

## EPISODE I-A

# THE SHADOW OF THE SITH

*The GALACTIC REPUBLIC is in disarray following the disastrous outcome of the Battle of Naboo, where Jedi warriors Qui-Gon Jinn and Obi-Wan Kenobi fell, and their young ward Anakin Skywalker went missing. With the Trade Federation occupying Naboo and the planet's queen imprisoned, the Republic has been forced to retreat, to the outrage of many.*

*The JEDI COUNCIL has become contentious as well, with some holding to the unpopular opinion that a shadow operative is undermining the Council from within. Acting in secret, one Council member has reached out to a pair of former Jedi, NOVA NOONKALI and DES MOONSHOT, for help.*

*Against a backdrop of impending war, and acting undercover, Nova and Des must root out the serpent that coils round the heart of the Jedi. But to embark on their mission they will need a ship and cover identities—which happen to be available from a peculiar droid stationed on the Outer Rim world of Kaurtaa...*

## System for *The Shadow of the Sith*

We're using Fate Core, but I'm tweaking it in a variety of ways.

- There are nine skills, called abilities, as shown on the sheet: Fight, Know, Move, Notice, Pilot, Sneak, Speak, Tinker, Will. Rank one at +4, two at +3, three at +2, two at +1, one at +0.
- Each type of character has their own set of **conditions** which replace both stress and consequences. Conditions are customized to character type, and can absorb up to 19 stress (but you're in very bad shape). When a box is checked for a condition, it manifests in each scene as a free invokable aspect for your foes until that box is cleared out.
- **Invokes** of aspects do NOT provide the flat +2 benefit. They either provide a reroll or the option to flip a single die to its **+** facing. This means that invokes can only ever get you to a point where your dice are maximized at **++ ++**.
- Bonus-applying **stunts** are gentled in terms of the benefit they provide. Instead of +2 (two shifts), they'll provide +1 (one shift).
- We will *not* be using weapon and armor ratings. Since there are no stress tracks, a hit that inflicts even 1 stress will hurt. (But in a world of blaster fire and laser swords that feels like it's right on target.) That said, gear (see below) may provide some small benefits via embedded stunts.
- There's a set of extras called **gear** which reflect the important items your character has on hand, detailed below. **Ships** and **Force abilities** will see some coverage too.
- Some new actions/attack types will be available, including **push attacks**.

## Conditions

Conditions reduce the stress of a hit as described below. If you don't reduce the stress from a hit to zero or below, you're taken out. When you're taken out, your opponent gets to define how you go down.

**Types:** There are three kinds of conditions: Current, Lasting, and Terminal.

- **Current** conditions reduce stress by 1 per box checked. You can uncheck a box after you've had a scene to recover, or if you or an ally makes a specific, directed effort to clear a particular box, rolling an appropriate skill vs. Good (+3) difficulty (or active opposition) as an overcome action. Depending on the condition this might be calming words (Speak vs. Afraid/Angry), a moment of concentration (Will vs. Afraid/Angry), use of first aid (Know vs. Hurt/Wounded), quickly made field repairs (Tinker vs. Dented/Damaged/Depleted/Drained), getting to safe cover (Move, vs. Exposed), diving to reclaim a dropped item (Move vs. Disarmed), or escaping notice (Sneak vs. Trapped). (Exhausted may simply require a scene of rest.)
- **Lasting** conditions reduce stress by 2 per box checked. You can uncheck a box after you've received extensive care of some sort (usually lasting an entire session or a significant chunk of off-screen time between sessions). These conditions often involve deep physical or mental injury of some sort, so recovery here reflects serious therapy, meditation, robotic limb replacement, etc.
- **Terminal** conditions reduce stress by 4 per box checked. They can be recovered the same way Lasting conditions are, but they require *immediate* attention once inflicted or the character will end up dead (Dying, Falling Apart) or otherwise an NPC that is out of the player's control (Turned, Reprogrammed) by the end of the current scene. A character can be stabilized (or similar) with a series of Good (+3) or better rolls on an appropriate skill, similar to how a Contest works; three victories must be achieved before three failures happen. This doesn't clear the box, but it does satisfy the "immediate attention" requirement.

**Conceding:** Before you take a hit, you can opt to concede, which gives *you* the opportunity to define how you go down. If you concede, you gain 1 FP, +1 if you've already taken a Lasting condition in this conflict, or +2 if you've taken a Terminal condition.

**Costs:** Conditions are valid currency when you're given an option to **succeed at a cost**.

## Stunts

Characters start with three free stunt slots (droid slots are converted to free gear slots, see below) and can take further stunts at the cost of 1 Refresh, up to the point of reducing character Refresh to 0. (Starting Refresh is 3.)

There are several types of stunts as described in Fate Core. A stunt can:

- Add a new action option to an existing skill.
- Add +1 to an action with an existing skill that's able to take that action.
- Create a rules exception of some sort, including substituting one skill for another.

To provide one of these benefits, a stunt must also define circumstances that restrict when it can be done.

In this Star Wars inflected build of Fate, there's a set of Force related stunts that are important to understand (if you're a force-user), as well as the opportunity to gain the use of additional stunts by way of gear. Both are covered below.

## Species

We don't see a *lot* of difference between species in the movies, at least not in a story-relevant way; it's mostly character cosmetics, at the end of the day. Languages differ, some species might be more physically capable or whatever, but that can be reflected with existing abilities, aspects, and stunts when this is important to a player. At minimum, species should be reflected in at least one aspect (sometimes as part of the High Concept). You can also take stunts, e.g., Wookiee Strength (+1 to stress on a successful muscle-powered Fight attack) as desired.

## New Actions

### Push Attacks

A **push attack** is an attack that is focused more on moving the target than harming the target. It works just like an attack action, except for how stress operates. From another perspective, it's more like an overcome action that happens to generate a small amount of stress.

- **Fail:** You missed! (If your opponent defended *with style*, they'll gain a boost)
- **Tie:** You connect, but didn't move your opponent much. You gain a boost, because you probably put them off balance.
- **Success (1-2 shifts):** You move them 1 zone and inflict 1 stress.
- **Success with Style (3+ shifts):** You move them +1 zone, *or* run them into an obstacle and inflict +1 stress. Gain +1 zone or +1 stress for every 2 additional shifts thereafter.

When moving a target with a push attack, it's always in a direction that is away from you. Some abilities or items might let you do a push attack as a **pull attack**, one that moves your target closer (or in any other direction) rather than further away.

## Gear

Gear is a kind of Extra that might contain an aspect, a stunt, and some conditions. If gear provides a stunt, it uses up a gear slot or if no slots are available, temporarily reduces your refresh by 1 for as long as you have it.

**Gear Slots:** Most player characters start with 2 gear slots, though droids combine these with the usual free stunt slot allocation to have 5 gear slots (i.e., all droid stunts are via gear).

**Aspect:** A piece of gear with an aspect on it has something special about it, and/or indicates that it's particularly important to the character who carries it, e.g., *My Father's Lightsaber* or *Blaster Disguised As a Medical Kit*. This aspect doubles as the gear's "concept".

**Stunt:** Potent pieces of gear provide a single stunt benefit. This can be any sort of stunt benefit you'd get normally from a stunt, defined when the gear is taken. Each stunt taken uses up a gear slot or temporarily reduces your refresh by 1 for as long as you have the gear.

**Conditions:** Gear can take conditions on behalf of the character using it, if it's of the kind that provides a stunt. When a condition box for gear is checked, the benefit (stunt) provided by the gear is no longer available. Possible conditions are as follows; each piece of gear must be vulnerable to at least one lasting condition:

- **Disarmed (Current) or Lost (Lasting):** Hand-held and other detachable items can be Disarmed or Lost. Disarmed must be taken before Lost.
- **Depleted (Current):** Gear that uses ammunition or limited energy sources can be Depleted.
- **Broken (Lasting):** Nearly all types of gear can be broken badly enough to require extensive repairs. Lightsabers might be the exception, though—not because they can't be broken, but because it seems they rarely are, in the movies.

**Things that explode:** Probably have something like "make a Ship-scale attack on all targets in one zone using Fight, then mark the Broken condition" because your explosive thing gets destroyed when used. (Hello thermal detonator.)

**Things that stun:** Go for a stunt effect like, "stress from this attack may only be absorbed by Current conditions". Net effect there is that if someone can't use their Lasting or Terminal conditions against it, they have to be taken out. But since it's via stun, the attacker has no justification for calling for more than "knocked out".

## Force Abilities

Being **Force-sensitive** just requires an appropriate aspect on the character. Someone who is Force-sensitive can roll Will to sense all sorts of things that go beyond normal senses, but that's about it. (This is essentially a mildly upgraded version of Will's utility for "getting a bad feeling about this".)

If you pursue the Force in earnest, you must first take **Strong with the Force**. This stunt consumes **two** stunt slots instead of the usual one. **Strong with the Force** works as follows:

- You may roll Will vs. Fair (+2) to configure a Force stunt on the fly, as an action (you meditate, reach out to the Force, and focus on the thing you're trying to do). This lets you have a "modular" stunt that you can switch to whatever you need based on the circumstances ... provided you can make the roll. Additional rolls in the same scene increase in difficulty by 1.
- You may allocate additional stunt slots if you want to be able to swap around more in-scene. Each slot has its own difficulty progression starting at Fair (+2).
- If you want to be able to do particular Force tricks without first burning an action on concentrating and rolling, you may take Force stunts as regular stunts that can't be swapped out. Past character creation this is only available for well-practiced Force stunts (resulting from at least three successes bringing about that particular stunt, or a success with style when you bring it about).
- Someone who is **Strong with the Force** can, slowly, move small objects with their mind, usually handled via a Will roll, but not in any way that's combat-relevant.
- Someone who is **Strong with the Force** can also work a Jedi Mind Trick as a Will vs. Will roll (provided that the target is swayable at all, e.g., not a droid or species unconnected to the Force), used as a Create Advantage action.

Here are a small number of example Force Stunts. They're definitely not all that's possible.

- **Undeniable Will:** Gain +1 to your Will when working a Jedi Mind Trick.
- **Hear Me:** You can connect with the Force to another living being, enough to transmit an image or short phrase over vast distances. Roll Will vs. GM's difficulty to do so.
- **One with the Blade:** Gain +1 to your Fight when attacking with a lightsaber.
- **Feel the Flow:** You are not hindered by impaired senses when Noticing or Fighting.
- **Lightsaber Deflection:** When wielding a lightsaber, if you defend with style vs. blaster fire, you may forego the boost to direct the attack against another target; roll Fight to do so, but your roll cannot exceed your Will score.
- **Powerful TK:** You may roll Will to make a push or pull attack against a foe of the same scale. In addition you may very slowly move objects that are one step up from you in scale (such as an X-Wing stuck in a swamp).
- **Force Movement:** You may roll Will to leap great (and otherwise impassable) distances or to control a fall or landing from great heights.

## Turning to the Dark Side

**Conditions:** Force users have a conditions track which leads to the Dark Side: **Afraid (Current)** → **Angry (Current)** → **Hatred of \_\_\_\_\_ (Lasting)** → **Turning (Terminal)**. This track reflects the commonly understood way someone might turn, but a specific character might wish to reframe this as another path their character might be more prone to, e.g., **Discouraged (Current)** → **Dejected (Current)** → **Despairing (Lasting)** → **Turning (Terminal)**. So long as the path follows the Current/Current/Lasting pattern prior to Turning, you're in good shape.

**Turning:** When a character hits the Turning condition, and fails to be rescued from it (see Conditions, above), she must first take the **Call of the Dark Side** stunt. Doing so recovers the Turning condition immediately, and requires that she change her Relationship with the Force aspect to reflect the beginning of the change. If she already has **Call of the Dark Side**, then she must take **Turned to the Dark Side**, at which point she becomes an NPC, lost from redemption without something major happening (e.g., the end of Episode VI).

- **Call of the Dark Side stunt:** When you have an Afraid, Angry, Hatred, or Turning condition, you get one free invoke on that condition in a scene. You do not need to recover your Hatred before recovering Angry or Afraid.
- **Turned to the Dark Side stunt:** Hostile invokes on your Afraid, Angry, Hatred conditions provide no benefit. You no longer have a Turning condition.

These stunts do consume a stunt slot or a point of Refresh as usual; they aren't additional freebies.

Once a character has turned they still have the Strong with the Force stunt and can use it as normal; the stunts enacted with that ability are just darker, as you might expect. (**Force Lightning** allows attacking at range, unarmed, with pure Will; etc)

# **Ships**

## **Scale**

Everything usually operates within its own scale, but when you have people and ships, or small ships and capital ships, operating in the same scene, there's a chance of crossover — ships firing on people, fighters swarming a capital ship, etc.

For our purposes there are four scales:

- **Personal** scale is the scale PCs operate on the most.
- **Ship** scale is the scale for small ships — fighters, light freighters, etc. This scale may also be used for significantly large creatures, e.g., a rancor or an asteroid-dwelling space-worm.
- **Capital** scale is the scale for large ships — star destroyers, cruisers, etc.
- **Titan** scale is the scale for battle stations and massive terrestrial installations — death stars, planetoid-based giant weapons, etc.

Conflicts between entities at different scales are still resolved as normal by skill rolls. If an attack hits a target, how that is resolved depends on the difference of scale:

- Defender is two steps smaller than the attacker: Current and Lasting conditions provide no stress reduction (but if they're connected by → icons they have to be taken before you can take something that does).
- Defender is one step smaller than the attacker: Current conditions provide no stress reduction (but if they're connected by → icons they have to be taken before you can take something that does).
- Defender and attacker are the same scale: Conditions work as per default.
- Defender is one step larger than the attacker: Ties provide no boost. Success provides a boost but inflicts no stress. Success with style of any magnitude inflicts only 1 stress.
- Defender is two steps larger than the attacker: Ties provide no boost. Success or better inflicts no stress, but does provide a boost.

**In some circumstances, an aspect may be invoked to shift your effective scale one step in your favor *prior* to making a roll.** The most you can shift scale like this is a single step.

## Ship Construction

**Scale:** Ships operate at a certain scale (see above) appropriate to them. PC-owned ships are almost always at the Ship scale, and are either single/duo seaters, or they're small-crew ships.

**Systems:** Ships are built much like droids: they're all Gear, just Gear that operates on that ship's scale. This kind of gear is referred to as a System.

**System Quantity:** A ship has 1 free System per named NPC or PC crewmember, often representing the role that the crewmember fills during a space battle — could be a gun installation, a navigation system, a souped-up engine, or some other array. In order to have additional systems installed, someone in the crew has to pay the Refresh cost for that ability while the crew has possession/use of the ship.

**Ship Conditions:** Ships can be:

- Scorched (Current) → Damaged (Current) → Ruptured (Lasting) → About to Explode (Terminal)
- Trapped (Current)
- Exposed (Current)
- On Auxiliary Power (Current) → Shutting Down (Lasting)

**System Conditions:** Systems cannot be Disarmed or Lost, but they can be **Depleted (Current)** or **Damaged (Current)** → **Broken (Lasting)**. You can always short out or blow up a system rather than take conditions on the ship itself!

**Crew Conditions:** Named NPCs or PC crewmembers can opt to take some of the stress inflicted on a ship on themselves, as the occupants get hurt or otherwise jostled during a fight. For the purpose of taking this stress, the crewmember is considered to be at the same scale as the ship she's in.

## In Play

When a ship is in use, crew occupants will:

- Roll **Pilot** to defend/evade/maneuver (if they are in a position to pilot)
- Roll **Fight** to fire its weapons
- Roll **Notice** to make use of sensory apparatuses
- Roll **Tinker** to effect battle-time repairs

Other abilities might come into play if there's sufficient circumstantial justification for it, e.g., Sneak might apply for certain maneuvers and gambits, Speak might be relevant if comms channels are open, Know might yield deeper information about nearby ships and such. Move and Will likely have a hard time finding a place.



## Creating New Character Types

As part of this game I've created character sheets for Force User and Droid character types. Obviously these aren't the only types of characters one can play, but they're the ones that my group was interested in playing, so they're what I made.

The process of making new character types (I'd like to create a Rogue type, to reflect non-Force characters like Han Solo) is relatively straightforward, and focuses on just a few things.

**Conditions:** These are really the heart of the character, because in Star Wars — an action-movie setting, essentially — characters develop through conflict. A character should have two Terminal conditions, one usually Dying or its equivalent (droids are “Falling Apart”), the other something particular to the character type (Force users get “Turning to the Dark Side”, while droids get “Reprogrammed”).

The remaining conditions should be a mix of Current and Lasting conditions that add up to 11 stress value. 7 of those points should cover or be equivalent to:

- Exhausted (Current) [Droid equivalent is Drained]
- Trapped (Current)
- Exposed (Current)
- Hurt (Current) → Wounded (Current) → Maimed (Lasting) [Droid equivalent is Dented → Damaged → Malfunctioning]

So that leaves you with 4 points to play around with, usually in a 2x Current + 1x Lasting or 2x Lasting configuration. You can play around with your → dependencies here, too; the connections between Conditions on the Droid sheet work quite differently from Force Users. Force User sheets probably better reflect the “standard” for biological characters, once you replace the path to the Dark Side track.

For a Rogue I'd replace the Dark Side path with something starting from Trapped or Exposed, going to → Hunted (Lasting) → Imprisoned (Lasting) → Broken (Terminal). Rogues are always on the run, after all.

**Third Aspect:** A character type is rooted with an aspect particular to the character type, in the third position, which elaborates what's interesting about the character type beyond what might be reflected in the character's High Concept. For Force Users, it's “Relationship with the Force”; with droids, it's “Droid Personality Quirk”. For a Rogue, it might be “Underworld Connection” or similar.

**Abilities:** While the 9 abilities (skills) a character has don't get renamed or fundamentally changed, it's wise to examine the fine print underneath. For example, Will has a different set of usage contexts for a Droid vs. a Force User. So just make sure to take a look.

## Character Sheets

You can find some blank character sheets (and a ship sheet) here.

<https://www.dropbox.com/s/blbpc1l1ky9fqgd/Star%20Wars%20Character%20Sheet%20Templates.pdf?dl=0>