

Star Wars: Cortex Prime Rules

Character Creation

Distinctions

- Choose 3 defining statements
- Planetary Origin (or lack thereof) & Species
- Background (What you did before joining the team)
- Who You Are / What You Do Now
- All Distinctions begin have Limit — Hinder (Gain 1 PP and use at d4)

Drives (All default to d8, may step-down one to a minimum d6 stat to step-up another not above a d10)

- Light Side : Compassion & Loyalty
- Dark Side: Self-Interest & Vengeance

Roles (Choose One at d10, One at d8, Three at d6, & One at d4)

- Academic
- Leader
- Pilot
- Scoundrel
- Tech
- Warrior

Abilities (Choose Three at d8. May step One Ability down to d6 to step another one up to d10)

- Cybernetic Replacements
- Droid Construction
- Personal Gear
- Social Influence
- Species Traits

Signature Assets

Create Two at d6.

May combine Two Signature Asset slots into One at d8.

Stress & Trauma Tracks

- External Stress
- D6
- D8
- D10
- D12
- Pushing Stress Mod will be used as per page 40 of the Cortex Prime rule book.
- Physical Stress stepped up past d12 results in a character being Taken Out

External Trauma

- d6 Bashed
- d8 Battered
- d10 Broken
- d12 Bloodied
- External Trauma stepped up past d12 results in character death.

Internal Stress

- d6
- d8
- d10
- d12
- Unlike Physical Stress, stepping up an Internal Stress die past d12 does not result in a character being Taken Out. Instead, it leads the character on the Path to the Dark Side.
- Lure of the Dark Side. A Dark Side GMPC may use a player's Dark Side Path die in either an External or Internal Dice Pool contest against them.
- Calling on the Dark Side. A player whose character can Use The Force may call upon the power of the Dark Side. Even if the Force Sensitive character doesn't have any Internal Stress, they may add a d6 Fear die **WITHOUT SPENDING A PLOT POINT!** Unfortunately the character has started down the path to losing themselves as a consequence....

Dark Side Path

- d6 Fear
- d8 Anger
- d10 Hate
- d12 Suffering
- Internal Trauma stepped up past d12 results in character turning evil and becoming a GMPC. The character is now lost to the Dark Side. But are they lost forever? That would be quite the story to tell, wouldn't it?

Destiny Dice (a.k.a. Hero Dice)

- When a player rolls a Heroic Success, they may add a Destiny Die equal to the highest die rolled by an opponent.
- Spend 1 PP to use a Destiny Die.
- May only store 1 of each die size.
- May choose to step down a captured die for free to fill a slot.
- May not step up captured dice to fill a slot.
- The GM doesn't earn Destiny Dice. Instead, if the GM rolls a Heroic Success they instead remove one from the opposing player.

Doom Pool

- Used as described on page 32 of The Cortex Prime rule book.

Growth

- Session Records Mod will be used for character advancement.

Scale

- When taking an action or reaction against an opponent, the larger includes their Scale Die in their Dice Pool.
- The larger opponent also gets to keep Three dice in their Dice Pool for the result.

Scale Levels

- d4 People
- d6 Personal Vehicles (e.g. Air & Ground Speeders, AT-STs)
- d8 Freighters, Massive Ground Vehicles, & Starfighters (e.g. The Millennium Falcon, AT-ATs, & X-Wings)
- d10 Capital Ships (e.g. Imperial-I class Star Destroyers & Nebulon-B Frigates)
- d12 Supermassive Vehicles (e.g. The Death Star & Super Star Destroyers)