

Rim Sector, Star Wars D6



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Basically Minisix rules, based on Star Wars D6

Note that WEG 'force points' are renamed 'hero points' in this system, and the mana that powers powers force abilities are called force points.

Minisix:

<https://drive.google.com/file/d/0BwoBXkUfa2AkdjFicThjRXNURTR2QXdrNU9rMzRTbnRjNFJV/view?usp=sharing>

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Dice

Use a D8 for the wild dice, not a D6. That means all dodge and soak increased by 1 point. *This is so it's hard to forget which dice is the wild dice.*

The GM can substitute 5 points of difficulty for a difficulty d10, rolled by the player along with his roll. This D10 subtracts from the players' roll. *This is because I have lots of D10s lying around.*

Standard Difficulties

I got sick of deciding if a very easy roll should be 3 or 5, or if a moderate is 11 or 13, so I standardized these.

Very Easy: 4 or even easier

Easy: 8

Moderate: 12

Hard: 16

Very Hard: 20

Heroic: 30

Gm may add complications to these rather than increasing the category. It may be 'Easy' to jump to another moving platform, but there is strong wind +1d10 and it is dark +1d10 or he can decide to upgrade the difficulty to hard.

Assistance and Rerolls. A player can assist another.

The first character rolls his dice, if he does not like the result someone can assist him. The assistant makes a roll vs. a difficulty of how hard it is to help (GM decides). If he succeeds,

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the first character can re-roll his dice. Role playing or describing the help offered can affect the difficulty.

You don't even have to use the same skill. I.e. player fails his bluff roll against the strange alien. Another player says "I think what my friend is trying to say, in the language of your species, is oangkuk." And makes a languages check to help the first player reroll bluff.

The assistance can cause problems if a '1' is rolled on the wild dice, or if the conditions would make helping very hazardous.

Note that if you want to use assistance during combat, the attempt counts as an action and must be declared, even if the assistance isn't needed later because the roll was good.

As in minisix, a starting character has 7 dice to distribute between Perks and Skills. You can put up to 2 dice in any one skill, and for efficiency will want to put 2 dice in your best skill.

Perks - each dice spent gives you 1 point.

Wookie: 2 pt. Max 5D Strength, max 2D charm. Must growl and snarl when speaking in character (See inability to articulate complication). Pick one player to understand you perfectly. Others may pay 1 character point to learn Wookie.

Reptoid (1): You're green and scaly, this gives a +1 Soak Value. You also have claw-tipped fingers which grant you +1 damage on unarmed attacks.

Arcona (0): You get +1 damage on unarmed attacks from claws, but have very poor vision (Free complication). You can detect animals and humanoids at close range by their IR signature, but have trouble reading and shooting at medium and long ranges. (Disadvantage) <http://aliens.wikia.com/wiki/Arcona>. Have an acute sense of smell (Advantage when tracking by smell).

Droid (1-4): You don't eat, breathe, or sleep. You can have your memory wiped. You don't heal but you can be repaired. As long as your memory core survives you may be rebuilt if destroyed. Your stats can go down to 0d. For 2 points you can have built in armor, for 4 points you can have concealed built in equipment and things like night vision and scanners, at 6 you can have both. (You can still buy skills with character points on these 0D stats but you need to spend 5 points for the first dice).

Note: Robots are 'braked' ais, as such they are 'embodied' and their memory is held within them and not elsewhere... no backing up memories to the internet or personality duplication or sleeving.

Other races: Please consult with DM, follow principle of wookie or reptoid..

Mandalorian (3): You are a follower of the Watchers of the Way, and start with heavy armor and +1 point of beskar. Once per battle per point of beskar, you can ignore one damaging attack, it is deflected by your beskar. You may not remove your helmet.

Attractive (1): Others find the character pleasing to look at. This can help reduce suspicions or distract others depending on the given situation. Once per session the character can double one roll for any action related to their appearance. Examples include seduction, a subtle bluff or simply distracting guards.

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Conviction (1): You are best when down. Twice per battle, for one round each time, you don't suffer wound or stun penalties, instead you get wound benefits equal to double your penalties. Example: If you are suffering -2D penalty, on your conviction round you get +4D bonus instead. (self inflicted injuries do not count!).

Daredevil (2): Once per session you may throw caution to the wind taking extremely reckless action that may result in your own death. Your dodge, block, and parry are reduced by half however Strength is doubled when resisting damage for one round.

Favors (1): People owe you. Once per session you can call in one of those debts. This can take the form of information, a temporary use of equipment (borrowing a ship, plow, pump action shotgun, etc.), a place to hide someone or something for a brief time, or any similar event. Please determine with GM who these people are. The Hutts? The Empire? The Rebel Alliance? You could take this more than once for different groups.

Short (0) You are short for your strength, suffering disadvantage on Grappling and Lifting, but can fit into small places.

Immovable(1): You are never knocked down, and never release a grapple because of being stunned.

Lucky (2): Once per session you can declare you are feeling lucky. Double the result of your next roll.

Perceptive (2): The GM may reveal small clues to you that others would miss. Once per session a character may announce they are studying an object or situation and the GM may reveal something that would be impossible for a normal character to determine. If nothing useful is revealed this perk may be used again. "Elementary, my dear Watson."

Sidekick (2): You have a boon companion or pet willing to join in your adventures. This character only gets 10D to spend on attributes and 4D to spend on starting skills. They normally only receive 1 to 3 CP per session, but never as many as their fearless leader. He cannot choose 'sidekick' with his skill dice

Jedi (3): You're force sensitive. Force powers actually work for you. See the force powers below. You will start with 2 powers per die of Force you know. If a Jedi Knight, you should be hunted but get a lightsabre, but there are other force traditions. Revised force rules available below. You may wish to have the 'Jedi Code' complication.

Fake Identity(1-3): You have a fake identity, for yourself and your ship, so you can switch. Protect your fake identity from being suspected for crimes and the like. For more points you can:
+1 Have any number of fake identities +1 Have a powerful fake identity like an Imperial Officer or Sub Commander.

Force Sensitive (1): You are force sensitive, but have received no training whatsoever. Note: we have learned from the Force Awakens that if a power is used against you, you have the option to learn it like it was taught to you.

Galactic Aristocrat (1): Your name has some weight on occasion. When attempting to gain access to a noble's residence, avoiding arrest, or any other occasion where status is a factor you can try and draw on your family. Once per session you can double the result of any one Charm based roll when attempting to exploit your name.

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Metal Head (1): You are good with machines. Once per session you can double the result of a repair, programming, hacking, or similar check.

Psi Sensitive (1): You are psi sensitive, but have received no training whatsoever. Psi training was added to appease a player and some GMS will not allow it.

Psi Training(3): You're psi sensitive. Psi powers actually work for you. See Psi powers below. You will start with 2 powers per die of Psi you know. Some traditions: Witches, Oracles of Delphi, and others.

Wealthy (1): Old money, tycoon, Imperial Defense contractor, speculation, crime-lord, however you did it, you have money. Far more than most. Each month the character receives a stipend of 1200 credits and does not have to worry about inexpensive purchases, and can make a Bureaucracy roll to buy most anything under complicated leasing arrangements.

Complications: Complications

During character creation only, players may select up to two complications. Certain aliens and perks give you extra ones.

Why would you do such a thing? If one comes up in play the character earns one extra Character Point. Characters may not earn more than one CP per complication per session regardless of how often it comes up.

Age: You're either really old or really young. In addition to all the social issues caused by your age, the GM might choose to impose a penalty to an action based on your character's age. Grandpa throws a hip, a weird dude offers you candy on the street, and it's hard for either of you to seduce the supermodel at the bar.

Whenever your age causes you great difficulty, receive one CP.

Comically Unlucky: When you roll a '1' on your wild dice, your pants fall down, or you blunder into the controls for the sprinkler system, or otherwise behave like a buffoon from a comedy movie. Receive a CP when this happens the first time in a session.

Crazy: You have issues. Paranoia, OCD, or something clinical. Flesh it out. It could be the delusion that you are the master Jedi Quixote, when really you are basing all your actions on the holotape 'Master Quixote versus the Sith: The Adventure Continues'...

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Earn one CP any time your psychosis really gets in the way..

Duty: There is an organization or person and you must obey their commands. Perhaps a Rebel general, perhaps a secret organization who gives you messages through a secure channel, perhaps one of the other players. Get a CP when such a command causes you a problem. Disregarding the command cannot be one of the options.

Inability to articulate Intelligently: You can't speak in Basic since your larynx is weird. Others might be able to understand you, but many people can't. Receive a CP when this inability complicates your life. This is a free third complication for wookies.

Hunted: All rebels are sought by the Empire, but some are more sought after than others. This is most often found among the Jedi and those who studied their ways. The Empire has a standing bounty of 100,000 credits for information leading to the capture of any Jedi or Jedi Sympathizers. "Those poisonous, untrustworthy infectious evil Jedi, clinging to a religion that is false and poisons children".

Large Debt: You owe someone a lot. Maybe one of your deals went bad, maybe you borrowed to buy that ship you always wanted. No matter how it came about you are in debt. Most of your spare money is going to go to pay this off and whoever you owe will likely call on you from time to time to perform extra favors for them as a "friendly" form of interest. Gain 1 CP for any adventure where your debtor gets involved in your business.

Personal Code: You live by a creed and you will not cross that line. Maybe you won't fight an unarmed opponent or attack by surprise, or maybe you never tell a lie. No matter how you define it, your code has to mean something. Some caped crusaders won't kill, paladins won't resort to deception, and sometimes there is even honor among thieves. Earn one CP whenever your code complicates you or friends' life.

Primitive: You have a special touch. Specifically the kind that doesn't understand technology. You're no good with engines, electronics, gizmos, or any other trinket. If it's a device, you can't trust it. It is not difficult to operate an elevator. Is it? Earn one CP whenever the GM takes his one free shot on you this way.

A Poor Sense: Many of the aliens in the Star Wars universe have a poor sense that gives a disadvantage during certain conditions. Like poor low light vision, or in the case of the Arcona above, an inability to read or shoot at medium ranges. When this situation comes up: take a CP.

Rivals: Someone doesn't like you at all. And they are a credible threat. Maybe they have more friends than you, maybe they're just bigger and meaner; either way you have your own personal bully.... who is not technically your enemy. He is on the same team as you.

You earn the bonus CP when they complicate your life

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Sloppy: You are disorganized and tend to misplace things. Earn one CP whenever the GM takes his one free shot as you've misplaced the important item, or left your gun back in your hotel room.

Second Class Citizen: Society is prejudiced against you. From "We don't serve your kind here" to being arrested for "driving while Ewok" you receive unjust attention from authority and others. Receive a CP when this prejudice complicates your life. This is a free third complication for droids.

Skeletons in the Closet: A criminal past. Or even worse. Maybe you are not the Massacrer of Yrth. Maybe that planet destroyed itself. Maybe the widows and orphans didn't really need their pensions.

Whatever, the universe doesn't judge. You earn the bonus CP whenever your past comes back to haunt you.

Unlucky in Love: Things just don't work out for some. Your love interest is always dying, being kidnapped, betraying you, or even worse dumping you. You earn bonus CP when your love life falls apart in a meaningful way. **Please help define a love interest if you choose this.**

Unlucky in Money: You have a hard time holding onto money. You earn the bonus CP when you lose a significant amount of cash through your own foolishness or bad luck and have nothing to show for it.

Stats

There are 4 stats, (less than in regular star wars, just like minisix)
minimum 1D, maximum 4D, (although aliens have different rules),
you allocate your 12 dice into these stats. So with 12 dice, you could have 3D in each stat, or 4D two stat and 2D in the other two, or any such combination.

As per Minisix and d6, one dice can be divided into 3 pips.

Some examples:

Soldier: 4D Strength, 4D Dex, 2D Charm, 2D Know

Pilot: 2D Strength, 4D Dex, 2D Charm, 4D Know

Gifter: 2D Strength, 3D Dex, 4D Charm, 3D Know

Academic: 2D Strength, 3D Dex, 3D charm, 4D Know

Technician: 3D Strength, 3D Dex, 2D charm, 4D Know

Stats: Strength(Might), Dexterity (Agility), Knowledge (Wit), Charm

Strength governs the following skills:

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Athletics : Running, jumping, climbing,

Brawling : Attacking with fists and kicks and wrestling

Melee : Attacking and defending with hand to hand weapons

Intimidate: Intimidation through physical means (Persuasion or Command can also intimidate)

Lift: Lifting things up

Stamina : Long distance endurance

Swimming : Ability to swim

Throwing : Separated out from athletics because of Grenades.

Jet Pack: Use of a jetpack. Jetpacks don't hover, they let you make large leaps of up to 2 rounds long. Note: we have learned from the Mandalorian that **advanced** jetpacks let you fly, these are considered to be vehicles like swoops and piloted with Pilot.

Powersuit: Use of powered armor and exosuits (use for athletics and lift in a suit) Should this be Dex skill?

Dexterity governs

BFG: Firing big effing guns

Dodge: Avoiding gunfire

Drive: Speeder bikes and the like

Pilot: Starfighters and small vessels

Pistol: Shooting

Rifle: Shooting

Stealth: Sneaking, also avoiding gunfire behind cover

Search: Finding things, seeing snipers

Fine Melee Weapons: Like neuronc whips and vibro-foils

LightSabre : The signature weapon of the Jedi

Knowledge governs

Astrogration : Not getting lost in space

Bureaucracy : Dealing with people in organizations, obeying rules and having the right credentials, borrowing money, insurance. Also finance.

Demolitions: Blowing things up precisely. Ability to obtain explosives.

Hacking: Firewalls and bypassing security

Helm: Operations on a capital or big ship, maneuvering and firing weapons.

Hostile Environments: Proper use of space suits, pressure crawlers, scuba gear, radiation protection gear, etcetera.

History: Knowledge of history and politics

Internet Search: Bringing up videos, information

Investigate: All sorts of investigation, crime scenes, casing, can be coupled with Internet Search

Languages: Knowing other languages.

Medicine: Repair and sabotage of people and animals

Outdoors: Survival and Tracking

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Repair/Sabotage : Medicine for things and machines

Science!: All sorts of science

Security: Breaking and entering and the inverse

Sensors: Operating and scanning with sensors

Star Systems: Knowledge of places and aliens

*The Force**: Force powers

A note on languages: You can roll Languages to understand someone or attempt basic communication with an alien. The difficulty depends on the language. **You can also spend a character point to learn a specific language.** Some languages can't be pronounced by some aliens or humans.

Charm governs

Bluff: Lying convincingly

Contacts: Knowing your way around a culture you know from your background. Like streetwise but applying to your family, friends, co-workers, is a little more detailed.

Command: Ability to command others, and make them obey you

Diplomacy: Ability to smooth over gaffes

Gambling: It's under charm, why?

Insight: Ability to read people and situations involving people (or aliens)

Persuasion: Ability to persuade others, sales. Specialties include seduction, sales. Usually a persuasion roll requires leverage (as in "Why should I do that?" "Because X"). X needs to be an advantageous course of action to the persuadee.

Streetwise: Knowing your way around a city, how to meet people cold

Psi Powers: Some force powers that involve the mind. Used like The Force, but is a different tradition (Homebrew).

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Equipment

As in Minisix, starting equipment is based on what skills you chose. If you want a ship, choose 'pilot' and get an outdated starfreighter or a carbon scored freighter. If you want a pistol, choose pistol skill, and get a basic pistol. You also start you with a variable number of credits, from 0 to 500, based on background.

Availability

- 1 Readily available throughout the galaxy
- 2 Normally available on developed worlds in developed locations
- 3 Specialized item, normally only available where it is used
- 4 Rare item, difficult to obtain anywhere
- F Fee or permit often required
- R Restricted item on most planets to certain approved people
- X Illegal on most planets except to military authorities

Here is a list:

Pistols and rifles

<i>Model</i>	<i>Cost</i>	<i>Avail</i>	<i>Range</i>	<i>Dmg</i>	<i>Special</i>
Standard Holdout	275	2,R/X	Short	4D	Concealable
Standard Blaster Pistol	500	1,F/R	Medium	5D	
Heavy Blaster Pistol	750	2,R/X	Medium	6D	
Blaster Rifle	1000	1,R	Long	6D	Scope: +1D extra aim when using 'aim' action
Rocket Launcher(Rifle)	2000	1,X	Long	--	See Grenades for payload. Must pay for ammo.

BFG (Big F*cking Gun) BFG also applies to vehicular weapons

BlasTech Repeater	3500	2,X	Long	8D	Requires tripod to be set up (1 action). -3 dodge.
Missile Launcher	3000	2,X	V Long	--	See Grenades for payload. Must pay for ammo.

Primitive Melee weapons

<i>Model</i>	<i>Cost</i>	<i>Avail</i>	<i>Range</i>	<i>Dmg</i>	<i>Special</i>
2 handed Axe	100	3		Strength+3D	
Club	--	1		Strength+1D+1	
Knife	10	1		Strength+1D	
Sword	50	3		Strength+2D+2	
Bow	100	1	Medium	Strength+2D+2	

Thrown weapons

	<i>Cost</i>	<i>Avail</i>	<i>Range</i>	<i>Dmg</i>	
Curva Blade	400	3,R	Short	Strength+2D	Can catch with moderate throwing roll, boomerang
Throwing Knife	50	1	Short	Strengthor Dex +1D	

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Modern Melee Weapons

<i>Model</i>	<i>Cost</i>	<i>Avail</i>	<i>Range</i>	<i>Dmg</i>	
Vibro-shiv	200	2,F	--	Strength or Dex+2D	ignores primitive armor
Neuronic Whip	700	4,X		Strength or Dex+2D	Stun from pain*
Lightsabre	---	4,X		8D	ignores primitive armor, cuts

Grenades, also rocket payloads or demolitions.

<i>Model</i>	<i>Cost</i>	<i>Avail</i>	<i>Blast</i>	<i>Dmg</i>	<i>Special</i>
Smoke	25	2,R	Short	---	Persistent:disadvantage on sight checks
Tear Gas	100	2,R,X	Short	5D Stun	Persistent: reduces 1D at a time over time
Incendiary	300	1,R	Short	5D Fire	Persistent: fire gets worse or better
Energy Stun	100	2,R,X	Short	5D Stun	
Concussion	50	2,X	Short	6D	
Glop Grenade	275	2,R,X	Short	6D Grapple	Grapple with 6D Strength
Thermal Detonator	2000	2,X	Medium	11D	
Glop dissolver	50	2,R,X			Frees one person from Glop

Thrown grenades are medium range, rockets long. Demolitions checks must be set up ahead of time at a location, but do +2D damage.

"Persistent" means the effect lasts for multiple rounds, depending on winds, flammability of terrain, etc. The results of the Glop Grenade lasts until a dissolver is applied but the glop does not grab new people after the blast.

Primitive Armor - does not stack

	<i>Soak</i>	<i>Cost</i>	<i>Avail</i>	
Leather +2	+2	100	1	Not against energy or firearms
Chainmail +4	+4	200	3	Not against energy or firearms
Platemail +6	+6	400	3	Not against energy or firearms

Modern Armor - only force shields stack with armor, but not with other force shields.

	<i>Soak</i>	<i>Cost</i>	<i>Avail</i>	
Blast vest:	+3	300	1	Includes helmet.
Heavy Armor:	+6	5000	1,R	Subtract -3 from Dodge.
Powered Armor	+9	26000	2,R	
Personal force shield	+6	20000	2,R	-3 soak per deflection, Shields can stack on other armor

Notes on weapons:

Stun weapons: When doing damage, these do 2D stun instead of 1D for a 'stun' effect. Wound counts as 3D stun, Incapacitation is 4D stun, and worse results cause Incapacitation. If you have more stun dice than Strength, you become incapacitated. Stun dice recover at 1D per round or instantly with a medpack.

Force shield drops by 3 soak with each reflected shot that get at least ½ as much damage needed to cause a stun but recovers 1 soak per round. The same rule applies to ship shields. People making Repair rolls might be able to recover another shield point. An Ion weapons knock 6 points of shields out.

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Medpacks cost 100. A person can use the drugs from a medpack as a weapon, this requires a successful brawling check, or light melee weapons check, or some sort of bluff roll to slip it in a drink: damage is equal to the attacker's medicine skill.

D6 conversions:

A huge list of items

<https://drive.google.com/file/d/0BwoBXkUfa2AkRDAwWVhxeWl5OXc/view?usp=sharing>

Here is an annotated list that concentrates on weapons

<http://www.star.etmortius.net/equipement/weapons/Star%20Wars%20-%20D6%20-%20Weapons%20Stats%20Netbook.htm>

Equipment conversions from D6 resources:

Damage: Add 1d6 to damage codes, since Minisix has a slightly higher damage rating. Thus a standard blaster does 5D. This applies to personal equipment but not starships.

Armor: Primitive armor (like plate mail) is useless against modern weapons, but you can use this to protect against primitive weapons.

Modern armor, Just use the simplified categories I made above. I may add a 'hardpoint' system to armor for attaching life support, sensors, etc if anyone makes a bounty hunter.

Ammo: Unless your weapon has very little ammo, we ignore ammo unless you use the 'leading fire' option below, which uses up a third of it, unless plot important (i.e. when surrounded by zombies in a cave complex with no backup and low supplies).

Lightsabre: Using a lightsabre when not force sensitive is dangerous, the beam will bend unpredictably and do 8D damage to yourself when you roll a '1' on the wild die. A lightsabre does 8D of damage, but a player can exchange as many 1D actions as liked (if force trained) to increase damage by 1D. It cuts through most anything but force fields.

Stun: Some weapons do stun damage, stun result is 2D stun, a wound result would be 3D stun, incapacitation is 4D. Higher results knocks you out. Also, when you have as much stun as you have Strength, you are knocked out. Stun regenerates at 1D stun per round (or all your stun at once with a medpack use)

Combat House rules

Movement: You can move up to 5 meters as a free action, OR get up from prone. You can also fall prone as a free action or as part of any other move. For an action, you can move 10 meters + (the total of your Athletics roll divided by 3 meters), but you don't get the free action. If the only thing you do is run: double your movement that round. (*all From Minisix, metricized*). You can't run twice in a round, though, but your movement doesn't have to be continuous (you can, if running 20 meters, run 10 meters, shoot, and then run 10 more).

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Pistols vs. Rifles: Rifles take a -1D to hit penalty when running and gunning (running and shooting but have better range).

Tripod mounted BFGs: These give you a -1D to athletics checks while carrying them since they are bulky. They take an action to set up. You take a -3 to dodge while shooting with it, but can take cover behind it if it has a blast shield.

Initiative: Initiative is done in the order people react or the order the GM desires. I.E. If a player says "I shoot him" and starts combat, he goes first. Note that everyone declares their actions before dice are rolled. (Sometimes, perception type checks can be made first outside of the combat round). Wound penalties are not applied until the next round, except for death/incapacitation.

Haste Action (Han Shot First). However, sometimes it's advantageous to go first and a player will say 'Not so fast! Before he shoots me I shoot him!'. A player may use an action 'Haste', to speed up and go first. Of course, he will get -1d on all of his other actions as usual for doing an extra action. If two characters both 'haste', then initiative is rolled between them (Using Dex) to determine the order. When hasting, wound penalties are applied from your attacks immediately so you can kill or stun someone before they can retaliate. Sometimes a player will have advantage or disadvantage on this initiative roll: a hiding player attacking by surprise detected at the last second will give disadvantage to the initiative roll of his prey. The player who initiated conflict might receive a free haste: surprisers always receive a free haste and have advantage on initiative.

Advantage: A player with advantage gets extra dice, usually a D10.

Disadvantage is the opposite of advantage, you lose dice, OR, a D10 dice are subtracted from your roll.

Murphy's Law If something could obviously go wrong, but is not likely to happen from a simple failure, it goes wrong if you roll a '1' on the wild dice. Example: You are fixing a droid. Failure would mean you don't fix the droid, but a '1' can mean either you broke the droid or introduced a bug in your successful repair. The GM may call for a 'severity check'. See 'Comically unlucky' complication for yucks.

Defenses: Brawling parry is your Brawling skill, it cannot be used vs. melee weapons or guns. Melee combat uses weapons, it cannot be used versus guns. Dodge can be used against all weapons.

Exception: when in a grapple, you always use brawling as defense against others in the grapple for all weapons. Thus a good defense for a martial artist is to grab your opponent first before he attacks.

Exception 2: Certain jedi can use Lightsabers against guns if they have the proper power.

Alternate combat option (Players only roll): enemies do not roll to hit and always roll 4 per dice plus pips: Players then ROLL their defenses against them.

Critical Hit: If you score +10 over what you need to hit the target, you get a 'critical hit' (or you miss your defense by +10, in reverse). Player may choose one:

More damage: Add +1d10 exploding dice to the damage roll.

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Destruction of Equipment: A chosen gun, or system, a weapon, or other item is rendered nonfunctional. This could be a carried item or part of the spaceship.

Stun: Damage dice are rolled twice, once normally, and once as stun damage.

Scale: The smaller target gets a bonus to dodge, (but not versus blast radii) the larger to soak and damage. *We could imagine scales below Character for cats and insects and fleas*

Character, Animals	None
Swoop, Car, Little Dragon, Wagon	+2D /+6 to Dodge & Soak
Starfighter, House	+4D/+12 to Dodge & Soak
ATAT, Walker, Tank	+6D/+18 to Dodge & Soak
Capital Ship, Elder God, Space Station	+12D/+36 to Dodge & Soak
Death Star, Planets	+24D/+72 to Dodge & Soak

Example: Starfighter vs swoop

Starfighter has +2D damage (4D - 2D)

Swoop has +6 dodge (12-6)

Starfighter has +6 soak (12-6).

Note: I made ATATs higher scale than Starfighters rather than in D6 where they were smaller.

Spaceship Combat

Spaceships are at ranges based on the 'space ranges' number, which can be changed based on the 'Space Speed'. But usually the GM will just divide the ranges into **Furball**, **Close**, **Medium**, **Long**, **Sensor Range**, and **Escape**. A ship trying to escape or close will move one band closer or farther if its Space speed is faster... **no piloting roll**.

Weapons Ranges

Normally star destroyer guns can reach Long range, regular weapons can hit medium, and missiles and torpedoes can hit close ranges.

Fleets at high relative speeds may move through the ranges more quickly. A ship coming down from orbit into a dogfight in the atmosphere can go from sensor to close range in one move. Star Wars ships can stop or turn quickly, because a side effect of gravity technology is to be able to 'grab' onto gravity fields like an ice skate grabs ice when turned sideways, so a fleet barrelling in from the outer system at extreme speed will be able to stop and engage. Those who use this technique will still have to make piloting rolls to get any sort of positional advantage.

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Sometimes, though, you will want the enemy to stop to fight you: hence the use of tractor beams and interdicator globes to bring enemy ships into your reference frame should they be trying to use large relative velocity to just go by you.

To hit is BFG + fire control dice vs your dodge based on (pilot skill + maneuver rating) x 3. When using forward facing guns, use Pilot instead of BFG. Large starships use Helm instead.

Dogfights: Ships at 'Furball' range are engaged in dog fights. All those who want to engage in a dogfight make dogfight rolls: a piloting+maneuver roll. You are only able to shoot at those who get the same or worse dogfight roll than yourself. Those who roll better are not targetable this round by you.

Not playing that game: Some ships will not be able to dogfight well, in this case they can try to use turrets to hit their enemies instead. The ship must decide to do this before rolling his dogfight roll. In this case he does not roll: the dogfight roll the enemies need to beat is your passive roll: piloting + maneuver dice x 3.

Those dogfighters who **beat** this roll can decide what facing of the ship they are on, like 'in front', 'in back', 'over', 'under', 'left', 'right' and be targeted only by those weapons in that fire arc, which are also at disadvantage (-1d10 or -5) to hit the dogfighter. The dogfighters also are at advantage (+1d10 or +5) to hit the passive ship.

If the dogfighters fail their dogfight roll, the passive ship decides which side of his ship the dogfighter is on, and both ships can fire normally and be fired at normally without advantage or disadvantage.

Handy jungle, city towers, asteroid fields, or other obstacles: A fleeing ship may be able to escape faster ships by going into terrain. You can temporarily avoid being targeted by a vessel by making a better piloting roll while there are obstacles: you and your foe will not be able to shoot at each other, or you may get a cover benefit (see cover, below). The other vessel may have to pursue into the dangerous terrain to chase you on subsequent rounds: the terrain will have a base piloting roll below which you may suffer a collision.

Combat Wounding quick reference

	Characters	Vehicles	Ships
0-3	Stunned (-1D, recovers)	Pilot busy: (-1D recovers). Roll to avoid crashing if obstacles.	Bridge Busy (-1D recovers)
4-8	Wounded (-1D)	Light Damage: And roll 1d6 if same thing all destroyed, roll again. 1. Weapon System can't be aimed 2. Movement Reduced(-1 speed) 3. All shields Lost (needs repair) 4. Passengers Hit (Roll dmg vs some passengers Don't use scale) 5. Maneuver reduced (-1D) 6. Other (GM) Roll to avoid crashing if obstacles.	Roll 1D6, rerolling things not applying 1. Weapon System can't be aimed 2. Movement Reduced(-1 speed) 3. All shields Lost (needs repair) 4. Passengers Hit (Roll vs some passengers Don't use scale) 5. Maneuver reduced (-1D) 6. Other (GM) roll again: 1. Life Support out, 2. Hulled (air loss), 3. Hyperdrive out 4. Fuel Loss (no more range) 5. Ship's network down 6. droids/vehicles/escape pods
(4-8)	Sv. Wounded -2D (if wounded twice). 3rd wound is Incapacitate	--- You can get Light Damage any number of times until all things gone, then go to 9-12	--- You can get Light Damage any number of times until all things gone, then go to 9-12
9-12	Incapacitated - As a free action before losing consciousness, the character may try to stay up with a Moderate (12) stamina roll. If successful, he may continue to act, but with a -3D penalty. If he fails, he is knocked out for 10D minutes.	roll d6* Flying vehicle 1-2 Controlled Crash 3-4 Uncontrolled Crash, a round to bailout 5-6 Tremendous explosion 10D roll d6* Ground Vehicle 1-2 Stall and stop 3-4 Spectacular Crash 5-6 Tremendous Explosion 6D	Heavy damage (roll twice, reroll same or make worse, GM's option) Ships 1. Fire 2. Explosions 3. Gravity Out 4. Gaping Holes 5. Reactor leak 6. Drive disabled A second heavy damage is ship destroyed Ship usually cease to be important in a battle at this time. A player trying to control the ship is at severe disadvantage. Ships in the air use 'Flying Vehicle' (left one column) instead.
13-15	Mortally Wounded. On the next round roll 1d6. '1' means death. Continue until medical attention received.	See above	roll d6* Starship in space 1-2 Dead in space 3-4 ship breaking apart 5-6 tremendous 10D explosion
16+	Dead	See above	See above

*On this D6 roll, players and important villains can roll twice and take the best results, mooks roll twice and take the worst. A pilot may stay at the controls, and roll 15+ for a reroll, but must take the dice shown.

Healing -- use of Medicine plus medpack

Medicine Skill Roll total: (1 action)

8 = Reduce level by one. (example: Incapacitated to severely wounded)

12 = Reduce level by 2 (example: Incapacitated to wounded)

16 = Reduce level by 3, (example: Incapacitated to fine) etc.

Only the best medpack roll can be used (or the best force heal). New injuries and a new medpack roll can roll again but only to heal the new injuries.

No, you cannot heal 'dead'. A player can use his hero point though to avoid 'dead', though, and be mortally wounded instead.

Medpacks cost 100 credits.

No Medpack

With **no medpack**, healing only stabilizes you. Then a person can heal over days. The assisting doctor uses the same chart above for healing, but it takes a day to a week to reduce the level of injury by one, a failure and a '1' on the wild dice can have the injury get worse. Disadvantage for unsanitary conditions and primitive medical facilities.

People can treat themselves if no doctor is available. Strength (although used in D6 and minisix) does not factor into healing.

Bacta Tank

A **Bacta tank** can with an easy medical roll heal any injury over time; Base is one week less 1 day per success over 8.

Robot Healing

Robots are healed by droid repair instead. This uses 100 credits worth of droid parts. A '1' on the wild dice can indicate a part is needed, and some robotic feature (like legs, or vision, or something) will be lost until it can be found or purchased. (See 3PO in the Empire Strikes Back).

Force Healing :

See the force rules. Force healing takes minutes... it is slower than a medpack but faster than no medpack.

Combat Stunts and Options

Defensive: You can be defensive. Add +4 to defense. Counts as one action (-1D to all other actions).

Aggro: You can go aggro. Add +4 to your damage rolls. Counts as one action (-1D to all other actions). Would going aggro with a lightsabre net you a dark side point?

Haste: As mentioned previously, lets you go first. Counts as an action. (-1D to all other actions).

Grapple: Roll to hit with brawling. Your foe becomes immobile (unless he has a lot more strength, in which case you are riding him). You may need Lift rolls to move you both if you move. Both of you may suffer disadvantage/advantage to certain actions, depending on circumstances. Brawling parry is used for all defenses from others who are grappled with you. You can on the next round escalate the grapple as an action by rolling a successful to-hit. Grapple escalates: from immobile (level 1) to bind (level 2: foe at -3D to use limbs, but not to fight the grapple) and to helpless (level 3). A helpless character cannot do anything and can be bound and gagged by the grappler.

You cannot escalate twice in one round, even with multiple grapplers... multiple people just give 1+ pip per dice of brawling they have to the best roller. An opposed Brawling roll gets out of a grapple. Stunning or wounding a grappler can also cause him to let go in most cases. Creatures of a larger scale may not be escalated against, usually (It is hard to wrestle a rancor to the ground). Grappling with 1 hand is a -1D penalty: at most you could grapple 2 people with 2 hands, unless you are an octopus or enormous.

Knockdown: 'Stun' and 'Wound' results can include knocking your foe down if it makes sense. Getting up is part of a movement action or is your entire free movement. People could sometimes resist with Strength if it is important to stay on their feet.

Leading Fire: Automatic weapons only (blaster rifles and the like), adds +1D to your skill, costs lots of ammo. Starfighters and the like in the Star Wars universe always do this, and the 1D is already factored in. Most weapons can use 'lots of ammo' 3 times before they need reloading, once again, Starfighters and the like excepted.

Cover: If the target is behind at least 50% cover, add +5 to the Target Number or add 1d10 difficulty dice. Add +10 or 2d10 for 75% cover. Add +20 for 100% cover, but only to see if you can hit him through the cover by blowing it up (You can blow up the cover always, but if you roll close to what you need you also can hurt the person behind at the same time). Darkness or smoke is not cover, it provides disadvantage/advantage, but if you can't see your opponent and not know where he is you may not shoot at him.

Players can defend with Stealth instead of Dodge *if they prefer* when in cover.

Solid cover can be blown up.... if you miss by 5 or less you can roll damage against the cover, and the hiding character might take damage anyway at,

Flimsy Wood Door: 3 soak	Standard wood door 6 soak
Metal Door 9 soak	Reinforced Door 12 soak
Blast Door 18 soak	

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Damage vs cover roll by:

3 or less	Full protection
4-8 light	4D protection (reduce damage by 4 dice)
9-12 heavy	2D protection
13-15 Severe	1D protection
16 Destroyed	No protection

Drawing a weapon is an action.

Careful Aim. Taking careful aim is an action, and adds +1d6 to shoot. Normally this is cancelled out by the loss of the action (-1d6) but allows you to apply benefits of **scopes** and the like. You can take aim on one round, and the next round fire if the shot is still available, this will allow you to keep the +1d6 advantage plus any scope benefit. You can't carefully aim at multiple targets without a special robotic hud (a weapons attachment).

Mexican Standoff: You can set up a shot and then hold it... you roll to hit, and that to-hit roll stands unless circumstances change a lot (like you are bush-wacked by someone behind you), or you decide to shoot and use the roll you got. You may try rerolling on subsequent rounds to improve your aim, but must keep the latest roll. This is also a good technique for snipers against unsuspecting opponents.

Notes on skills

Hacking

Very Easy: Stuff you own.

Easy : Household systems, alarms, & basic handheld equipment.

Moderate: VIP or factory equipment

Hard: Government or sensitive equipment

Very Hard: High Security, Military

Heroic: Death Star Trash Compactor (just kidding). Actually the Death Star Superlaser.

Success difference:

0-3 : Got in, but read only access

4-8: A simple change like altering timing of a guard robot patrol, close or open a door, tell a shuttle to be prepped for takeoff

9-12: Turn off security cams in an area, take control of automatic defenses for a scene, opening a series of doors, disabling the tractor beam

13+: Complete control of the system

Many Imperial systems only allow access from consoles within the complex or ship that the system is in... it is +10 difficulty to spoof such authentication from outside. You'd have to be in the Superlaser area of the Death Star to hack the superlaser unless you want an additional +10 difficulty.

The Force

The Force can be used only if force sensitive. If you are trained, you can also learn powers. Besides using powers, you can also use the force as a skill directly.

Using The Force skill directly:

The Force can be used as a slightly more difficult substitute for 'Insight' or 'Search' (add one level of difficulty). It can also be rolled for the following effects:

Moderate: Sensing if someone is 'strong in the force', if they are not masking it. Sensing the amount of 'life' on a world, or in the vicinity. Awareness of a close friend's emotional state and current sensation regardless of distance.

Difficult: Sensing the right thing to do that will bring you closer to your destiny. Sensing if you are heading into danger or away from it. Sensing nearby life or energies and location and strength.

Heroic: Seeing a vision of the future or a distant place, seeing something you could not possibly know.

Force Powers are fueled by force points, which you get by rolling your force skill. **You do not roll to succeed at the force: *there is do, there is no try*. You just spend the correct number of points and the action happens.**

How to get force points: **Once per round at most**, as an action, you may 'Center yourself', and sacrifice all the force points you have left, and roll your force skill to get new force points. For each 4 you total, you get 1 force point ; to use immediately or sometime later in the scene. So if you roll 9 on your Force skill, you end up with 2 force points ($9/4 = 2.25$, throw away the fraction). You can do this during the declaration phase of the round before deciding what actions you want to attempt, after deciding how many actions you want to do, and before initiative, although this action will still count as one of your actions later. Unused points are saved until you recenter again or the scene is over.

But, you can also call on the dark side for more points during your round. The Dark side is more immediate: You can call upon the dark side at anytime for any force power, in the middle of a round if you like, multiple times per round, but only once per force power you are spending points on. It does not cost an action to call upon the dark side, and you don't have to declare it during the declaration phase. You must explain how you can use your anger and feelings to get the power, then you roll a 1d10 which also explodes like a wild dice. Exceptionally good role

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playing for the dark side may net you an extra D6 or two. Special status in the darkness will provide more D6s, like if you are a Sith. Each 4 of the total rolled on all these dice gives you a dark side tainted point. Any dark side tainted points used will have role playing complications. You must use the dark side points immediately on the power you are trying to fund, they are not saved.

Going over to the dark side: Any time, you call upon the dark side or use Rage, you get 1 Conflict. Any time you resort to violence as the first solution, you get 1 Conflict. Any time you turn away from injustice, you earn one Conflict. More conflict is gotten by various immoral actions.

At the end of each game, roll 1d10 vs your Conflict. If it is less than your Conflict you advance toward the Darkside.

On the other hand, every time you try to resolve a situation peacefully, or heal someone, or sacrifice yourself for others, you get 1 Sympathy.

At the end of each game, roll 1d10 vs Sympathy. If you roll less than your sympathy you advance toward the lightside away from the darkside (take away the dark). You advance by the amount you made your roll by in both cases.

After rolling both rolls: check:

More than 5 Dark: You get +1D when calling upon the dark side. More than 8 Dark: the dark side corrupts your appearance somehow. More than 10 Dark: you betray your friends and become an NPC. Less than -5 Dark, you use only a D6 when calling upon the dark side instead of a d10. Less than -8 Dark you radiate calm. You cannot move farther than -8 Dark.

Power costs: Below is a list of powers and their costs, many of these refer to 'Proximity' and 'Relationship'

Proximity

Some powers have Proximity costs. 0 = in contact, 1 = < 10 meters, 2 = 1000 meters, 3 = 10,000 meters, etc, each x100.

Relationship

Some powers have relationship costs. 0 = self 0 = related, 1 = close friends, 2 = met once, 3 = know by reputation or is a mook, 4 = complete strangers, 5 = complete strangers of another species

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To learn powers, you must pay one character point when learning from a teacher, but he decides which power to teach, or 2 points to discover it yourself if you have received some training. We have also learned from the Force Awakens that you can learn powers that have been used on you (1 point per).

Force Powers

Blindfighting: Cost: 1/round. Free action, does not make you lose a dice. Do not need to fight with your eyes, so not penalized by darkness, smoke, closing your eyes, etcetera

Force Push: Cost: 1 per Strength of your foe + Proximity-1. Effect: Move him 1 move and stun him. If using the dark side, or if fighting droids, an additional point can be spent to wound him. You may push multiple enemies. Force pushing a large object like a car can be done (remember to include scale dice when computing, so a car with 2 Body would cost 4 + Proximity -1), this may make the pilot have to make a roll to avoid crashing... difficult in some cases like a car, easier in flying vehicles.

Force Choke: Cost: 1 per Strength of your foe+1 + Proximity. Effect: Grapple your target, and inflict a wound. Considered a dark side thing, you must call upon the dark side when trying this. Foe can try to escape by stunning or wounding you only. You must pay this cost each round as you maintain the choking.

Force (or psi) Defense Normally force powers do not require rolls to work, but by using force defense, you can make your foe have to roll to overcome your defense to affect you. He will use his 'force' (or psi) skill versus the defense you select.

Each force point you spend counts as a defense of 6. Spend 2 points for a defense of 12, 3 for 18, etcetera. Using force defense does not count as an action. You can defend another instead: pay for proximity plus relationship in addition to the costs.

Force Disarm: Cost 2 + Proximity. Remove a weapon from an opponent's grasp.

To Me: Cost 0+ Proximity. Retrieve a small handheld item from the nearby area without counting as an action. Things more than 10 meters away will move to you at 10 meters a round, you must pay the cost each round or it will stop.

Levitate: Cost 3. Levitate yourself in a lotus position, can move about slowly (a meter a round). You cannot do anything else during this time while levitating, that involve using your hands or feet.

Force Lift: An action. Cost 1 - a kilo (1D if thrown), 2 = 10 kilos(2D if thrown), 3 = 100 kilos(4D if thrown), 4 = 1000 kilos (3D truck scale if thrown), 5 = 10 tons (3D ship scale when thrown), 6 = 100 tons (5D ship scale when thrown) object, +2 Cost to maneuver object trickily or hit someone with it (requires a force skill roll to connect, can be dodged, note, scale applies to dodge).

Deflection: Cost 1/round. Free action. You can use your parry skill with a lightsabre to block bolts. For an additional 1 point, you can try to deflect a bolt that you successfully blocked into an

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enemy. Roll your lightsabre skill as the 'shooting', and use the normal damage of the deflected bolt for damage.

Force Leap: Cost 1 per 3 meters of jump. Counts as an action. Can let another leap(their choice if and where) if you pay for proximity and relationship.

Dissipate Energy: Cost 2 per damage dice reduction, an action, + Proximity and Relationship if casting on another.

Use The Force, Luke: (Free Action) On a roll that is not the Force or Psi skill, every 2 force points lets you choose a die to roll '6' rather than rolling it, but not including the wild dice. So with 4D in piloting, you can spend 6 points to get 18 (3D all six) +whatever you roll on the wild dice. Also, **you must do only this one action this turn**, and you cannot use mechanical assistance or targeting. Out of combat, doing something that takes a 'while', it will take a lot longer to accomplish... using the force to repair a starship will make your repair take longer to complete, as you spend time clearing your mind and meditating. Normally this cannot be cast on another unless you are a Force Ghost.

Force Ghost: When you are struck down, you become more powerful than you can possibly imagine, well not really. You remain a disembodied spirit, with only your Force power available, which you can cast for the benefit of the friend you are haunting (spending relationship, proximity = 0). In 'A New Hope' Obi Wan was a force ghost who cast 'use the force' on Luke, and Luke also cast 'Use the Force' on himself, making 6 of Luke's 7D dice in piloting sixes, and the wild dice by accident came up '8' as well.

Contort/Escape: Cost 1 if bound loosely , 2 with hand cuffs, 3 serious restraints; 4 or more maximum security anti Jedi restraints. Cast on another by adding Proximity and Relationship

Detoxify Poison: 1 very mild poison (alcohol); 2 mild poison; 3 average poison; 4 virulent poison; 5 neurotoxin. Cast on another by adding Proximity and Relationship.

Emptiness: 3. You become invisible to people trying to sense the force on you. Counts as an action on every round, since you must concentrate, but you don't have to pay for the points again, it lasts.

Hibernation Trance: 3. You declare what will make you wake up, and can hibernate for about a month before dying of thirst.

Rage: 1. Must use dark side force points. You get +1D to all force powers while in rage, but take 1D damage per hour spent in rage, roll each hour, adding 1D each hour to the damage only (2 hours is 2D damage, 3 = 3D, etc). You also get +1 dark side points when calling on the darkside.

Beast Languages: 0: You can then try skills like persuade. Beasts are 2D less ornery. Modified by Proximity. You will know what the insects and birds of the jungle say: this may give you advance warnings of approaching predators.

Telepathy: 0. You can roll your Force skill to read the thoughts of a person, rather like an improved version of Insight. Only surface, immediate thoughts, not secrets, dates, and names. **1** to send thoughts to a person, this sets up a two way link. *Cost modified by Proximity(at the time the link is made, after the link is made distance matters not) and Relationship, but divide Relationship costs by 2.*

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Bolt of Hatred: 1+. You inflict 1D damage per force point spent to a nearby enemy. An action. Requires at least 1 dark side point.

Psychic Hacking: 1+Proximity. Lets you enter the mind of a robot or computer and use your hacking skill without a keyboard.

Force Lightning 1+. You inflict 1D stun per force point spent to a nearby enemy. More than 3 stun also inflicts a wound (to human sized targets). An action. Requires at least 1 dark side point.

These are not the droids you are looking for. You can change the perception of a person so that he makes a mistake. 1 per dice of the skill he is using to perceive with + Proximity. Might not work on non mook characters. Double cost to give commands contrary to the wishes of a person, such as 'untie me and give me your gun'.

Command Robot. You can order an embodied droid to do something, such as shut down (one action). 1 per knowledge of robot + Proximity. Robots often take 4 rounds to reboot.

Force Healing: 2 points + proximity + relationship = Reduce injury level by one, over the course of a few minutes, (slower than a medpack). (example: Incapacitated to severely wounded) And add +1 level for each extra point spent. It is not cumulative with medpacks: If a medpack healed the victim for 2 levels, you would have to heal at least 3 levels to get one level of improvement, healing 1 level would just duplicate the medpack.

I am not defeated yet (Remain Conscious)

If incapacitated or Mortally wounded, you can remain awake even if you should have fallen, for only 1 point: on the first round. 2 points on the second, 3 on the third, etcetera. Additionally, if you take more than one action on a round, you have to spend 1 additional point per action.

Psi Powers

Psi powers were added to appease a player in the campaign. Some GMs will not permit these.

Psi powers use the force but from another tradition. You can only use psi powers if psi sensitive. If you are trained, you can also learn powers. Besides using powers, you can also use Psi as a skill directly. Note that force defense and sense force applies to psi powers, and vice versa.

Note: force points and psi points are two different pools and cannot be combined, should you be both force and psi sensitive.

Using the Psi skill directly:

Psi can be used as an easier substitute for 'Insight' or 'Search' (subtract one level of difficulty, as long as you are searching for a person, and dealing with people face to face). It can also be rolled for the following effects:

Moderate: Sensing if someone is 'strong in the force', or has psi powers, if they are not masking it. Sensing the emotions of nearby people.

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Difficult: Sensing nearby minds and location and strength, sensing whispers of thoughts, tracking someone by his mental traces.

Heroic: Seeing a vision of the future or a distant place, seeing something you could not possibly know.

Psi Powers are fueled by psi points, which you get by rolling your psi skill. Use the same rules as the force skill: It is a single action to 'Center' yourself and roll your psi skill. Each 4 you total nets you a psi point. You can call upon the dark side too, although different traditions often 'personify' this dark side as a being. See the force rules for other things like the definition of proximity and relationship.

Psi Powers

Psi Defense Normally psi powers do not require rolls to work, but by using force defense, you can make your foe have to roll to overcome your defense to affect you. He will use his 'psi' skill versus the defense you select. Note: Force Defense works on Psi and vice versa.

Each psi point you spend counts as a defense of 6. Spend 2 points for a defense of 12, 3 for 18, etcetera. Using psi defense does not count as an action. You can defend another instead: pay for proximity plus relationship in addition to the costs.

Glamour: (Free Action) On a Charm based roll that is not a Psi skill, every 2 psi points lets you choose a die to roll '6' rather than rolling it, but not including the wild dice. You also look very eerily attractive.

Emptiness: 3. You become invisible to people trying to sense your psi powers on you. Counts as an action on every round, since you must concentrate, but you don't have to pay for the points again, it lasts.

Forget: 1 per defense (dice ability, like Know or Charm or a skill) of subject. *Cost modified by Proximity and relationship.* Make subject forget a minor detail, like the fact that you just shot his friend. This detail must just have immediately happened and not be in long term memory. But over the course of minutes or even hours, combined with either a deep mind dive or a good Insight roll, and a Psi roll, you can make a person forget important memories of the past and even (with a Heroic Psi roll) rewrite a personal history with a new one. Depending on how Forget is used, it might net you a darkside point. There is the potential to botch or screw up.

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If you are affecting something covered by a skill, such as a Scientist's' knowledge of science, he can use that skill for defense, otherwise use the Force, Psi, or base Know.

Hex: 1+. 1 per dice. You interfere with the mind of an opponent. An action. 1 per foe's dice you are hexing: that dice rolls a '1'. You cannot hex a wild dice unless you have also hexed every other dice he is rolling. **May not work on non-mooks.** *Cost modified by Proximity.*

Beast Languages: 0: You can then try skills like persuade. You will know what the birds say, this might help you with survival checks. Beasts are 2D less ornery. Modified by Proximity.

Telepathy: 0. You can roll your Psi skill to read the surface thoughts of a person, rather like an improved version of the skill Insight. **1** to send thoughts to a person. *Cost modified by Proximity and Relationship, but divide Relationship costs by 2.*

Mind Blast: 1+. 1 per dice. You inflict 1D damage per psi point spent to a nearby enemy. This nets a dark side point. *Cost modified by Proximity.*

Deep Mind Dive 1+ (1 per defense): 1 per skill using to resist (knowledge or, charm skill usually) after several minutes, you make a psi roll to uncover some dark secret. How high you roll will tell you how much you know. The subject will not be aware of the Deep Mind Dive unless he is psionic or force sensitive. *Cost modified by Proximity and Relationship, but divide Relationship costs by 2.*

Mind Rip+ (1 per defense): This is just like Deep Mind Dive, but takes a single action. The person hit is also hit by a stunning bolt with damage equal to your psi roll. Nets a dark side point. *Cost modified by Proximity and Relationship, but divide Relationship costs by 2*

Psychic Hacking: 1+. Lets you enter the mind of a robot or computer and use your hacking skill without a keyboard. *Cost modified by Proximity*

These are not the droids you are looking for. 1+. You can change the perception of a person so that he makes a mistake. 1 per level of the skill he is using to perceive with + Proximity. Might not work on non mook characters. Double cost to give commands contrary to the wishes of a person, such as 'untie me and give me your gun'. *Cost modified by Proximity*

Command Robot. 1+. You can order an embodied droid to do something, such as shut down (one action). 1 per knowledge of robot + Proximity. Robots often take 4 rounds to reboot.

Scry: 0. Look in a mirror, or glass, or pool, or crystal ball, and see things far away. No audio, only video, as if you were there looking yourself (if you can't see in the dark, too bad). *Cost is modified by Proximity+½ relationship.*

Boost Familiar: 1+. You obtain a small exotic animal companion, who then acts on your behalf with skill rolls equal to 2d + 1d psi point per and damage of 2d + 1d per psi point spent (when needed, the familiar draws the psi points from you) and 8 soak and 6 base defense (plus skills if psi points spent). You can see through its eyes and hear through its ears, if you like, and cast

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psi powers from its eyes too. It will always do as you wish, sometimes without you having to tell it or explain...while you are unconscious, your Familiar is still loyal, although since you can't 'center', she may be low on psi points.

Skills are those that animals have: so stealth, brawling, dodge, athletics, search, intimidate. So your minidragon could spit acid into a foe with 5D skill for 3 psi points and 3D damage for 1 more psi point.... but if you don't spend the points, it won't be that good. These boosts last for one round.

If your familiar dies, you will be heartbroken, and have to process sadness, possibly getting a dark side point, but a new one can be obtained after a suitable mourning period. Familiars are 'related', (+0 for relationship) to you if that ever becomes important.

Possess: 2+ (2 per defense). For 2 points per skill that is resisting you leave your body and enter another's. The body keeps his Strength and Dex Charm and skills, and use your Know, although you can 'mind rip' your target without stunning him or getting a dark side point to find out information. You suffer 1d penalty on all actions while possessing.. This nets a dark side point, unless your victim is willing. In the meantime, your body will be vacant and comatose.
Cost is modified by Proximity+½ relationship.

Cause Fear/Calm

-For dark side users, causes the target to become afraid. This can have various effects, such as being more vulnerable to intimidation... each force point allows you to count a dice on your intimidation skill as a six **or** you can make a foe cower or be sedated: lose 1 dice from all skills this round per 2 force points spent. For light side users, causes the target to become calmer and more placid. If the person has no dice left in any skills, he becomes immobilized by cowering in fear or falling asleep.
Cost is modified by Proximity.

Mind Shield (can also defend against the Force) Normally psi powers do not require rolls to work, but by using psi defense, you can make your foe have to roll to overcome your defense to affect you. He will use his 'psi' (or force) skill versus the defense you select. Each psi point you spend counts as a defense of 6. Spend 2 points for a defense of 12, 3 for 18, etcetera. Using psi defense does not count as an action. You can defend another instead: pay for proximity plus relationship in addition to the costs.

Unfinished powers:

Rim Sector, Star Wars D6

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Create Hallucination

-Causes the target to hallucinate something of the force user's choosing. An easy roll would be to make a small indistinct noise. A heroic roll might be to make the target think Darth Vader is there telling them to do something.

More powers, unconverted:

<http://theguild.tripod.com/starwarsjedipowers.html>

Interesting resources

<https://donjon.bin.sh/scifi/swfj/> Random freight jobs

Tons of creatures

http://d6holocron.com/downloads/books/rp_creatures.pdf

Random Bosses

<https://triumphdespair.wordpress.com/2014/07/02/c-is-for-characteristics/#more-1964>

Foes

Standard Civilian Str 2D Dex 2D Know 2D Charm 2D

Pick one stat to be good at. Children and old people have 1d+1 strength. Dodge = 6.

Thug: Add 1D to Dex or Strength. Armed with blaster whatever makes sense, a 4D or 5D blaster, or even just a club.

Stormtrooper: 4D blaster, throw grenade, have 5D or better blasters, have heavy armor +6 soak, -3 dodge. Dodge = 3, soak = 12.

Ninja: 6D dex, 4D Str, 2D know, 1D charm. Dodge = 18, Soak = 12, 8D in stealth.

Rancor: 5D str, 3d Dex, 0D charm, 1D know. Dodge = 9, Soak = 15, but is Walker scale, so +18 versus personal scale weapons soak, but -18 dodge.