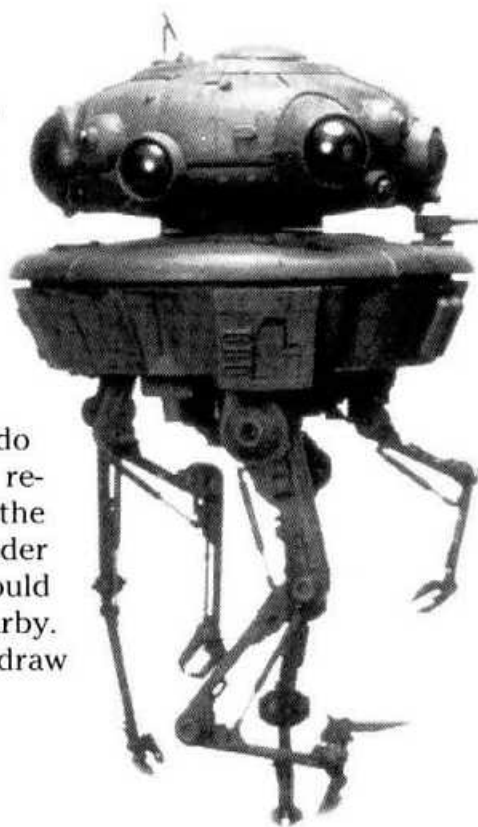
Please go to 2.

7

You fire your blaster, but the shot misses the p r o b e
droid. It targets you, turns its own blaster cannon toward you and takes a shot!

• *If this was your third time shooting at the droid, the probe droid's shot hits you. You slump to the forest floor, unconscious and uncertain of your fate ... go to 10.*

• *If this was your first or second shot at the droid, go to 11.*

8

The droid's blaster shot hits you before you can get away — you're going to take some damage. To find out how badly you're hit, you'll have to roll the probe droid's blaster cannon *damage* of 4D+2. This will tell you how powerful the blast is. Roll 4 dice, add 2 and write down the total. Next, you'll roll your own *Strength* to see how well you resist this damage. Rojo's *Strength* is 3D: roll 3 dice and write down the result. Now subtract your *Strength* total from the droid's *damage* roll.

• *If the difference is 3 or lower, you've only been momentarily stunned. Check off the box on your character sheet marked "Stunned." You catch your breath and take a shot at the droid with your blaster: go to 2.*

• *If the difference is 4–8, you've been wounded with a nasty shot in the leg. Check off one of the boxes on your character sheet marked "Wounded." You'll still be on your feet after a moment of being stunned, but your injuries will affect all your other actions until you're healed. Any time you make a skill roll, you subtract one die (-1D) from your dice score before you roll. Now you can take a shot at the droid with your blaster — but remember, you have a -1D penalty to all rolls: your blaster skill is now only 3D+2. Go to 2.*

• *If the difference is 9 or higher, you've been more seriously hurt. You slump to the forest floor, unconscious and uncertain of your fate ... go to 10.*

9

Your blaster burst hits the droid's main dome. Since your shot hit, you get to roll your blaster's *damage* dice of 4D (listed under Rojo's "Equipment") and compare that to the droid's *Strength* of 4D (you'll need to make this roll, but in the regular game the narrator will roll this). Roll 4 dice for your blaster's *damage* and write down the total. Then roll 4 dice for the droid's *Strength*. Subtract the droid's roll from your *damage* roll.

• *If the difference is 3 or lower, you've only nicked the droid. It turns and fires its own blaster at you: go to 11.*

• *If the difference is from 4–8, you've lightly damaged the droid. If it's from 9–12, you've heavily damaged it. If the difference is from 13–15, you've severely damaged the droid. (These levels have different meanings in the game, but for now we'll count them as equal.) Go to 12.*

• *If the difference is 16 or more, go to 13.*

10

You don't know how much time has passed when several Rebel soldiers wake you. A field medic is patching up your wound — it's not too bad. You warn the others about the Imperial probe droid, but it's long since escaped into the forest.

Please go to 14.

11

The probe droid is going to shoot at you. Your best bet is to try and dodge out of the way. You'll need to make two rolls here, one for the probe droid's action and one for your dodge. The droid has a *blaster* skill of 4D: roll 4 dice, add them up and remember the total (in the game the narrator would normally make skill rolls for the enemy).

Now you need to make a *dodge* roll for yourself. *Dodge* is a *Dexterity* skill — Rojo's *dodge* has been improved to 3D+2. Don't let that +2 worry you: it just means that you roll 3 dice and add 2 to the total. Now compare what you rolled for *dodge* with the total you rolled for the probe droid's *blaster.*

• *If the probe droid's* blaster *is higher than your* dodge *roll, you've been hit: go to 8.*

• *If your* dodge *roll is equal to or higher than the droid's roll, you've dodged its blaster shot. Now you can return fire with your own blaster: go to 2.*

12

Your shot bursts against the probe droid, sending several parts and manipulator legs flying through the air. The droid is still working, though, and turns one of its ocular sensors to look at you. You're about to take another shot when it emits a high-pitched sound, then explodes in a ball of fire. It must have had some kind of self-destruct mechanism inside to keep it from falling into enemy hands. It doesn't matter. Your priority now is to return to base quickly and make your report.

Please go to 14.

13

Your shot hits the probe droid's weak center. The resulting explosion tears the droid apart, sending parts of it all over the forest clearing. Now that you've destroyed the Imperial droid, your priority is to return to base quickly and make your report.

Please go to 14.

14

You return to base quickly and report to Commander Drayson. If that probe droid was really scouting out your hidden base, you could have more trouble with the Empire very soon ...

That's the end of the adventure—you've successfully completed a story in which you were the hero. Now you have a very basic idea how your character works in the game. The rules below will help you learn even more about what you can do with your character. It's all based on the same concept you learned during this adventure:

Pick a difficulty number. If the character's skill roll is equal to or higher, he succeeds.

In "Escape Pod Down," you played a character somebody else created. Part of the fun of the *Star Wars Introductory Adventure Game* is making up your own character, somebody you'll have fun playing. To learn how to create your own *Star Wars* character, keep reading.

Creating A Character

Now that you've learned some of the basic concepts of the *Star Wars Introductory Adventure Game* during Rojo Barant's scouting mission, "Escape Pod Down," you're ready to create your own *Star Wars* character.

Selecting a Template

In the *Star Wars Introductory Adventure Game*, you don't play the main characters from the *Star Wars* films, but you can pretend to be people like them. Look over the **character sheets** included in this box. These represent the kinds of characters you can play in the game. Choose one that looks like you'd enjoy playing.

If you'd like to play someone like Han Solo, you might choose the *Smuggler* character template. Both the *Brash Pilot* and the *Young Jedi* templates could work if you want to play someone like Luke Skywalker. The *Young Senatorial* is modeled after Princess Leia, and the *Gambler* is based on Lando Calrissian. If you like *Star Wars* aliens, you have several to chose from: the *Mon Calamari*, *Sullustan*, and *Wookiee* templates are based on Admiral Ackbar, Nien Nunb (Lando's co-pilot in the Battle of Endor) and Chewbacca. You can even play a protocol droid like C-3PO!

There are 14 character templates to choose from — read them over and pick one you'd like to play.

What's It All Mean?

Take a look at the character template sheet you've chosen. The right side describes your character's background and personality,
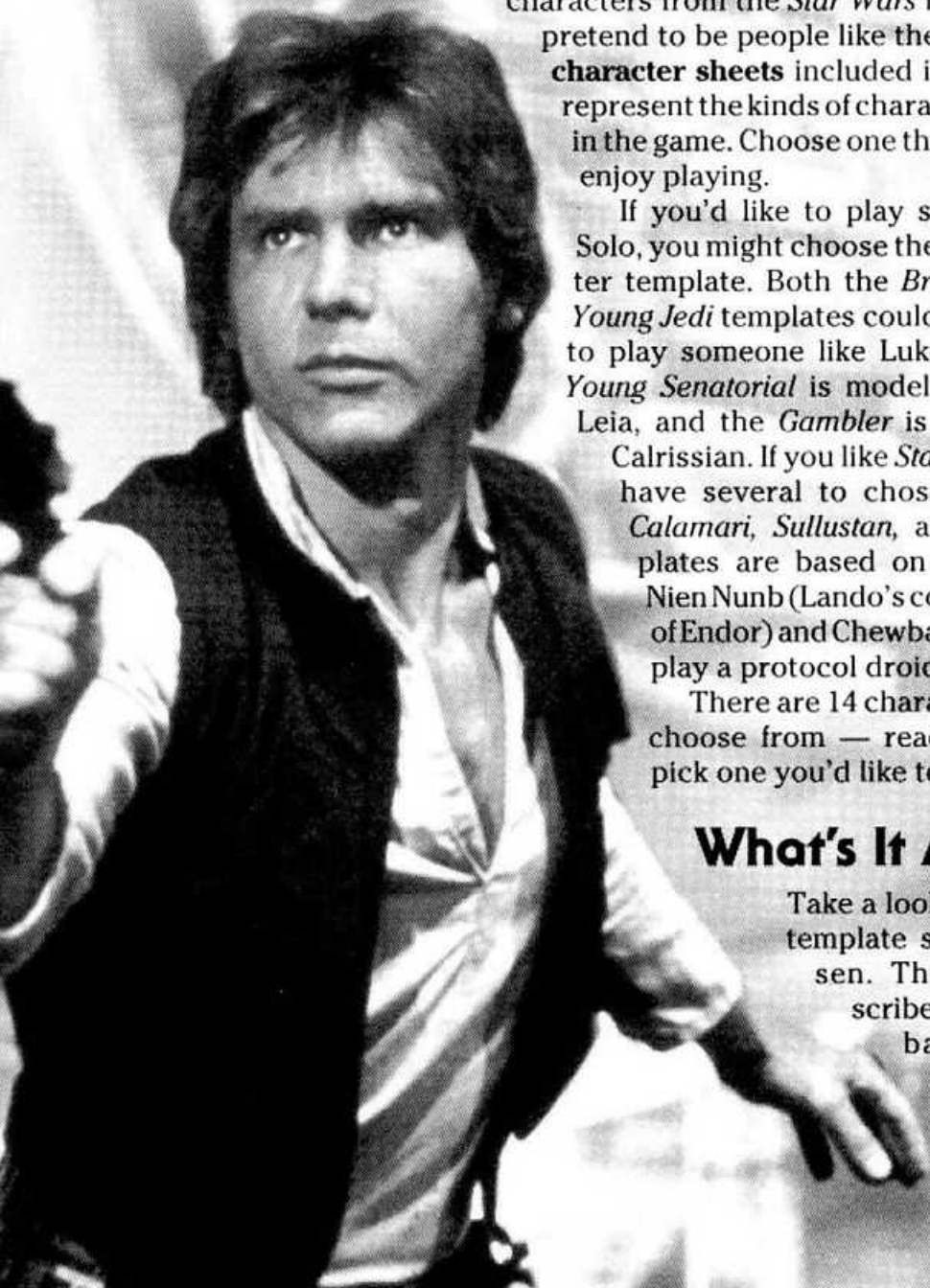
with a quote you can work into your dialogue while you play the game. It also lists equipment — stuff your character begins with and can use during the game. You can only use the equipment listed on your character sheet unless you find more or borrow something from another character.

The left side of the character sheet tells you what your character is good at doing. Your character's abilities are defined by six **attributes**:

Dexterity represents eye-hand coordination and agility.

Knowledge is your character's general thinking ability and intelligence.

Mechanical is the ability to operate devices and machines, including vehicles and starships.

Perception represents your character's powers of observation and the ability to influence others.

Strength is a measure of your physical health and the ability to resist damage.

Technical is your character's ability to repair and modify machines and devices.

Each attribute has a dice score which represents the number of dice ("D") you roll when your character tries to do something. If there is a +1 or +2 after the "D," add that number to your total die roll.

> **Example:** *Dave is playing the* Scout *named Rojo from the "Escape Pod Down" adventure. His character has a* Mechanical *of 3D. When Rojo jumps into the cockpit of an X-wing fighter and tries to fly it into a TIE fighter dogfight, the narrator tells Dave to make a* Mechanical *roll. Dave rolls three dice and gets a 2, 4 and 6 — Rojo's* Mechanical *total is 12.*
>
> *If Dave were playing a* smuggler, *his character would have a* Mechanical *of 3D+2. To do the same maneuver in the X-wing, Dave would roll three dice — getting a 2, 3 and 5, for a total of 10 — then would add his +2 for a* Mechanical *total of 12.*

A dice score of 2D is average, and 4D is pretty good. Some aliens have attributes that go above 4D to represent their exceptional abilities.

An attribute's dice score applies to all the skills listed beneath it. If a character's *Dexterity* is 4D, then all his skills beneath that (*blaster, dodge, grenade, lightsaber, melee* and *pick pocket*) begin at 4D, too.

Raising Your Skills

Skills are things your character learns. With experience and practice, they can get better over time. Skills include *blaster, dodge, starship piloting, first aid* and *survival*.

All skills beneath an attribute automatically start with that attribute's dice score. For instance, if Rojo the Scout has a score of 3D in *Mechanical*, his *gunnery, shields, starship piloting* and all other *Mechanical* skills are 3D.

Of course, some people are better in some skills than others — everyone's different. Choose which skills you want to improve. You get to add more

dice to these skills to get better at certain things. If you add one die to a skill, the number in front of the "D" increases by one.

> **Example:** *Dave decides to add one die to Rojo's* repulsorlift opera- *tion* skill so he can be better at flying speeder bikes. Since the attribute above repulsorlift operation *is 3D, adding one to Rojo's* repulsorlift operation *skill makes it 4D.*

You have 7 dice to add to any skills you like — but you may only add 1 or 2 dice to a skill.

All the attributes and skills are explained on the "Attribute and Skill List." Take a moment to read it over and find out what skills cover what actions your characters can take in the game.

Then divide your 7D among those skills you want your character to be really good at. Remember, you can only add 1 or 2 dice to a skill, no more.

If you're adding dice to a skill which begins with a +1 or +2 in its dice score, just boost it by 1D. If your character has a *Dexterity* of 3D+2, and you wanted to add 2D to his *blaster* skill (which also begins at 3D+2), you'd improve it to 5D+2 (3D+2 plus 2D equals 5D+2). It might sound difficult now — keep reading and we'll show you how we created Rojo, the scout you played in "Escape Pod Down."

Let's Make A Character

Take a look at Rojo's character sheet printed in "Escape Pod Down." Watch and see how Rojo's player, Dave, created him. The scout has the following attributes: *Dexterity 2D+2, Knowledge 4D, Mechanical 3D, Perception 2D, Strength 3D,* and *Technical 3D+1.*

Dave gets 7D to add to Rojo's skills. Dave knows there are a lot of blaster fights in *Star Wars,* so he decides to place 2D in *blaster* (a *Dexterity* skill which begins at 2D+2): it's now 4D+2. He adds 1D to another *Dexterity* skill, *dodge,* to make it 3D+2.

Dave wants Rojo to be good at flying speeder bikes (which scouts use a lot), so he adds 1D to *repulsorlift operation.* Rojo's *Mechanical* attribute is 3D, so his *repulsorlift operation* is now 4D.

Since Rojo's a scout, Dave wants to boost some of his *Perception* skills. He puts 1D each in *search* and *sneak,* raising each of them to 3D.

Finally, Dave decides to put 1D into the *Strength* skill *climbing/jumping.* Since Rojo's *Strength* is 3D, boosting *climbing/jumping* by 1D makes it 4D.

Important Skills

Looking over the skill list, you've probably found many things you want your character to be good at. You can't improve every skill: you need to pick the ones you think will be important when playing *Star Wars* adventures.

Combat skills are very important — heroes in *Star Wars* are always running into stormtroopers and bounty hunters. You'll probably want to boost your character's **blaster** skill, **melee** if he has hand-to-hand weapons, or **lightsaber** if he's a Jedi. **Brawling** is good to raise if you're planning on getting your character into some fist-fights. It's often a good idea to put 1D

Attribute and Skill List

This list describes all the attributes and skills used in the *Star Wars Introductory Adventure Game*. They cover a character's knowledge in a field or the ability to do the following:

DEXTERITY: eye-hand coordination.

blaster: fire blasters and other personal energy weapons, including Wookiee bowcasters. You need a blaster to use this skill.

dodge: get out of the way when people shoot at you.

grenade: arm and throw small explosives.

lightsaber: use the traditional weapon of the Jedi Knights. Your character must have a lightsaber to use this skill.

melee: fight and parry with weapons in hand-to-hand combat. To use this skill, a character must have a melee weapon, anything from a force pike and vibro-ax to a chair or club.

pick pocket: slip things from other people into your own possession.

KNOWLEDGE: general thinking ability and intelligence.

alien species: what you know about different aliens.

bureaucracy: know how big government groups work and using this information to your advantage.

cultures: what you know about other cultures and their traditions, legends, and practices.

languages: speak and understand other languages.

planetary systems: knowledge about different planets and star systems.

streetwise: what you know about criminals and how they might help you.

survival: survive in harsh environments without modern conveniences.

MECHANICAL: ability to operate devices and machines, including vehicles and starships.

astrogation: plot hyperspace jumps using a starship's nav computer.

beast riding: handle riding animals.

com-scan: use communication and sensor equipment—when using this skill, you often add a vehicle or starship's *sensors* score.

gunnery: fire weapons built into vehicles, including walker cannons and X-wing lasers — you often add it to a vehicle or starship weapon's *fire control* score.

repulsorlift operation: fly vehicles like landspeeders, speeder bikes and snowspeeders — you often add *repulsorlift operation* to the *maneuverability* of any vehicle you're driving.

shields: raise shields to protect against incoming attacks.

starship piloting: fly spaceships like X-wings, star freighters and blockade runners — you often add this skill to your starship's *maneuverability* score.

PERCEPTION: powers of observation and ability to influence others.

bargain: make deals.

con: fast-talk your way out of situations or talk people into doing things for you.

gambling: winning at games of chance.

search: look for things.

sneak: move around without being seen.

STRENGTH: physical strength, health and ability to resist damage.

brawling: fight with your bare hands. When you hit someone using *brawling,* roll your *Strength* to find out how much damage the attack inflicts.

climbing/jumping: climb and jump.

lifting: move, lift and carry heavy objects.

swimming: stay afloat and move in watery environments.

TECHNICAL: ability to repair and modify machines and devices.

computer programming/repair: use, fix and program computers.

demolition: set explosive charges.

droid programming/repair: fix and program droids your character encounters.

first aid: mend wounds and tend to injuries on the scene.

repulsorlift repair: fix repulsorlift vehicles.

security: open mechanical an electronic locks and doors.

starship repair: fix starships.

Jedi characters can have any of three Jedi skills. These are used when Jedi tap some of the awesome Force powers they learn. Check out "The Force" section in the *Narrator Booklet* for more on these powers. Here's a brief summary of the three Jedi skills:

Control: control your own body.

Sense: sense the Force in things beyond your own body.

Alter: change the distribution and nature of the Force.

in *dodge* so you can leap out of danger's way.

Starship and vehicle skills can be helpful when piloting these vessels. ***Starship piloting*** and ***repulsorlift operation*** represent your skill at flying such craft — when using these skills for maneuvers, you often add the vessel's *maneuverability* dice to your roll. To fire weapons mounted on these vessels, you use the ***gunnery*** skill. When using *gunnery*, you automatically add the weapon's *fire control* dice to your roll to represent the targeting computer assisting your aim.

There are other skills that can really help your character in a tight spot. To understand strange aliens you use your ***languages*** skill. You use your character's ***search*** skill to scout out danger, and can use ***sneak*** to slip away unnoticed. ***First aid*** is a very important skill — every character sustains injuries at some point, and it's important to know how to treat them.
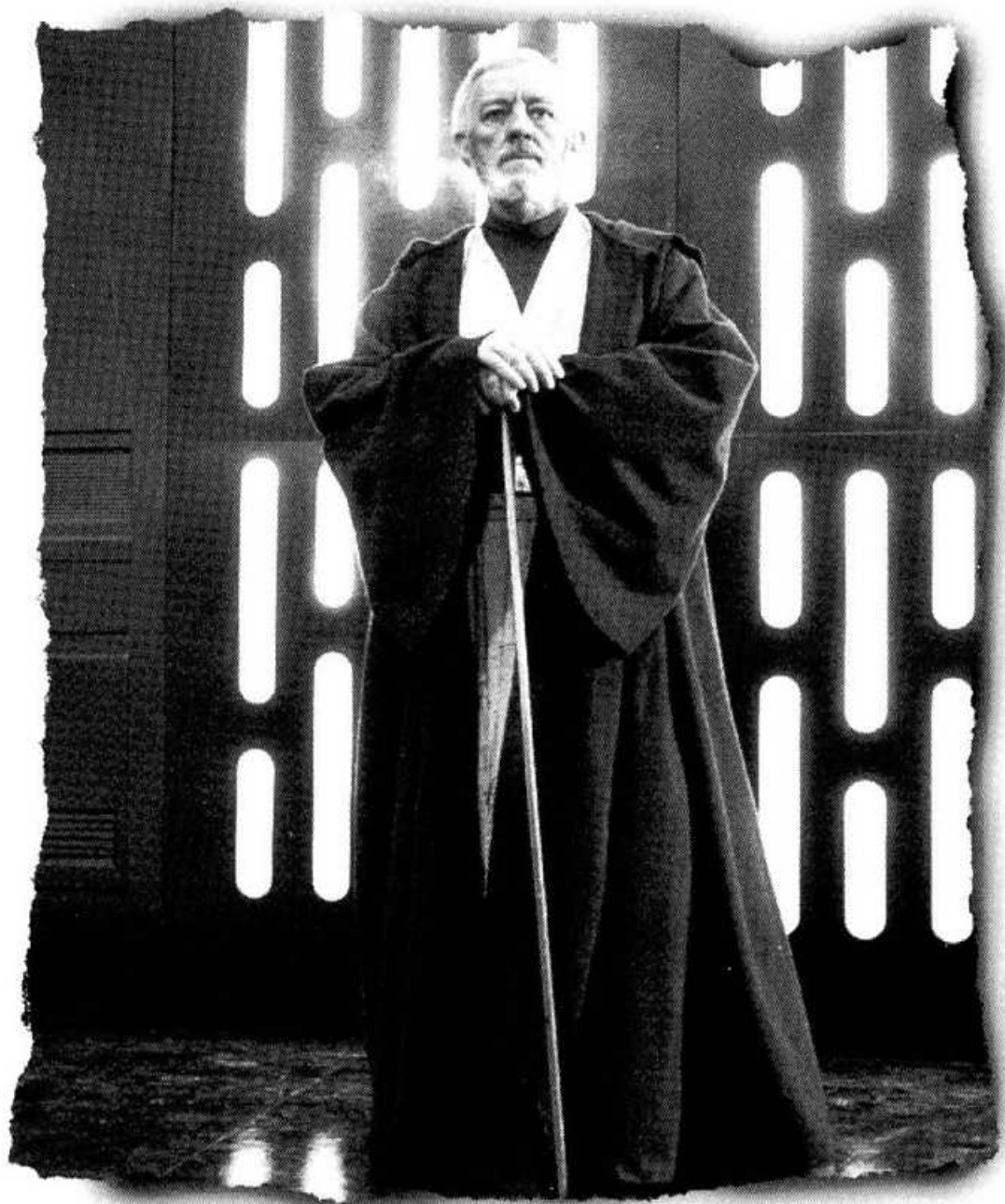
Using Your Character

You've already used a character when you played through "Escape Pod Down." Whenever your character wants to try something and there's a chance of failure, the narrator assigns a difficulty number based on the difficulty of the task. You don't need to make a skill roll if you're attempting a routine action.

Once the narrator has determined a task's difficulty, you roll the appropriate attribute or skill dice score. If your roll is equal to or greater than the difficulty number, your character succeeds. If it's lower, your character fails.

Star Wars Game Rule of Thumb

Pick a difficulty number. If the character's roll is equal or higher, he succeeds.

Example: Rojo is at the controls of his speeder bike, racing it through the forest. Ahead there's a massive, upturned tree stump he needs to avoid.

Rojo's repulsorlift operation is 4D. The narrator decides that avoiding the stump is a Moderate (15) task — the difficulty number is 15. Dave rolls four dice and gets a 16; Rojo veers the speeder bike to one side and narrowly misses slamming into the stump.

If Dave had rolled a 14 or less, Rojo would have failed. Maybe he only would have scraped the speeder bike against the stump. If the roll was bad enough, he might have crashed the speeder bike.

Example: Rojo is trying to understand what a large, furry Wookiee is trying to say to him. The narrator decides the Wookiee is trying to relate a very simple concept: this is an Easy (10) task. Rojo doesn't know the Wookiee language, and he hasn't put any extra dice in his languages skill. Languages is a Knowledge skill, so he rolls his Knowledge dice of 4D instead. Rojo gets a 14, beating the difficulty number, and realizes the Wookiee's trying to tell him that his speeder bike is on fire.

Difficulty	Number
Very Easy	5
Easy	10
Moderate	15
Difficult	20
Very Difficult	25
Heroic	30

To give you some idea of task difficulties, here's a list of difficulty levels with their numbers to meet or beat to succeed at a task:

Difficulty numbers also determine whether or not you hit your target in combat. When using blasters, grenades and other long-range weapons, the difficulty number depends on the distance from your character to the target. It's much easier to shoot something closer than farther away. Here are some ranges, difficulties and numbers needed to hit:

Range	Difficulty (# to Hit)
Point Blank	Very Easy (5)
Close	Easy (10)
Medium	Moderate (15)
Long	Difficult (20)

As a general rule, fire combat indoors is at either Point Blank or Close Range. Outdoor combat can be at any range depending on the situation and the surroundings. Ranges are illustrated on the "Range Chart" on the _Adventure Book_'s back cover.

Hitting targets in hand-to-hand combat depends on the kind of weapon you're using. The larger or more complicated the weapon, the higher you need to roll to strike your opponent. Here are some common weapons and their difficulty numbers to hit:

Weapon	Skill	Difficulty (# to Hit)
fists	_brawling_	Very Easy (5)
knife	_melee_	Very Easy (5)
vibro-axe	_melee_	Moderate (15)
vibroblade	_melee_	Moderate (15)
lightsaber	_lightsaber_	Difficult (20)

For more descriptions of melee weapons and their difficulties, see the equipment section of the _Narrator Booklet_.

If your opponent is trying to resist an attack by using his _dodge_ or parrying with _melee_ or _brawling,_ ignore the usual difficulty number and substitute your opponent's appropriate skill. This is called an **opposed roll:** keep reading and you'll learn how this works.

Opposed Rolls

Sometimes you're not rolling to beat a set difficulty number, but an opponent's skill roll. If your character is acting against another character, you are making an opposed roll: you roll your skill dice while the other character rolls dice for a skill which opposes the one you're using. Whoever rolls higher succeeds. If a roll ties, success goes to the player.

Example: _Rojo is trying to get away from the probe droid unnoticed. The droid is searching for the scout. Rojo rolls his_ sneak _score (3D) to crawl away, while the probe droid rolls its_ search _score (5D+2)._

Rojo rolls an 11 for his sneak, _but the probe droid rolls a 17 for its_ search. _The droid spots Rojo crawling away behind some bushes and fires its blaster cannon at him!_

Most combat skills work this way if the target is attempting to avoid the attack. For instance, if your character is shooting a stormtrooper, the Imperial might dodge your shot. While you roll your _blaster_ skill dice, you

must meet or beat the stormtrooper's *dodge* roll instead of the difficulty based on range.

The same rule applies to people in hand-to-hand combat. While your character rolls his *melee* skill to strike an opponent with his force pike, your opponent could roll *melee* to parry with his own hand-to-hand weapon. The opponent's *melee* roll becomes your character's difficulty number to hit.

> ***Example:*** *The probe droid has discovered Rojo trying to sneak away through the forest undergrowth and shoots at him with its blaster cannon. Rojo sees the droid aiming at him and tries to dodge the shot. Shooting Rojo at Medium Range is usually a Moderate (15) task. The probe droid rolls its* blaster *skill of 4D and gets an 11. Rojo rolls his* dodge *score of 3D+2 and gets a 16.*
>
> *Rojo's* dodge *roll of 16 becomes the new difficulty number the probe droid needs to beat to hit him. Since the droid's roll of 11 did not beat Rojo's* dodge *score, the droid misses the scout. If Rojo had rolled a 10 for* dodge *and the droid had rolled 13 for* blaster, *the droid would have hit, even though the number it needed to beat was actually lower than the regular difficulty to hit a target at that range (15).*

Here are some sample skills and the skills that can be used against them:

Skill	Opposed Skill
blaster	dodge
sneak	Perception or search
con	perception
search	sneak
brawling	brawling
melee	melee
beast riding	creature's orneriness dice

Combined Rolls

Sometimes your character uses a starship or vehicle that gives a bonus to a skill for certain tasks. For instance, if you're using *gunnery* to fire quad laser cannons, you add the cannons' *fire control* dice to your *gunnery* dice — you roll them *all* to try to meet or beat the difficulty number to hit the target. This represents the vessel's computer systems helping you with your task. If the dice scores have bonuses tacked on — the +1 or +2 — just add them all up after you've rolled the dice.

Example: *Rojo wants to make a fancy maneuver on his speeder bike. His* repulsorlift operation *score is 4D. The speeder bike's* maneuverability *is 3D+2. Since the bike's steering vanes improve the craft's handling, Rojo adds the 3D+2* maneuverability *to his 4D* repulsorlift operation. *When rolling for this maneuver, Rojo's player Dave rolls 7D+2! If Rojo's* repulsorlift operation *skill was 4D+2 and the bike's* maneuverability *was still 3D+2, Dave would roll 7D+4.*

If a starship or vehicle system has been damaged or destroyed, the bonus may not apply. For instance, if a starship's sensors are destroyed, you can't add the *sensors* score to your *com-scan* roll. The narrator will learn more about damaged vehicles and starships in the *Narrator* Booklet.

Here are some typical actions on starships and vehicles that use combined rolls:

Action	Scores to Roll
fire vessel's weapons	*gunnery* plus *fire control*
maneuver a vessel	*starship piloting* or *repulsorlift operation* plus *maneuverability*
use vessel's sensors	*com-scan* plus *sensors*

Character Damage

When *Star Wars* heroes get into fights, they sometimes get hit — and they often inflict damage on their opponents. Successfully using your *blaster*, *lightsaber*, *melee* or *brawling* skills means you damage an opponent. Your skill determines whether you hit a target, and your weapon's *damage* score (listed with the weapon under "Equipment" on your character sheet) shows how much damage the attack inflicts.

Damage Minus Strength	Effect
0–3	Stunned
4–8	Wounded
9–12	Incapacitated
13–15	Mortally Wounded
16+	Killed

To see how much damage someone takes, make an opposed roll between the weapon's *damage* dice score and the target's *Strength* dice. Subtract the *Strength* roll total from the *damage* roll and compare the difference:

Injuries have different effects on what characters can do. Those who take damage can't do as much as when they're healthy. Although the injuries are listed on each character template with their effects, they're more thoroughly described below:

Stunned characters are momentarily disoriented. They cannot act in the next combat turn — other uninjured characters get to take one action before the injured character comes to.

Wounded characters lose the next combat turn and lose -1D on all skill and attribute rolls.

Characters getting the *"wounded"* result a second time lose the next combat turn and lose a total of -2D on all skill and attribute rolls.

Incapacitated characters are knocked unconscious for 10D minutes. When they wake up, they can't do anything until healed back to *wounded* level — the character needs to be helped along everywhere. If hit again they become *mortally wounded*.

Mortally wounded characters are unconscious until healed back to *incapacitated*. If they are injured again, they are killed. If they are not healed back to *incapacitated* in one day, they die.

Killed characters are dead. Choose another template and make a new character to play.

> **Example:** *Let's say the probe droid's blaster shot hits Rojo. The droid's blaster cannon does 4D+2 damage. The narrator rolls 4 dice and adds 2 to get the damage total: in this case, 16. Now Dave, playing Rojo, rolls the scout's Strength of 3D and gets a 12. The difference between the two rolls is 4. Looking at the damage chart, the narrator determines that Rojo gets the "wounded" result. Rojo loses a combat turn — allowing the probe droid to take one free action before the scout can do anything else. Since he's wounded, Rojo has a -1D penalty to any further skill rolls he makes. If in the next combat turn he wants to shoot the droid, his blaster skill is 3D+2 instead of 4D+2. The -1D penalty continues until Rojo is healed.*

Weapons Set for Stun

Most blasters have two settings: stun and kill. Assume blasters are set for kill unless a character says he's setting his for stun. Some powered melee weapons can inflict stun damage as well.

If a weapon is set for stun and the damage roll results say the target would normally be *wounded* or worse, the stun blast knocks the victim out. He can take no actions until the fight is over.

> **Example:** *Let's say the probe droid had set its blaster cannon to stun so it could capture Rojo. It hits the scout and inflicts 16 points of damage. Rojo's Strength roll to resist the damage is 12. The difference, 4, indicates Rojo is wounded. Since the blaster was set for stun, the scout is knocked unconscious until the droid leaves or captures him.*

Armor

Some soldiers in the *Star Wars* universe wear armor to protect them in combat. Stormtroopers are infamous for their white battle armor, and bounty hunters like Boba Fett use armor for protection as well.

Armor gives the wearer a few more dice when rolling *Strength* to resist damage. The bonus varies depending on the kind of armor worn. The bonus is usually +1D or +2D, but can make a big difference when sustaining damage.

> **Example:** *What if Rojo was wearing a blast helmet and vest during his fight with the probe droid? A blast helmet and vest gives the wearer +1D to Strength when resisting damage. The probe droid hits Rojo with its blaster cannon and inflicts 4D+2 damage. The narrator rolls a 16 for the droid's damage. Now Rojo's player, Dave, gets to roll his Strength dice. The scout's Strength is 3D, but since he's wearing the blast helmet and vest (with a +1D bonus), Dave gets to roll 4D for Rojo's Strength to resist the damage. He gets a 17 — the blast only stuns Rojo!*

Here's a list of the most common types of armor worn, and the dice score bonus they give to the wearer's *Strength* roll when resisting damage.

You can read more about each type of armor in the *Narrator Booklet*.

| Armor	*Strength* Bonus Against Damage
Blast helmet and vest	+1D
Bounty Hunter Armor	+2D
Stormtrooper Armor	+2D
Scout Trooper Armor	+2

Healing

Injured characters stay hurt until their injuries heal. In some cases, nature can take its course and they can heal over time. Many times the characters are in the middle of a mission and don't have time to rest — in those cases, faster methods of healing must be used.

Characters can improve their medical condition in three ways:

Bacta Tank: A marvel of *Star Wars* technology, the bacta tank uses a biochemical compound called bacta to heal injuries. A character to be cured must be immersed in the fluid, often contained in a device called a bacta tank. Luke Skywalker was healed in a bacta tank after his encounter with a wampa ice creature on Hoth

Wounded characters must stay in a bacta tank for a few hours to be fully healed. *Incapacitated* characters need about a day to mend their injuries. *Mortally wounded* characters need a few days before they're well.

Medpac: These small emergency first aid kits can be used once to try and heal an injured character in the field. They contain only enough medicine and bandages to be used once.
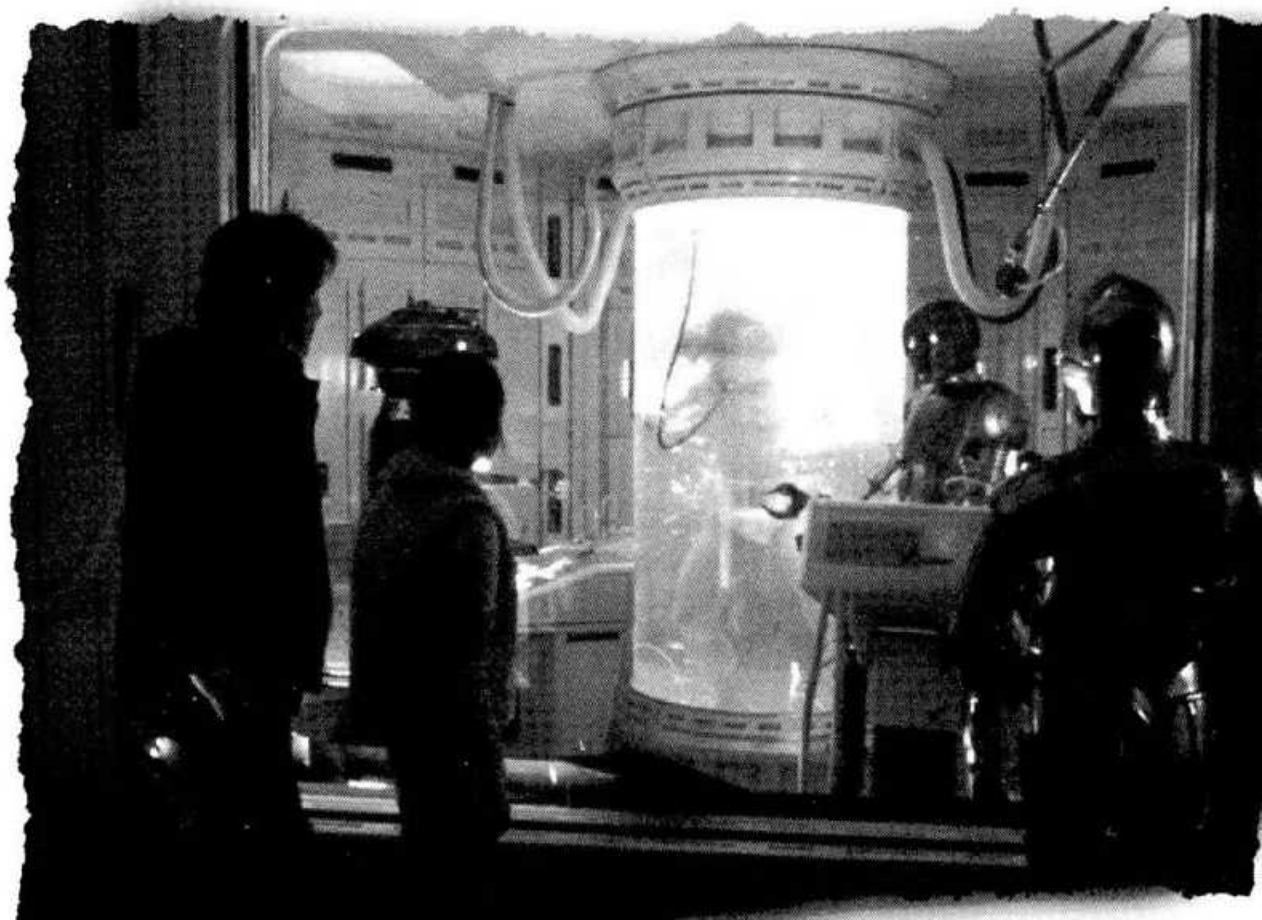
Characters using medpacs to heal others must roll their *first aid* skill. The difficulty to successfully treat someone is based on their injuries:

Degree of Injury	Difficulty
Wounded, wounded twice	Easy (10)
Incapacitated	Moderate (15)
Mortally wounded	Difficult (20)

On a successful *first aid* roll, a character's injury improves by one level: *wounded* characters become fully healed, characters *wounded twice* become *wounded, incapacitated* characters become *wounded twice*, and *mortally wounded* characters are *incapacitated*. Injured characters can try using medpacs on themselves, but must increase the difficulty by one level. A failed *first aid* roll using a medpac does not alter the injury at all. A character's injuries can only be improved one level by a medpac: after that, only rest or a bacta tank (or full medical treatment) can help.

Natural Healing: To improve one level without any care, a character must fully rest for 5 consecutive days, and can do nothing else. Activity interrupts the healing, and the count must be started over again. There is one exception: *mortally wounded* characters must be healed to *incapacitated* by medpac or bacta tank before they can heal naturally. Otherwise, they'll die in one day.

> **Example:** *The probe droid has* wounded *Rojo. His injuries will heal in a few hours if he's put into a bacta tank. If another Rebel uses a medpac on him and rolls 10 or higher on his* first aid *skill, he'd also be healed. Since Rojo has 2 medpacs as part of his equipment, he could try healing himself. He'd roll his* first aid *skill (in this case, the same value as his Technical: 3D+1). Since he's healing himself, though, he needs to make a Moderate (15) roll instead of an Easy (10) roll. Don't forget that his* wounded *state means he has a -1D penalty to all actions, including first aid. With only 2D+1 to roll, Rojo can't possibly heal himself with a medpac. If Rojo sat around and rested, his wounds would eventually heal after 5 days of recuperating.*

Combat Turns

Most of the game characters don't have to worry too much about time. If your character is patrolling the forest perimeter around a Rebel base, he has plenty of time to make a *search* roll or two, spend a moment fixing his speeder bike, and casually pilot it through a group of trees. He's in no hurry, and his actions aren't limited by the amount of time he has.

But when characters get into fights, everybody wants to do everything at once. To keep track of everyone's actions — including your opponents'
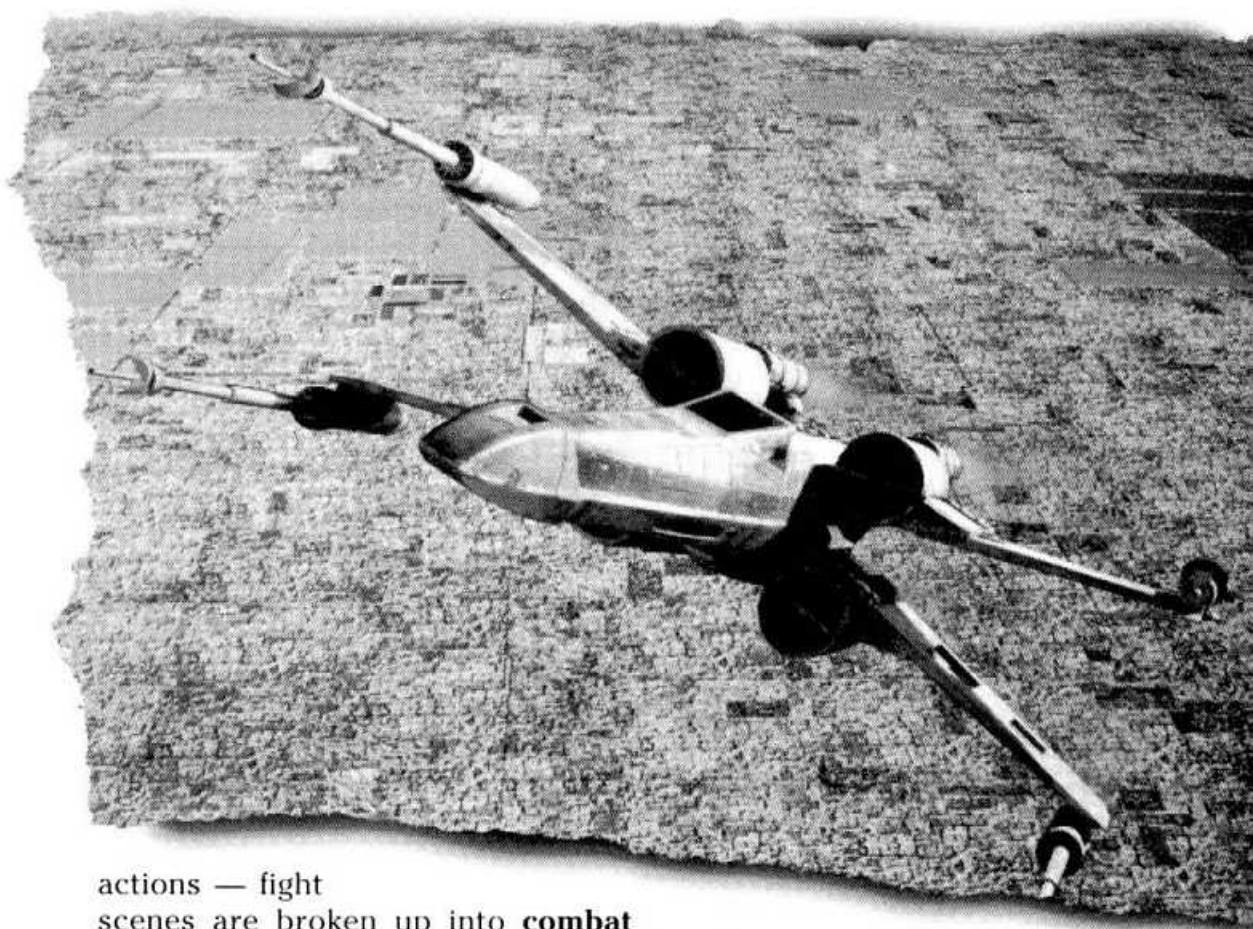
actions — fight
scenes are broken up into **combat
turns.** Each combat turn represents about five seconds of
time in the game.

One character can perform one action during a combat turn. The skill or attribute dice for that action are rolled normally.

Characters can try to do more than one action in a combat turn, but it's harder to do more than one thing at a time. If a character tries two things, lose one die (-1D) from *both* skill rolls.

If a character tries three things, lose two dice (-2D) from *every* skill roll.
If a character tries four things, they lose three dice (-3D) from every *skill roll.*

The general rule is: for each additional action past the first, lose one die (-1D) from all skill rolls that combat turn. If your character wanted to try seven actions in one combat turn, all his skill rolls would be made at -6D!

> **Example:** *Rojo finally gets a chance to shoot back at the probe droid chasing him. He wants to take two quick shots with his blaster. His blaster score is 4D+2. Since Rojo's making two actions in a combat turn, both skill rolls are made with a -1D penalty. The droid isn't dodging. Rojo needs a 15 to hit it at this range. Rojo rolls 3D+2 twice (his blaster skill, 4D+2, -1D to each roll), and gets a 12 and 16. Only one shot hits the probe droid.*
>
> *If Rojo decided to take two shots and then dodge any attack from the droid, he'd have a -2D penalty to both blaster skill rolls (making each only 2D+2) and his dodge roll (a very low 1D+2).*

Special Scores

Each character begins the game with five **Character Points**. When you spend a Character Point, you get to roll one extra die when your character makes a skill roll. You can spend Character Points after you've tried a skill roll, but you must do it before the narrator says whether your character succeeded or failed at the task.

Example: Rojo needs to fix his damaged speeder bike so he can race back to the Rebel base and warn it about the Imperial probe droid. Since he hasn't boosted his repulsorlift repair *skill, he uses the dice score for his* Technical *attribute: 3D+1. Rojo rolls his three dice and adds one, but only gets a total of 11! The narrator knows that fixing the speeder bike is a Moderate (15) task. Before the narrator determines that Rojo failed to fix the bike, Rojo's player, Dave, decides to spend a Character Point. He changes the Character Point total on his character sheet from 5 to 4, then rolls his extra die. It comes up a 6, bringing his* repulsorlift repair *total to 17! Since he's rolled more than the difficulty number, Rojo's fixed the speeder bike.*

You can use up to 2 Character Points to boost any roll you make during the game, including skill, attribute damage rolls.

Character Points are also used to improve character skills, so don't spend all of them during an adventure. To see how Character Points can boost your skills permanently, check out "Improving Your Skills" below.

Using **Force Points** is another way to temporarily boost your skills and attributes in the game. Each character begins the game with one Force Point: Jedi characters begin with two. When you spend a Force Point, that means your character is using all of his concentration to succeed — and whether he knows it or not, he is drawing on the Force!

When you spend a Force Point, you get to roll *double* the

number of dice you would normally roll for your skills or attributes during one combat turn. You can only spend one Force Point per combat turn, and you have to say you're spending it *before* you roll any dice. You can't spend any Character Points in the same combat turn when you spend a Force Point.

Force Points can double the dice for any skill or attribute rolls you make that combat turn. It can allow you to use one skill at a very high dice score, or let you take several actions with a better chance of success.

Force Points do not double dice codes for weapon *damage* or starship and vehicle systems like *fire control* and *maneuverability*.

Example: *Let's say that Rojo spent a Force Point back when he was firing at the probe droid. He could take one shot with his blaster skill at 8D+2 (his score of 4D+2 doubled), or he could take two shots at 7D+2 (with the -1D penalty for an additional action). If he wanted, he could take five shots with a blaster score of 4D+2 — his doubled blaster score of 8D+2, minus the -4D penalty for taking five actions. That's why Force Points are so useful: for one combat round they let your character take some awesome actions.*

Since you don't begin with too many Force Points, you'll want to spend them wisely. It's always good to save one for the adventure's climax, or when you find your character in a tight spot.

Using a Force Point in anger or fear calls upon the dark side of the Force — characters who use the Force for evil or for selfish goals risk going over to the dark side. Characters can get **Dark Side Points** for doing evil. If a character gets enough Dark Side Points, he turns to the dark side and becomes a character under the narrator's control. The narrator will always warn a player when using a Force Point could gain him a Dark Side Point,.

When a character gets a Dark Side Point, roll one die (1D). If the roll is *less* than the number of Dark Side Points the character has, the character turns to the dark side.

Besides Character Points and Force Points, each character has some equipment — you can read about these items in the *Narrator Booklet*. Each character also has a **speed** score. A character's *speed* represents how many meters he can run during a combat turn.
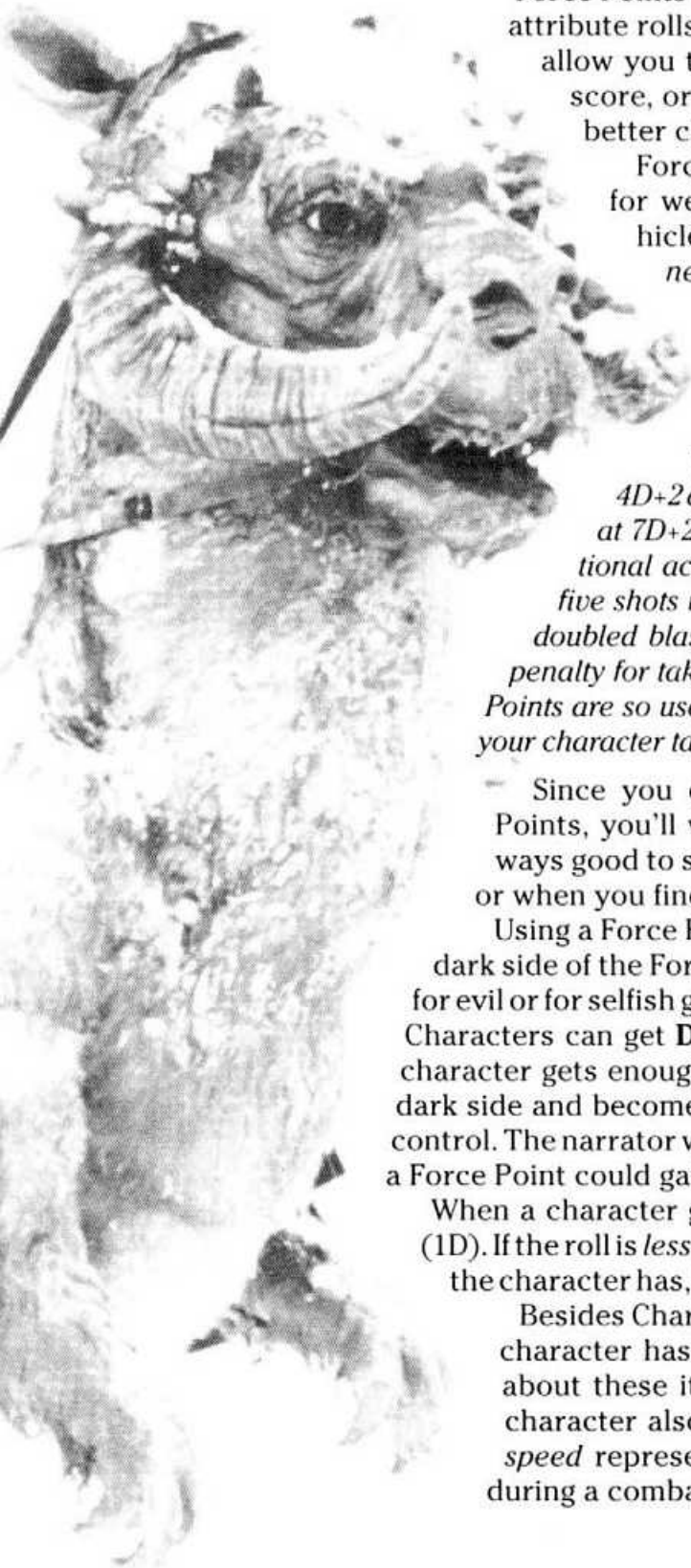
Improving Your Skills

The more you practice at a skill or task, the better you get. The same is true for characters in the *Star Wars* universe. At first Luke is somewhat awkward with his lightsaber. But through the proper training and experience, he becomes pretty good at using the Jedi weapon.

After each adventure the narrator awards each character several Character Points. The actual number varies depending on what the character did, how heroically he acted, and how well the group accomplished that adventure's goal.

You can save these Character Points to spend during the next adventure, or you could invest some in your character, using them to improve some skills.

To improve a skill, you must spend as many Character Points as the number before the "D" of that particular skill. This boosts the skill dice score by +1. A skill of 4D becomes 4D+1, a skill of 4D+1 becomes 4D+2, or a skill of 4D+2 becomes 5D. This works for all dice scores, regardless of the number in front of the "D".

> **Example:** *After his latest adventure, Dave wants to improve some of Rojo's skills. He has 10 Character Points. Dave decides to improve Rojo's* sneak *skill and his* blaster *skill. Rojo's* sneak *is 3D: Dave spends 3 Character Points to boost it to 3D+1. Rojo's* blaster *score is 4D+2: Dave spends 4 Character Points to raise it to 5D. Dave decides to save the remaining 3 Character Points to use in the next adventure.*
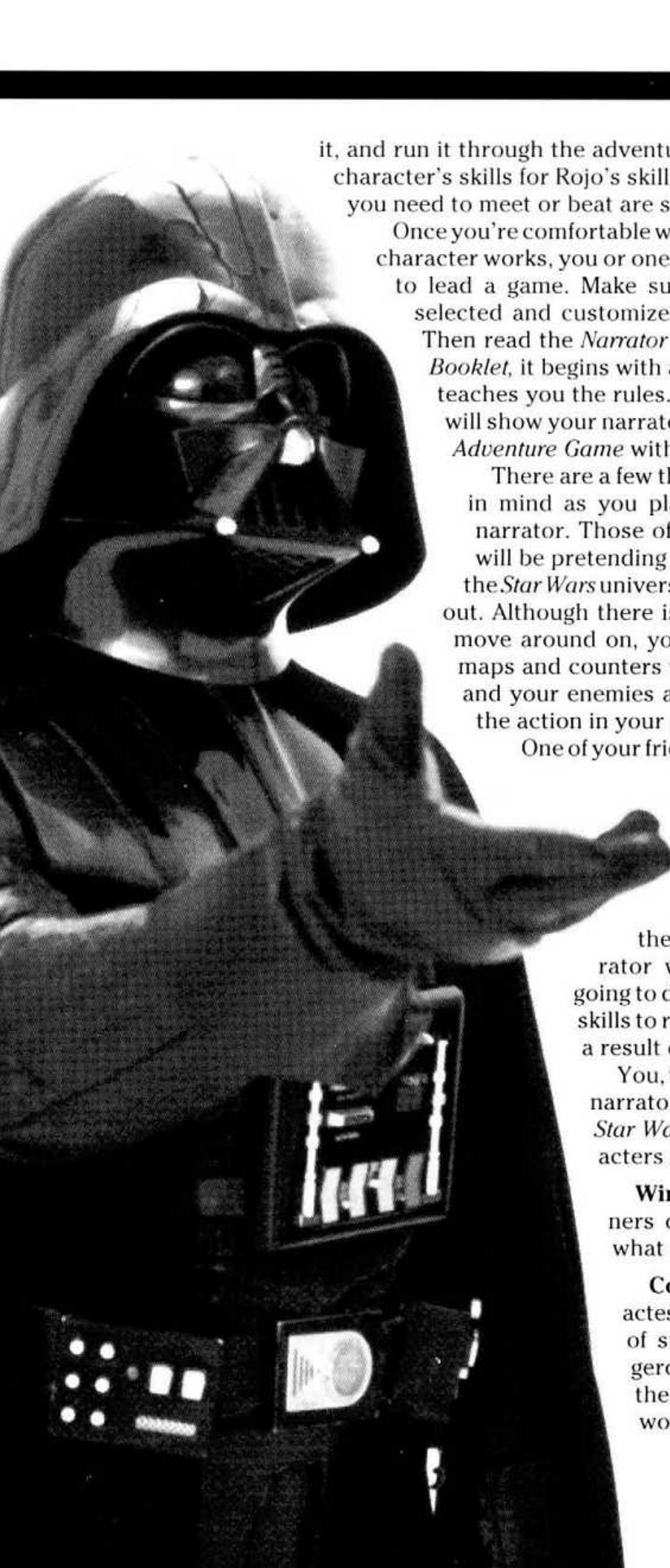
Remember, unless boosted earlier, all skills beneath an attribute have the same dice score as that attribute. If Dave wanted to improve Rojo's *beast riding* skill, he'd have to spend 3 Character Points to raise it to 3D+1. The scout's *beast riding* begins with the same dice score as his *Mechanical:* 3D.

You can improve any skill with Character Points, as long as you have enough to spend. Jedi characters can use this method to improve their Jedi skills: each time they improve a skill by +1D, they get to pick a new Force power to use during the game.

Players cannot improve their characters' attributes this way. *Dexterity, Knowledge, Mechanical, Perception, Strength* and *Technical* are abilities characters are born with — experience cannot change those.

You're All Set ...

Now that you've learned a bit more about how your character works, try playing through "Escape Pod Down" again. See how skills and attributes work? Try making some different choices to see how your actions result in different outcomes. If you think you really understand the rules well, chose a character template, customize

it, and run it through the adventure. Substitute your new character's skills for Rojo's skills: the difficulty numbers you need to meet or beat are still the same.

Once you're comfortable with the rules on how your character works, you or one of your friends will want to lead a game. Make sure all the players have selected and customized their own characters. Then read the *Narrator Booklet:* like the *Players Booklet,* it begins with a short adventure which teaches you the rules. "Assault on Edan Base" will show your narrator how to run a *Star Wars Adventure Game* with a group of friends.

There are a few things you'll want to keep in mind as you play adventures with the narrator. Those of you playing characters will be pretending to be people who live in the *Star Wars* universe. You need to act things out. Although there is no board or tokens to move around on, you can use the enclosed maps and counters to help show where you and your enemies are. You picture most of the action in your imagination.

One of your friends will be the narrator. He acts as a storyteller and rules referee, describing each scene to you and the other players. How would your character react to the situation? Tell the narrator what your character is going to do, and he'll tell you what skills to roll, and what happens as a result of your actions.

You, the other players and the narrator are creating your own *Star Wars* story with your characters as the heroes!

Winning. There are no winners or losers. Having fun is what counts.

Cooperate. If the charactesr are to stand any chance of succeeding in their dangerous adventures, you and the other players have to work together.

Be True to the Movies. Remember, you're playing Star Wars! Be heroes. Use snappy one-liners when you talk like your character. And above all else, have fun.

Be Your Character. Don't be afraid to ham it up a little ... you're supposed to be acting out a role. Speak like your character, or come up with some catchy phrases he uses often.

Use Your Imagination. Your character can do whatever you can imagine someone in that situation doing. If you can imagine it in the real world (or the *Star Wars* universe), it can happen in the game!

Glossary of Game Terms

attributes: abilities your character is born with. The six attributes are *Dexterity, Knowledge, Mechanical, Perception, Strength* and *Technical.*

character: the role a player creates and plays during the game. Playing a game character is like acting out that role. A character's abilities, strengths and weaknesses are defined by dice scores on a character template.

Character Points: a character's ability to push himself to the limits, sometimes using the Force. Character points have two uses. You may spend one to roll an extra die and add it to your total after you make a skill roll. You may also save some to improve your character's skills after an adventure.

character sheets: pre-made character types, like scout, Mon Calamari, and smuggler, on which the six attributes are defined by dice scores, but the skills are left up to the player to customize.

combat turn: one turn in fights, during which characters often take turns taking action. Combat turns help keep track of who's doing what when time is limited.

Dark Side Points: a measure of how close your character is to turning to the dark side of the Force.

dice score: the number of dice you roll when using a skill or attribute; it's listed as the number of dice rolled followed by "D" (for "dice") and sometimes a +1 or +2, which is added to the total rolled. An average dice score in an attribute is 3D.

difficulty level: a term generally describing how hard an action would be. Difficulty levels are Very Easy (5), Easy (10), Moderate (15), Difficult (20), Very Difficult (25), and Heroic (30). The number after each level is the difficulty number.

difficulty number: the target number a character must roll equal to or higher than to succeed at a task. The more difficult a task, the higher the difficulty number. Difficulty numbers are listed in parentheses after a difficulty level, like "Easy (10)."

Force Points: a character's ability to tap into the Force to do extraordinary things. When you say you're using a Force point before your make any rolls, you double all your dice scores for that one combat turn only.

narrator: one of the players who "directs" the action of the game. He sets the scene for the characters and plays all the other people they meet in the game, from fellow Rebel agents to stormtroopers and bounty hunters.

opposed roll: a roll where the character's skill roll is compared not to a difficulty number, but to an opponent's skill to resist an action. If a character tries to *sneak* away, the opponent — trying to find him — uses an opposed skill, *search,* to find him. Whoever rolls higher is successful.

player: one of the people playing a role or character during the game.

roleplaying game: a more advanced version of "Let's Pretend," it allows several players to create and play characters while a narrator gives them settings and conflicts ... together they create an interactive story.

skills: these are things a character learns through time and training. Skills include *blaster, dodge, lightsaber, languages,* and *repulsorlift operation.* Skills begin with the same dice score as the attribute they fall under.

speed: how fast your character moves at top speed.

Creating Your Character

Creating a character for the *Star Wars Introductory Adventure Game* is easy. Just follow the five steps below:

1) Choose A Character Template

What kind of character do you want to play in the *Star Wars* universe? Look over the 14 character templates provided in this game and choose one you feel you will enjoy playing. Although you don't play the actual heroes from the *Star Wars* films, you can play characters like them.

2) Get to Know Your Character

Read the right side of the character template you've chosen. This tells you who your character is. Check out his background, personality and equipment. These are all important in the game, and they'll help you act out your character.

3) Raise Your Skills

Look at the template you've selected. The left side lists six attributes — abilities you are born with — and many skills — things you learn. The attributes are fixed dice scores. All the skills beneath a certain attribute share that attribute's dice score.

Add 7D to skills you want to be good at.

You may divide the 7D among any skills you want, but may put no more than 2D in any one skill. Write the new skill dice score next to that skill. If there's a +1 or +2 after a skill you're improving, that stays there. Only the number before the "D" is boosted.

Some good skills to improve include combat skills like *blaster, melee, lightsaber* (for Jedi characters), *brawling* and *dodge*. You should also put some of those 7D into other useful skills like *starship piloting, repulsorlift operation, languages, search, sneak,* and *first aid.*

4) Force and Character Points

Next to "Force Points" on your character template, write "1" (if you're playing the Failed Jedi or Young Jedi, write "2"). Next to "Character Points," write "5". If you're a Jedi, choose Force powers based on the Force skills listed on your sheet. Force powers are explained in the *Narrator Booklet* .

5) Now You're Ready to Begin

Get together with some friends and have one of them, the narrator, run you through a Rebel mission. Or you could test your character by running him through "Escape Pod Down," the solitaire adventure in the *Players Booklet.*