About the FAQ

If you have a question about the Star Wars RPG game rules, chances are that you'll find them within this FAQ. Any new additions or major corrections in a version are provided in green text for your convenience. Green text changes to black text in the next version. All of the following questions and answers have been reviewed by JD Wiker, one of the designers of the Star Wars Roleplaying Game. Almost all answers are direct quotes or paraphrased replies from JD Wiker (quotes from a published source are cited at the end of the answer). You may contact JD Wiker at jedicounseling@wizards.com for rules clarifications, but you should always check this FAQ to see if your question has already been addressed. Questions or suggestions about the FAQ itself should be sent to the editor, Gary M. Sarli, at the_hutt@wizardsmoderator.com.

Other Resources

Errata:
- Revised Core Rulebook Errata: http://mi.wizards.com/starwars/downloads/SWRPG_errata.zip
- Original Core Rulebook Errata: http://www.wizards.com/starwars/downloads/Errata.pdf
- Revised Character Sheet: http://mi.wizards.com/starwars/downloads/SWRPGCharacterRecordSheet.pdf
- Master Table of Aliens: http://www.wizards.com/starwars/article.php?x=sw20020523aaliens&c=rpg
- Updated characters to revised rules: http://mi.wizards.com/starwars/downloads/revised_characters.pdf
- Revised starship and airspeeder stats: http://www.wizards.com/starwars/article.php?x=sw20020725aconversion2&c=rpg
- Star Wars RPG Official Website: http://www.wizards.com/default.asp?x=starwars/mainrpg/rpg
- RPGA Living Force Website: http://www.wizards.com/default.asp?x=starwars/swlfwelcome
Works Cited

Revised Core Rulebook
Secrets of Naboo
The Dark Side Sourcebook
Rebellion Era Sourcebook
Alien Anthology
Starships of the Galaxy
The New Jedi Order Sourcebook
Power of the Jedi Sourcebook
Arms & Equipment Guide
Ultimate Alien Anthology
Hero's Guide
Galactic Campaign Guide
Star Wars Gamer Magazine
JediCounseling (1 through 43)

About the Editor

Gary M. Sarli is a co-webmaster of SWRPGNetwork Conversions (http://conversions.swrpgnetwork.com) and an associate webmaster of SWRPGNetwork, winner of the 2002 ENnie for Best Fan Resource Site. He is also a moderator for the Wizards of the Coast Star Wars message boards as "WizO_the_Hutt," cheerfully feeding Code of Conduct violators to the Sarlacc. He has worked as a freelance writer for Star Wars Gamer and Star Wars Insider, and he has edited two products (Staves of Ascension and Cromagh's Guide to Goblinoids) for The Game Mechanics. His first editing project for Wizards of the Coast's Star Wars Roleplaying Game, Ultimate Adversaries, is slated to be published in 2004. His earliest memory is seeing Star Wars in 1977 at the age of two, and he has been a fan ever since.

About the Contributors

Rodney "Moridin" Thompson is co-webmaster of SWRPGNetwork (http://swrpgnetwork.com), winner of the 2002 ENnie for Best Fan Resource Site. He has been active in the RPG community for years, working as the moderator for the STARWARS-L Listserv for Wizards of the Coast, writing "The Medic" archetype in Star Wars Gamer #10, working as a developer for Coruscant and the Core Worlds, co-writing the Hero's Guide, and writing "The Kage" (d20 Modern) and "I, Jensaarai" (Star Wars RPG) for Polyhedron #157. Rodney recently began working on the SpyCraft and Shadowforce Archer product lines published by AEG, and he also recently authored The Noble's Handbook (Green Ronin Press, for use with D&D), coming out October 2003. Rodney maintained the original incarnation of the Star Wars RPG FAQ, and he was quick to provide clarifications on the Hero's Guide immediately after its release in June 2003.

JD Wiker is a game designer and the president of The Game Mechanics (http://thegamemechanics.com), an independent game design studio that produces d20 system products. He was a game designer at Wizards of the Coast and co-author of the Star Wars Roleplaying Game Revised Core Rulebook (as well as too many other Star Wars products to mention). He is currently the Jedi Counselor, answering rules questions sent to jedicounseling@wizards.com (in addition to making sure the FAQ has accurate answers). He came to Roleplaying R&D from Wizards of the Coast's Customer Service team. He has worked on Altenity, Star*Drive, Dark Matter, and Diablo II for the new edition of Dungeons & Dragons. He was eleven years old when Star Wars first came to theaters—and recalls that, initially, he wasn't interested in seeing it. But while on vacation in Florida — during which it rained day and night — JD's father dragged him to the cinema to see it. After that, JD was hooked. JD also does a pretty mean Jimmy Stewart imitation.
Character Abilities, Species, and Classes

Abilities

Are ability score changes retroactively effective? In other words, if a character increases his Constitution or Intelligence and receives a higher bonus, does he get vitality and skill points for the previous levels when he had a lower score or does he only gain additional points for that and all following levels? How does this work with reduced scores? Does a loss of Constitution or Intelligence represent a loss of vitality or skill points per level? That is, would a 5th-level character suffering a -2 Constitution penalty lose 5 vitality points?

Changes to Constitution scores are retroactive, but changes to Intelligence — in as far as skill points are concerned — are not. You recalculate vitality points every time your Constitution score changes. (This is the reason why the Wookiee’s rage ability adds vitality points rather than Constitution.) You also recalculate modifiers to appropriate skills — for all abilities, including Constitution and Intelligence — if the ability score changes.

However, you calculate skill points only when you level up, and you never recalculate old skill point totals. Whether your character’s Intelligence goes up or down, you’re concerned with his Intelligence score only at the moment that you’re tallying up how many skill points he’ll get that level. (SW Gamer #10 p.15)

Are Intelligence bonuses retroactive when calculating skill points? For example: A character with 13 Intelligence increases her Intelligence to 14 at 4th level. Does she gain an extra four points to spend (one each for 1st, 2nd, 3rd, and 4th level), or does she gain just one point (for 4th level)?

Intelligence modifiers are not retroactive. So if you raise your Intelligence for any reason, the increase in skill points applies only to levels you gain from that point onward — not to your previous levels. So, to use your example, a character who goes from a 13 Intelligence to a 14 at 4th level gets only the one extra skill point for 4th level, and gains no additional skill points for her 1st, 2nd, and 3rd levels. (Jedi Counseling 37)

Our Star Wars campaign involves a lot of cybernetics, many of which our GM invented. One such item is a head-mounted computer that boosts a character’s Intelligence. My character had one installed and now enjoys a higher Intelligence. My question is this: I know that you don’t get retroactive Intelligence bonuses to skill points for prior levels, but what about his current one? My character had already advanced to his current level before he got his implant, so does he get the additional skill points now, or does he have to wait until his next level?

He has to wait until his next level. You only add new skill points when you advance a level. So when he advances, his increased Intelligence score will calculate into his skill point total for the new level. (Jedi Counseling 20)

A player in my group thinks characters can gain Strength points by working out. Is that possible?

In a sense, one can gain a point of Strength by working out, but that’s what gaining a point in a single ability every four levels represents: working out, practicing acts of physical agility, studying, and so forth. Just declaring that a character is working out is not sufficient to gain an increase to an ability score. (Jedi Counseling 22)

Species

I’m starting up a new game soon, and I’m running into a problem. I told everyone in the party that they have to be a Force-user of some sort, or at least in tune with the Force (like an Antarian Ranger). But I have a player who wants to create a Jawa character. Can a Jawa become a Jedi? If so, are penalties attached?

So long as a species doesn’t have a note in the species text saying that they cannot have the Force-Sensitive feat (or are otherwise prevented from becoming Jedi because of some social restriction), a member of any species can become a Jedi. We don’t usually see them in Star Wars books or movies because, in the official Star Wars universe, certain species have simply gone unnoticed by the Jedi: Jawas, Gungans, Ewoks, and so on. But it’s your campaign, so if you want to rule that a Jawa or two has received Jedi training, the rules themselves don’t forbid it. (Jedi Counseling 34)

Some of my players want to play a character of the same species as Yoda. There’s obviously more than one of them, since another member of the Jedi Council — Yaddle — was the same species. What species are they?

Judge Yoda by his species, do you? Species matters not.

The serious answer is that Yoda’s and Yaddle’s species is a mystery, for reasons George Lucas isn’t telling. It really isn’t important to Star Wars to know what species they are; Yoda represents the mysterious, wise, and wizened character that you see in so many heroic myths — the one who appears to guide the hero to his true destiny. His
origins are not as important as his contribution to the story.

Feel free to create such a species for you and your play group. Yoda and Yaddle's strength in the Force is not a factor of their species, but of their understanding and experience. Other members of their species — whatever it happens to be — won't automatically be Jedi masters, or even able to use the Force, necessarily. (SW Gamer #5, p.15)

**If a Twi'lek character is shot in (or loses) a head tail, could there be side effects, such as losing points of Intelligence?**

Since part of a Twi'lek's brain is located in his head tails, losing a head tail would be a bit like a partial lobotomy. The Twi'lek might lose some Intelligence (due to being unable to recall old memories and such) and perhaps even Dexterity (because he might have lost some motor skills). He'd certainly be less effective at communicating in lekku, the "sign language" that Twileks use their head tails to "speak." Just how serious the effects are is up to the GM. (Jedi Counseling 23)

**Can a Wookiee end his rage whenever he wants, or is he required to remain enraged for the full duration?**

I'd previously ruled that the Wookiee could choose to end it whenever he or she liked — based on the fact that Chewbacca cuts short his rampages in *The Empire Strikes Back* when Han tells him "You have to take care of the Princess."

**Is there any armor that a Wookiee can wear without having to modify it first?**

I imagine that Wookiees make such armor on Kashyyyk all the time. And considering that Wookiees are considered Medium-size (despite their great height), any of the armor in the Star Wars Roleplaying Game core rulebook would fit (though I'd probably rule that stormtrooper armor would be a bit too small). (Jedi Counseling 5)

**In the Revised Core Rulebook, Quarrens lack low-light vision. Why is this? The other amphibious species (Mon Calamari and Gungans) get it as a species trait, and the Quarrens have it in Alien Anthology. Is it an error?**

I checked with the other designers, and it seems to be an error in the species entry. We'll add that to the errata. (Jedi Counseling 2)

**If an Ewok is trained as a Jedi, doesn't his/her Master train the student in the use of a lightsaber? I can understand an Ewok not being able to use a blaster pistol, but being a Jedi implies that someone has sat down and taught at least the basics of Jedi tradition to the Padawan, in most cases.**

That doesn't mean that it isn't difficult to do so. That's all the Primitive limitation does — it forces a character to use feat slots to get those handy high-tech weapon group proficiencies. (Jedi Counseling 12)

**I'm a little confused. The text of the Primitive species trait only specifically applies to Weapon Group Proficiencies, but Jedi classes gain an Exotic Weapon Proficiency to use a lightsaber. Does this represent a change in the rules?**

This was always the intent of the rules, but the phrasing in the text wasn't entirely clear. A species with the Primitive trait must spend a feat to gain any Weapon Group Proficiency or Exotic Weapon Proficiency other than those listed with the trait. This isn't a change as much as a clarification.

**If a primitive creature picks up say, a blaster carbine, would he be able to use it at all, or would he just get a penalty to his attack with that weapon?**

He'd still be able to use it; he'd just get a -4 penalty. (Jedi Counseling 12)

When a species with the Primitive limitation multiclasses, do they gain the new starting Weapon Group Proficiencies or does the limitation still apply? The species trait says "at 1st level," but I'm not sure if that means "at 1st character level" or "at 1st level in each class."

It means "at 1st level in each class." Thus, the Primitive limitation always applies, even when multiclassing or joining a prestige class.

**The GM's Aid: Master Table of Aliens on the Star Wars Roleplaying Game website lists Dugs as having something called "Great Shout." But I can't find it in the Revised Core Rulebook. What does this ability do?**

That's an ability from the original core rulebook, from when Dugs were listed among the aliens in the back of the book. It allows a Dug to bellow loudly enough to be heard over a distance equal to its Constitution x 300 meters. (Jedi Counseling 13)

**If a Zabrak head-butts someone, would his head spikes deal extra damage? And, if so, how much?**

Well, a head-butt is basically just another kind of unarmed attack, so, assuming you can pull one off, it should deal the same damage. If your GM allows, the head spikes might add another point of damage, but if you're going to go that far, you might want to allow head-butts only to opponents in the same square. (Jedi Counseling 28)

**Can you cross breed between different species? Say, could a Human and a Twi'lek produce offspring? If so, which species can mix?**

Technically, it's not possible for species to cross breed. That's actually part of the definition of "species": that they are not capable of breeding...
with other species. In fact, that’s part of a subplot (a love affair between Gavin Darklighter and a Bothan pilot) in the X-Wing novels by Michael Stackpole and Aaron Allston.

That said, there has been at least one cross-breed in Star Wars: Rystáll, the red-haired dancer in Jabba’s Palace in Return of the Jedi. She’s described as the half-breed product of a union between a Human father and an alien mother. So it’s possible for some species to interbreed, but it seems unlikely that there are half-Human/half-Twi’lek characters, or we’d have seen some evidence of them in the Star Wars universe by now. Unlikely, but not impossible — it is, after all, your campaign. (Jedi Counseling 30)

<table>
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<tr>
<th>Species</th>
<th>Base Height</th>
<th>Height Modifier</th>
<th>Base Weight</th>
<th>Weight Modifier*</th>
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<tr>
<td>Human, male</td>
<td>1.50 m</td>
<td>+2d10 x 2.5 cm</td>
<td>55 kg</td>
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<td>Human, female</td>
<td>1.35 m</td>
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<td>1.20 m</td>
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<tr>
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<td>58 kg</td>
<td>x (2d4) x 0.5 kg</td>
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<tr>
<td>Cerean, female</td>
<td>1.50 m</td>
<td>+2d6 x 2.5 cm</td>
<td>42 kg</td>
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<td>Duros</td>
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<td>70 kg</td>
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<td>Gungan</td>
<td>1.50 m</td>
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<td>48 kg</td>
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<td>Ithorian</td>
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<tr>
<td>Mon Calamari</td>
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<td>Rodian</td>
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<td>40 kg</td>
<td>x (1d4+2) x 0.5 kg</td>
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<td>42 kg</td>
<td>x (1d4) x 0.5 kg</td>
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<td>Trandoshan</td>
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<td>60 kg</td>
<td>x (1d4+4) x 0.5 kg</td>
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<td>60 kg</td>
<td>x (1d2+1) x 0.5 kg</td>
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<tr>
<td>Twillek, female</td>
<td>1.35 m</td>
<td>+2d12 x 2.5 cm</td>
<td>40 kg</td>
<td>x (1d4) x 0.5 kg</td>
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<td>Wookiee, male</td>
<td>1.95 m</td>
<td>+2d6 x 2.5 cm</td>
<td>70 kg</td>
<td>x (2d4+1) x 0.5 kg</td>
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<td>Wookiee, female</td>
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<td>+2d6 x 2.5 cm</td>
<td>57 kg</td>
<td>x (2d4+1) x 0.5 kg</td>
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<td>Zabrak</td>
<td>1.65 m</td>
<td>+2d10 x 2.5 cm</td>
<td>50 kg</td>
<td>x (2d4+1) x 0.5 kg</td>
</tr>
</tbody>
</table>

*To calculate weight, multiply the dice result from height modifier by the dice result from weight modifier, then multiply by 0.5 kg and add the result to the base weight. For example, if a human male rolled 10 on 2d10 for height (1.75 cm) and then rolled 6 on 2d4 for the weight modifier, he would have a weight of 55 + (10 x 6 x 0.5) kg, or 85 kg.

### Classes

#### Multiclassing

Is there any limit to the number of classes a character can be, using the multiclassing rules? Can my character become a noble/scoundrel/soldier, for example? Do prestige classes affect this total in any way?

There is no limit, either in number of classes or class combinations — with two exceptions. The rules do not support character levels above 20th level, which means that a character’s total levels, including all of its classes, should not exceed 20 — though it doesn’t take much to extrapolate characters’ bonuses at higher levels. The other limitation is specifically for Jedi, who cannot have levels of both Jedi guardian and Jedi consular.

In a previous "Jedi Counseling" column, you stated that there are no restrictions for a Jedi who wishes to multiclass, other than that he can’t go into another Jedi class. But on page 15 of the revised core rulebook, a sidebar states that "A Jedi character who adds a non-Jedi class can never advance in a Jedi class thereafter." So, which ruling is correct?

It depends on whether you’re playing in an RPGA Living Force campaign or not. The rules on page 15 of the revised core rulebook are specifically for the Living Force campaign, so they’re essentially "house rules" for a very big house. The ruling I provided, on the other hand, is the overall rule for the game in general. So, if you’re not playing in Living Force, then you can freely multiclass between a Jedi class and any other non-Jedi class.

You should always check with your GM (or with the administrators of the Living Force campaign) to make sure that rulings you read here will be
When gaining character levels, can you alternate between your heroic class and your prestige class for new levels, as with multiclassing? Or is it that once you stop gaining prestige class levels, you cannot go back later?

You can switch back and forth as freely as you like, unless there's something about the prestige class that specifically forbids you from doing so (and I can't think of any examples offhand). (Jedi Counseling 16)

The rules for multiclassing say that you only get to pick one "StartingFeat" when you gain 1st level in a new class. Is this correct?

Actually, this is being changed in the errata. From now on, you gain all starting feats when you gain a level in a new class. (Note that the second printing of the Revised Core Rulebook includes this change.)

The second printing of the revised core rulebook changes the multiclassing rules so that now a character receives not just one feat, but all starting feats. This rule change is fine for most characters, but it seems a gross advantage when applied to a droid that can reprogram its feats. It appears that a droid need only take a level in the soldier class to gain six new feats, each of which can be reprogrammed to something more useful.

How can this be fixed? One option I've thought of is to declare that duplicate feats are lost. For example, if a droid already has Weapon Group Proficiency (blaster pistols) and multiclasses into the soldier class, the droid doesn't gain Weapon Group Proficiency (blaster pistols) again, so there's no chance to reprogram it to something else.

Actually, that's the way the rule works already. When a character — droid or not — gains a feat that he already has, he simply doesn't gain the new feat. So a droid couldn't be reprogrammed to replace the second occurrence of Weapon Group Proficiency (blaster pistols). (Jedi Counseling 22)

I've been reading the errata from early June and I have a question about multiclassing. If I want to multiclass into the Force adept, Jedi guardian, or Jedi consular class, do I still need to take the Force-Sensitive feat beforehand, or do I get it for free? As I understand the new rules, Force-Sensitive is no longer a prerequisite for multiclassing into a Force-using class.

I think you may have misread the errata on the multiclassing rules. The errata doesn't change the fourth paragraph under "Adding a Second Class," which still states that a character who wishes to add a Force-using class must purchase the Force-Sensitive feat, rather than acquiring it for free as a starting feat. (Jedi Counseling 22)

The revised core rulebook says to calculate a Defense Bonus, add the bonus from each class and then subtract 2. If a character had more than two classes — let's say three for this example — would they subtract 3? Would four classes make the character subtract 4?

Actually, three classes would cause the character to subtract 4 from his Defense Bonus, and four classes would cause the character to subtract 6. Each additional heroic class causes another -2 to the Defense Bonus. (But note the use of the expression "heroic class." Adding a nonheroic class such as Diplomat, Expert, or Thug doesn't incur the -2 penalty. Neither does adding a prestige class.) (Jedi Counseling 19)

The noble and crime lord both get the Resource Access class ability. If a character takes both of those classes, does he add both of his class levels and use the highest multiplier (50 for crime lord instead of the noble's 20), or does he make two different checks? If the latter, does he decide whether to make a check for crime lord or noble?

He gets to make two different checks (if he desires), choosing whichever (noble or crime lord) he'd like to try first. (Jedi Counseling 19)

In "Jedi Counseling" 27, you said that uncanny dodge stacks, so you could take scout and elite trooper and very quickly get uncanny dodge 2. But in all other similar cases, you've said that it doesn't work that way. So, if you get an ability twice, do you instead get the next highest ability, or is uncanny dodge the only exception?

I think I might not have been clear enough in my answer. Uncanny dodge is an unusual case in that each incidence of it adds to the previous incidence. (Dungeons & Dragons, in fact, clarified this with the 3.5 rules for that game.) The Jedi's deflect (defense) and deflect (attack) abilities work much the same way. The same could be said for the scoundrel's precise attack ability, if another class or prestige class granted the same ability. Each has some kind of stacking advantage — uncanny dodge because it has "higher level" versions, and deflect and precise attack because their numerical values improve with additional incidences of the ability.

But in cases like the noble's resource access ability, for example, all that changes is the multiplier, so getting resource access a second time doesn't change anything (though the formulas are sometimes different between classes that get the ability, like the crime lord.) By the same token, a special ability that grants a specific feat — a feat that can't be taken multiple times (Force-Sensitive, for example, as opposed to Skill Emphasis) — wouldn't grant a different feat, even if there were...
an "improved" version of the feat. The same can be said for any feat that doesn't provide a choice of specific applications; the tech specialist's tech specialty ability can apply multiple times (because you choose different applications each time), but the Jedi consular's healing special ability wouldn't stack with the same ability granted by another class. (Jedi Counseling 35)

Noble

Why doesn't Charisma affect a noble's favor checks?
Charisma is the noble's primary ability, so most are going to have good scores in it. What's the point of giving them their Charisma bonus on this check, except to make it easier for them to hit the DC? If that's the whole reason, then why not just lower the DC?

What form can the credits from Resource Access be in?
This can take the form of material goods, services, or just plain cash.

Scoundrel

If a scoundrel uses a Force Point on a d20 roll and only rolls a two and therefore decides to use his lucky ability, will he get to apply the bonus from the spent Force Point on the lucky reroll?
Yes. The effects of spending a Force Point last until the character's action in the next round. (Jedi Counseling 26)

Scout

If a character has the scout ability Uncanny Dodge (retains his Dexterity bonus to Defense, regardless of being caught flat-footed or struck by a hidden attacker) and then takes the elite trooper prestige class — which also grants Uncanny Dodge — does the ability stack, like it does in Dungeons & Dragons? Does it become Uncanny Dodge (can't be flanked), or is this just the same bonus?
Just as in Dungeons & Dragons, the two abilities stack, granting what is effectively "improved" uncanny dodge. (Jedi Counseling 27)

If scout has uncanny dodge (the ability to retain his Dexterity bonus to Defense), does he still lose his Dexterity bonus if someone is using the "feinting in combat" aspect of Bluff on him?
Yes. The scout's uncanny dodge ability doesn't allow him to ignore any instance when he would lose his Dexterity bonus to Defense — just when he's flat-footed or struck by a hidden attacker. (Jedi Counseling 29)

Soldier

Why does the Soldier have Martial Arts, Defensive Martial Arts, and Improved Martial Arts on its bonus feat list, but not Advanced Martial Arts?
It appears to be an oversight. Add Advanced Martial Arts to the soldier's bonus feat list.

Tech Specialist

The tech specialist, upon earning Instant Mastery, gets 4 ranks in all Intelligence-based skills. Does that mean the character now has 4 ranks in all areas of Knowledge?
That's a common misconception; apparently, the wording is a little too vague. What that ability's text means is: "Choose an Intelligence-based skill. You immediately gain 4 ranks in that skill." (Jedi Counseling 18)

I'm a bit confused about mastercraft items. The revised core rulebook says that mastercrafting an item can add a +1 to +3 bonus to the damage or other characteristic of a weapon. So, could I add a +1 to the threat range of a blaster? And could I also add +1 to the attack roll of the same blaster? Could I have a blaster with +3 attack, +3 damage, and a threat range of 17-20? How do I determine the cost for that?
The revised core rulebook might be a bit too vague on this topic, but what it actually states regarding mastercrafting (on page 136) is "The bonus is applied to the damage dealt by a weapon, the damage reduction of a set of armor, or some other characteristic as given in the item's description."

What that means is that mastercrafting can affect the damage of a weapon, the damage reduction of armor, or the bonus provided by another item (such as the equipment bonus to Listen, Spot, and Search checks provided by sensor packs) — but that's it. "Some other characteristic" specifically applies to nonweapon, nonarmor items; the range of options for weapons and armor are what it states: damage and damage reduction.

So, given that information, the answer to your question is that you cannot use mastercrafting to increase the threat range or attack bonus of a weapon. And that should answer your follow-up question about determining the cost. (Jedi Counseling 30)

Force Adept

Can a Force adept use Force Weapon on his hands?
Technically, no, since they're not really weapons. However, JD Wiker suggests allowing it if the Force adept also has the Martial Arts feat (thereby making him "armed").
If a Force adept imbues a weapon through the Force weapon ability (in essence, "blessing" the weapon), then hands it off to another individual (such as his tribe's chief warrior) to use in combat, will the new wielder retain all the benefits of the Force-charged weapon?

No. The text for Force weapon states: "This must be a weapon that the Force adept wields personally." (Jedi Counseling 28)

Do the damage bonuses from the Force Weapon class ability of the Force adept and dark side devotee stack?

Certainly. They were designed to do so. (Jedi Counseling 28)

Can the Force Weapon class ability be used on a thrown weapon? How would it work on a bow?

Take another look at the wording of the Force Weapon ability; it's specifically designed to work only with melee weapons. Certainly some melee weapons can be thrown, but once you throw it, it's no longer considered a melee weapon; it's now a ranged weapon. And if it's designed to be launched from another weapon, it wasn't a melee weapon in the first place. (Jedi Counseling 33)

When Force adepts use their Force Talisman ability, how many items can they create?
Could an adept spend five days and 5 Force Points on five different personal items so that he or she receives a +10 bonus? Or is a Force Adept limited to one talisman at a time? The new revised rulebook says nothing on how many they can create.

The Force adept isn't particularly limited to one talisman at a time, but the effects of multiple talismans do not combine. A Force talisman provides a Force bonus, and Force bonuses do not stack with other Force bonuses. (Jedi Counseling 29)

Can they create talismans and give them to a friend who is also a non-Jedi Force user?
They can, but the Force talisman won't have any effect on the recipient, since the bonus it grants applies only to the Force adept who created it. (Jedi Counseling 29)

Jedi Consular / Jedi Guardian

I'm starting a new campaign, and one of my players asked me a good question. She said that her Jedi character wouldn't have learned to use any type of blaster weapon and asked if that character could change Weapon Group Proficiency (blaster pistols) to something else like Weapon Group Proficiency (vibro weapons), Weapon Group Proficiency (primitive weapons), or an Exotic Weapon Proficiency. I don't see a real problem with this, but I wanted to see what the designers thought.

A fair number of players don't believe that Jedi characters should be proficient with blaster pistols, on the grounds that the Jedi Order teaches the use of lightsabers, not blaster weapons. Though there's a great deal of evidence that the Jedi do familiarize their Padawans with blaster weaponry (mostly in the Dark Horse Star Wars comics and the Jedi Apprentice books from Scholastic), the basic Jedi classes in the revised core rulebook are meant to be a comprehensive overview of Jedi — not just those from the Rise of the Empire era.

Now, that said, the cardinal rule of roleplaying games is: It's your game. If you feel that Jedi in your campaign should have a different feat in place of Weapon Group Proficiency (blaster pistols), that's your prerogative. One good suggestion (found on the Wizard's message boards) is to give Jedi guardians their choice of Martial Arts, Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (primitive weapons), or Armor Proficiency (light); and to give Jedi consuls the choice of Influence, Iron Will, Low Profile, Persuasive, or Trustworthy. (Jedi Counseling 31)

Recently, a Jedi character in my game lost his constructed lightsaber and asked his Master for a spare until he could build a new one. By this time, he had a 3d8 damage code, but I ruled that because this "loaner lightsaber" wasn't his own creation, he only dealt 2d8 damage. Was my ruling inaccurate? I always thought of the extra d8s for lightsaber damage as representing the combat skill of a Jedi wielding his own lightsaber. But should the extra d8 be used even if the lightsaber wasn't constructed by the Jedi wielding it?

The bonus damage comes from the Jedi's understanding of how to use the lightsaber; it's not because the Jedi is particularly familiar with the weapon itself. The Jedi does get a +1 bonus to attacks for using a lightsaber of his own creation, but that's not the same thing. (Jedi Counseling 26)

In the Rebellion Era, the rules say that you can't start as a Jedi guardian but "any time after attaining 2nd level!" you may start taking levels in the class. Does this mean you can take Jedi guardian at 2nd level, or do you have to wait until 3rd?

You may not start as a Jedi guardian at 1st character level, but you may gain the class through multiclassing at 2nd level or any point thereafter. Thus, you could be a Noble 1/Jedi guardian 1 in the Rebellion Era, but you may not start as a Jedi guardian 1.

How do Jedi support themselves during the Old Republic and Rise of the Empire eras? Do they receive pay from the Republic? Do they need to ask for donations from the common people, like monks? Is the Jedi Temple so wealthy that it can meet all the needs of the Jedi?
The Republic funds the Jedi Order, especially when they are engaged in missions for the Senate, usually in the form of transportation and equipment. Still, when a Jedi Knight is sent on an assignment, he or she carries a sum of money based on the anticipated needs; the Temple is frugal but not stingy. If you need a specific amount, assume that a Jedi leaving the Temple on a mission would receive a number of Republic credits equal to (level x level) x 100. A Padawan would receive no money at all; any funds he needed would be entrusted to his Master. In any event, the Temple expects any unspent funds to be returned on completion of the mission.

Most Jedi Knights rarely need money while they are outside the walls of the Jedi Temple; the Force generally provides what is needed, in one fashion or another. For example, Qui-Gon Jinn, having 20,000 Republic dataries on his mission to Naboo, was unusual considering that he was on what was expected to be a diplomatic mission. The money was most likely supplied by Supreme Chancellor Valorum, who would have anticipated that, when dealing with the Trade Federation, even a Jedi might need to pay a bribe here or there. (SW Gamer #7, p.14)

Do Jedi padawans lose all contact with their families and/or their homeworld?

There's some evidence (in the Jedi Apprentice books) that some Jedi Masters take their Padawans back to their homeworlds after they've had a bit of training, to let them decide for themselves whether they wish to remain Jedi.

Also, it's not out of the realm of possibility that some parents insist on being able to tell their children — some day, anyway — about their pasts. Further, some cultures may have traditions that wouldn't let them simply relinquish their children into a completely alien culture, thus requiring that the children be allowed to visit their homeworld or cultural representative.

For example, consider the Mirialan Jedi Luminara Unduli and Barriss Offee. This is the theory we put in The Power of the Jedi Sourcebook: They have adopted the dress and tattooing of their homeworld because the Mirialans of yesteryear wouldn't allow their children to be taken away unless they were taught the Mirialan way along with being taught the Jedi way. As a result, only Mirialan Jedi Masters train Mirialan apprentices. Luminara and Barriss are the end of a long chain of Mirialan Jedi.

It might help you to think of children being taken to the Jedi Academy as a kind of adoption, and Jedi trainees as adopted children. I don't know if you have much experience with adopted children, but some have a burning curiosity about their birth parents and family. They go to great lengths to track down their parents, for whatever reason they feel they need to speak to them. The majority, of course, doesn't do this, for a variety of reasons. (It can get unpleasant, especially if one's parents had had a deeply painful experience putting the child up for adoption.)

My thinking is that a Jedi Master, seeing that his Padawan is dwelling on "might-have-beens," probably feels that it's safe to take a Padawan back to his or her homeworld. This lets the Padawan put these doubts aside and focus on his or her lessons.

What are "the Trials" that a Padawan goes through to become a Jedi Knight?

We cover that very subject in The Power of the Jedi Sourcebook, pp.42-44.

Why does a Padawan automatically become a Jedi Knight at 7th level? Wouldn't it make sense for it to be a prestige class that you gain by passing "the Trials"?

The problem with a "pass or fail" mechanic on becoming a Jedi Knight is that it would absolutely suck for a player to put several thousand experience points' worth of playing into becoming a Jedi Knight, then be stopped cold by a failed roll or something. This may be realistic, in terms of the Star Wars universe, but it's not a lot of fun in an RPG. (A clarification, though: We have a rule sort of like this in The Power of the Jedi Sourcebook, but it only applies to very simple checks, with very low DCs.)

Our philosophy is that there shouldn't be a rule that forces a player to take a class he doesn't want. It should really be up to the individual player, and the individual campaign, to decide whether or not the character passed or failed the Jedi Knight tests.

You could always say that a Jedi apprentice can try to take the test again later, but if that's the case, aren't you just delaying the inevitable? Put the decision in the player's hands. If he wants to say his character passed the tests, and the GM agrees, then the character becomes a Jedi Knight at Jedi level 7th.

Do Jedi hold some kind of reverence toward all lightsabers, not just their own? Or are lightsabers just a tool to be used or sold when recovered from the bodies of defeated dark Jedi?

In other words, would a Jedi see an unclaimed lightsaber as "loot"? No, not by any means. Jedi look at lightsabers the same way that samurai look at their katanas; they are both lethal weapons and symbols of honor. A Jedi might use the lightsaber of a fallen opponent (if he had lost his own), but he probably wouldn't keep it if he didn't need it, and he certainly wouldn't sell it. In the Old Republic and Rise of the Empire eras, the Jedi would most likely turn it over to the Jedi High Council for disposal. In other eras, a Jedi who finds himself with one lightsaber too many is likely to store his "extras" somewhere safe until he finds he needs them. (Jedi Counseling 29)

If a Jedi took apart an old lightsaber and used some of the parts to build a new one, would he still receive the +1 circumstance bonus for
Can Jedi wear armor? In all the movies, Jedi dress in robes, but in the Power of the Jedi Sourcebook, Jedi armor is presented in the equipment section. Does wearing armor impose a penalty on Force skills and feats? Or are Force abilities unaffected by what type of armor the Force-user is wearing?

Jedi can wear armor, but most find it unnecessary; they just don't get hit so often as to make armor a necessity. But during the Jedi-Sith War (around the Battle of Ruusan), Jedi found themselves on battlefields pretty much on a daily basis, which is why the armor listed in the Power of the Jedi Sourcebook was created. The Jedi in the Jedi-Sith War wore it to protect themselves against explosions and massed blaster fire—both all-too-common events on battlefields. But as the Jedi Order moved away from being warriors, the need for armor diminished, so most modern Jedi don't bother using it. (Jedi Counseling 34)

Jedi: Deflect

Do a Jedi character's prestige classes improve a Jedi's Deflect (defense) and Deflect (attack) abilities? If so, how?

Both versions of Deflect simply get one step better each time they occur. So if you raised your Deflect (defense) bonus to +3 as a Jedi guardian and then became a Jedi master, your Deflect (defense) bonus would rise to +4 when you reached 5th-level master.

The same is true, in reverse, for Deflect (attack). You start at the base penalty of -4, and then each time you pick up the Deflect (attack) ability, the penalty reduces by 1. (Jedi Counseling 01/23/03)

Why can you only Deflect (attack) a shot that missed by 5 points or less? Doesn't that make it harder for a more experienced character to redirect shots as his Defense improves?

We used this number because we didn't want players to have to do a lot of math every time a Jedi tried to use the deflect (attack) ability.

Alternatively, you could use the "if it would have hit Defense 5" rule, which works perfectly well if you assume that a Jedi can deflect nearly anything that comes into his 2m x 2m square—which, coincidentally, has an effective Defense of 5.

Personally, I think that's a bit too generous, considering that we're talking about dealing damage to a number of nearby targets equal to half his Jedi level, rounded up. I'm leery of any house rule that makes it easier for a Jedi to get a high Defense and damage multiple targets with the same action.

Can a Jedi opt to lower her defense score in order to be more easily hit by blaster bolts—and thus, more likely to deflect them?

That seems reasonable. I'd rule that a Jedi can forego her class bonuses, her Dexterity bonus, and any dodge bonuses, individually or all together. (Jedi Counseling 6)

Is there any limit to what attacks Deflect (defense) can provide protection against?

Deflect (defense) adds a dodge bonus against any ranged attack—blasters, slugthrowers, arrows, etc. The only exception is explosives, such as a grenade or missile—if you tried to hit them with your lightsaber, they would detonate, so Deflect (defense) provides no dodge bonus against them.

If someone sliced through a thrown thermal detonator with a lightsaber, would it go off? I imagine a normal grenade might, but since a thermal detonator uses a nuclear reaction, it might behave differently.

I'd certainly rule that it would detonate, just as I'd rule that slicing through an armed nuclear warhead's implosion trigger would cause it to detonate. Clarification: Thermal detonators are filled with baradium, a powerful but highly unstable synthetic element. It is so unstable, in fact, that thermal detonators have even been known to go off after being dropped. In game terms, if a thermal detonator is reduced to 0 WP, it will explode immediately. (Jedi Counseling 33)

Can a Jedi use his deflect ability to deflect a blast from an ion gun? Wouldn't the lightsaber suffer ion damage and possibly shut off if a Jedi used it to deflect the ion blast?

A Jedi can indeed use his lightsaber to deflect a shot from an ion gun, and succeeding won't cause the lightsaber to short out and shut off. However, if the target of the ion blast is the lightsaber itself, while the dodge bonus from the Deflect (defense) applies, the lightsaber will still short out and shut off if the ion attack succeeds. So, in other words, the lightsaber benefits from the wielder's ability to deflect ion gun bolts, but it's still at risk. (Jedi Counseling 37)
**Can a Jedi **Deflect (attack)** the bolt from a speeder bike? How about an A-T-ST? An A-T-AT? A starfighter? The turbolaser from a Star Destroyer? The blast from the Death Star? Just what is the upper limit for a Jedi's Deflect ability?**

I think we might have been more clear about the limitations of deflection in the original core rulebook, but it's accepted that a Jedi cannot use Deflect against anything larger than personal weapons — so starships and battle stations are out of the question. Still, we saw Qui-Gon Jinn use Deflect (defense) and Deflect (attack) against the STAPs in The Phantom Menace, so clearly vehicle weapons can be Deflected, as well.

Starship weapons are still out of the question, though, as a GM, you could make exceptions for personal weapons mounted on starships, like the belly gun on the Millennium Falcon (as seen in The Empire Strikes Back). (Jedi Counseling 39)

In a recent game, an X-10 droid attacked a Jedi hero with a flamethrower. I ruled that the Jedi could not deflect the attack, as it was not a blaster attack. Is this correct? (If not, I owe the Jedi a few vitality points!)

That's basically correct: The burst of flame from a flamethrower cannot be deflected. But remember that some nonblaster attacks can also be deflected (like slugthrowers, for example). The deciding factor should be whether or not the attacker makes an attack roll, and flamethrowers generally require a Reflex save, rather than making an attack roll. (This would mean that the flamethrower gauntlet on the armor worn by Jango and Boba Fett is in error; ignore the number in the "Critical" column.) (Jedi Counseling 16)

**What attacks can be redirected by Deflect (attack)?**

Only normal (lethal) blaster shots may be redirected. Stun bolts, ion gun blasts, bullets, arrows, etc., cannot be redirected with Deflect (attack).

Let's say my Jedi is facing six battle droids using combined fire, and my Jedi uses Deflect (attack) against them. They're only making one attack roll, but there are six droids actually attacking. How many shots may I redirect with Deflect (attack)?

You only get to redirect one attack. Essentially, they only get one chance to hit you (i.e., they get one actual attack roll), and all the other shots could be thought of as "bracketing" you, not close enough to redirect.

When you fight defensively, you take a -4 penalty to your attack rolls. So what happens if you use Deflect (attack) when fighting defensively? Do you incur an additional -4 penalty to your Deflect (Attack) roll, for a total of -8?

Yes, that's correct: a -4 penalty for fighting defensively and a further -4 penalty for Deflect (attack), for a total of -8. (Jedi Counseling 13)

So, then, when using total defense, you get a +4 dodge bonus to your Defense. Are you unable to redirect those shots offensively at all? Or do you simply impose the base -4 penalty?

You simply impose the -4 penalty for Deflect (attack). This is an exception to the usual rules for total defense. (Jedi Counseling 13)

If I were using Battlemind at the time, would the attack bonus that provides also apply to the attack roll for using Deflect (attack)?

Certainly. The Force bonus to attack granted by Battlemind doesn't differentiate between the attacks you make during your turn or attacks you make as a reaction, such as Deflect (attack) or Attacks of Opportunity. (Jedi Counseling 13)

When you use Deflect (extended defense and attack), does it apply to one ally within two meters or does it apply to all of them?

It applies to all allies within two meters.

Do any other bonuses get "shared" when you use Deflect (extend defense and attack)? For example, would the Lightsaber Defense feats provide dodge bonuses to your ally?

No. Your ally or allies only gain your Deflect (defense) bonus, not any of your other dodge bonuses. However, dodge bonuses always stack, so a group of Jedi in close formation (say, four Jedi in a 2-by-2 "box formation") would gain the Deflect bonus from all allies who are using Deflect (extend defense and attack), and each individual would get to add all of his own Lightsaber Defense, Knight Defense, Master Defense, or other dodge bonuses on top of that.

Can you explain how the different Deflect abilities (defense, attack, and extended defense and attack) work together? Do you have to spend a separate move action for each one, or does one move action allow you to do all of them at once?

If you use any Deflect ability, you lose one move action from next round. This allows you to use any and all Deflect abilities you have, as, for example, one move action allows you to use both Deflect (defense) and Deflect (attack) at the same time. You may choose not to use all of your Deflect abilities if you don't want to.

Imagine a narrow corridor, 40 meters long and 6 meters wide, with characters on one end and foes on the other. In the exact center of the corridor is a 6th-level Jedi with his lightsaber ignited. Since the foes have to shoot through the Jedi's square or through the squares on either side of the Jedi to get to the allies, can the Jedi use his Deflect (extend...
defense and attack) lightsaber abilities even though his allies are significantly more than 2 meters behind him?

This is a case where it's really up to the GM's ruling, but given the parameters of this situation, I'd say it's entirely reasonable to let the Jedi use Deflect (extend defense and attack) in this fashion. (Jedi Counseling 21)

If using Deflect (attack), do you suffer a penalty when Fighting Defensively? How about if you're using Combat Expertise or the Total Defense action?

The Jedi suffers the penalty for Deflect (attack) if Fighting Defensively or using Combat Expertise, but there's not an additional penalty for Total Defense. Deflect (attack) is designed with the intent that the smart thing for a Jedi to do, when faced with incoming blaster fire, is to go on Total Defense and just reflect the blaster fire back at the attackers. Note that Total Defense cannot be combined with Combat Expertise or Fighting Defensively.

Can you use Deflect (defense) if you lose initiative to your opponent? Deflect (defense) provides a dodge bonus to your Defense, but as we all know, you don't get any dodge bonuses if you are flat-footed, and you are considered flat-footed if you lose initiative (unless you have uncanny dodge.) Perhaps a better way to ask: Can you use any form of Deflect if you lose initiative?

As you point out, Deflect (defense) supplies a dodge bonus, and you don't get a dodge bonus if you are denied your Dexterity bonus to Defense. So, even if you have an ignited lightsaber in your hand, if you lose initiative to an opponent armed with a blaster pistol, you don't get to add the dodge bonus from Deflect (defense) to your Defense.

The same is not true of Deflect (attack), however. Using that ability is a reaction and doesn't rely on retaining the Dexterity bonus to Defense. (Jedi Counseling 28)

In that case, let me ask another question. Say the Jedi acts first in a combat, but his noble buddy doesn't act until after the bad guy, who uses his action to fire a blaster at the noble. The noble is standing next to the Jedi. Can the Jedi use Deflect (extend defense and attack) to give the noble a dodge bonus, even though the noble is still flat-footed and thus can't get dodge bonuses?

An interesting question! By a strict reading of the rules, no, the noble wouldn't get the benefit of the Jedi's protection, because the noble can't benefit from dodge bonuses. However, I'd rule that, in this case, the dodge bonus is coming from someone who's not flat-footed, so the noble can get the benefit.

By a similar token, if the Jedi were flat-footed, he wouldn't be able to use his Deflect (extend defense and attack) to grant the noble a dodge bonus, but he could use the "attack" part to bounce the blaster shot back at the opponent. (Jedi Counseling 28)

When exactly does a Jedi lose his move action when deflecting blasters? For example, let's say it's the second round of combat, the Jedi has lost initiative, and his opponent fires on him. The Jedi immediately declares that he will use Deflect (defense) against the incoming blaster fire. The Jedi survives, and his turn comes up in the current round. Does the Jedi immediately lose his move action for this turn, or does he lose his move action during the next turn?

The rules state that a Jedi who uses Deflect (defense) during a round loses a move action in the next round. But that would mean that when a Jedi loses initiative, is fired upon, and uses Deflect (defense), he would have all of his actions when his turn comes up in the current round. Shouldn't he lose his move action in the round that he uses Deflect (defense), if his turn hasn't come up in the round?

The confusion over "a round" and "a character's round" is a common mistake. The rules on Deflect actually say "in his next round," meaning "when the Jedi's turn comes up in the initiative order." So even if the Jedi acts immediately after his blaster-wielding opponent, that's the start of his "next round," rather than six seconds later.

To spell that out a bit clearer, let's say the blaster-wielder's initiative was 16, and the Jedi's initiative was 15. On initiative count 16, the blaster-wielder shoots at the Jedi, who opts to use Deflect (defense). When the opponent has concluded his actions and the initiative count proceeds to 15, the Jedi's "next turn" begins, and he loses a move action. (Jedi Counseling 28)

If a Jedi wants to use Deflect (defense) or Deflect (attack) with the total defense action, when exactly does the Jedi lose a move action? The rules state that using deflect with total defense is not a reaction but instead counts as an attack action. What does this mean?

Well, the wording is a bit vague, and also misleading. Yes, it's an attack action, in the current round, to use total defense. However, declaring Deflect (defense) or Deflect (attack) still costs a move action from the character's next round. So, using the initiative numbers from the example above, the Jedi would declare, on initiative 15, that he's using an attack action to set up total defense, gaining a +4 dodge bonus until his initiative comes up again in the following round. Now, at any point between initiative 15 on the current round and initiative 15 in the next round, the Jedi can declare Deflect (defense) or Deflect (attack), and doing so costs him a move action in his next round. So, in short, getting all the dodge bonuses from total defense and Deflect (defense) costs a Jedi an
attack action now and a move action later. (Jedi Counseling 28)

If a Jedi gets attacked by someone who beat him on initiative, can the Jedi even use deflect blasters with total defense?

No. That's what it means when it says that using Deflect in this fashion isn't a reaction. (Jedi Counseling 28)

Prestige Classes

I understand that multiclassing into a second class imposes a -2 penalty to Defense, but I'm pretty sure this isn't supposed to apply to prestige classes. The problem is that I can't find that clearly stated anywhere in the revised core rulebook, and my GM doesn't believe me. Where is it stated?

You can find that rule on page 263 of the revised core rulebook, in the first paragraph under "Creating Prestige Classes." (Jedi Counseling 22)

Do Fame, Infamy, Low Profile, and Influence count when trying to meet the Reputation requirement of a prestige class?

Fame and Infamy count because they increase your actual reputation score. Low Profile and Influence do not count because they provide a bonus (or penalty) to Reputation checks.

Is it possible to lose a prestige class? For example, if you have taken on a dark side prestige class and you redeem yourself so you have no Dark Side Points, you obviously can't be a dark side hero — but the rules don't cover anything about losing a prestige class. Would you lose everything that class gave you? That doesn't seem logical, because how do you lose a skill that you've already learned?

You can "lose" a prestige class by not meeting its requirements anymore, in which case you lose all special abilities (everything listed in the "Special" column, but not including bonus feats or lightsaber bonus damage). You still have the same number of levels in the prestige class in this case.

You can "regain" a prestige class that you had previously lost (above) as soon as you meet the requirements again, in which case you regain all special abilities exactly as they were before.

You can "convert" levels in some cases, such as a trading in Jedi levels for Sith levels, in which case you replace the base attack, saves, defense, and all special abilities (including lightsaber bonus damage and bonus feats) from the old class's levels with the new class's levels. You can't convert so many levels that you wouldn't qualify for the prestige class anymore, and you may only convert levels when first taking that prestige class.

You can "revert" levels if you're abandoning the Dark Side (you may have no more Dark Side Points than half your Wisdom), in which case it works just like converting levels (above) except that you gain one level of Jedi consular or Jedi guardian for every two levels of the dark side prestige class you give up (round fractions up). As always, you can't have levels of both Consular and Guardian. Mara Jade did this, trading in her former Emperor's Hand levels for Jedi levels.

In any case, you won't lose skill ranks but you could lose access to certain Force skills if you no longer meet the prerequisites for the skill (such as those that require Sith Sorcery).

My character is a Jedi Guardian 2/Dark Side Devotee 2/Dark Side Marauder 2. Upon reaching 6th character level and picking up that second class level in Dark Side Marauder, I failed my degeneration check at character advancement and chose to take a 1-point loss to my character's Strength, lowering him from a 13 to a 12.

Now, here's the problem. By taking that loss, I no longer meet the prerequisite to possess the Power Attack feat. Not only that, but Power Attack is a requirement for picking up the Dark Side Marauder prestige class.

So, what happens to a feat when you no longer meet the requirements to possess it?

Does losing my required Strength score cause me to lose the feat, and in turn, the prestige class? Or does losing the feat not matter, since I did meet the requirement when I originally purchased it?

What happens is that you keep the feat, but you lose the ability to use it. That means that your character no longer qualifies to be a dark side marauder, so you'll have to choose a class other than dark side marauder at 6th level, or revise your choice of losing a point of Strength and lose the point from a different ability. (Jedi Counseling 10)

If a character has levels in the dark side marauder prestige class and later does something heroic to turn back to the light side, subsequently multiclassing to a Jedi class, what would become of his dark side marauder levels? Would he keep those levels, resisting the dark side abilities (such as Rage)? Or would it be better to convert them to levels of another class (such as Jedi guardian or Force adept)?

It depends on whether or not your GM allows dark side characters to convert levels of a dark side class to levels of a Jedi class. (It's not a guaranteed option.) So the former dark side marauder might have to keep his dark side marauder levels, and he would have to avoid using any of the dark side abilities (feats and skills) that he picked up while he was a dark side marauder. (Hey, no one said it was easy being good.)

But, if your GM allows it, the former dark side marauder could convert levels from his dark side marauder prestige class to Jedi levels on a two-for-one basis. That is, two levels of dark side marauder would buy him one level of either Jedi guardian or Jedi consular. And remember that a dark side
character wishing to convert dark side levels can have no more Dark Side Points than half his Wisdom score — thus, only tainted, not fully dark, characters can exercise this option. (Jedi Counseling 40)

For prestige class requirements, it says that one needs a certain number of ranks in certain skills. Are these class skill ranks, or are they total ranks even though cross-class ranks only count as half? I've been saying that they are class skill ranks and counting two cross-class ranks as one. Am I doing it right?

Nope — you've got it just a little bit off. The requirement in terms of ranks doesn't care how you acquired the ranks, only that you have them. So ranks purchased as cross-class are still "full" ranks, and so count as normal. (Jedi Counseling 30)

If it doesn't matter how you get the ranks, then why bother multiclassing?

The benefit of multiclassing here is that you can acquire the ranks more quickly. For example, say you're looking at a prestige class that requires 6 ranks in Balance. A soldier can purchase ranks in Balance, but they cost him 2 skill points (of his already limited pool of skill points). And his maximum ranks in Balance, at any given time, are equal to his soldier levels plus 3, divided by 2 — in other words, half what his maximum ranks in his class skills are. So that soldier can't have the requisite number of skill ranks in Balance until he reaches 9th level (level 9 +3, divided by 2 equals 6 ranks).

But if that soldier multiclasses into scoundrel — a class that has Balance as a class skill — his maximum ranks in Balance are equal to his character level (levels in soldier plus levels in scoundrel) plus 3. So, obviously, if it's important to have a certain number of ranks in a skill, it behooves the character to take a class that has that skill as a class skill. (Jedi Counseling 30)

A player in my game is using the Sector Ranger prestige class out of Star Wars Gamer magazine. Its skill requirements do not say 6 ranks, but 6+. Is it the same, or is it a total modifier of +6?

It's the same. Wizards changed the standard notation of skill ranks, for purposes of prerequisites, to the minimum number of ranks, instead of "this many ranks or more," with the publication of the revised core rulebook. (Jedi Counseling 30)

Dark Side Marauder

Why does the Dark Side Marauder get Martial Arts on its bonus feat list, but not any other Martial Arts feats?

Actually, Improved Martial Arts and Advanced Martial Arts should be on the bonus feat list — but not Defensive Martial Arts because the Dark Side Marauder tends to focus more on offense than defense.

Elite Trooper

Can the elite trooper's Deadly Strike ability be used for someone who has the Martial Arts, Improved Martial Arts, and Advanced Martial Arts feats (with a full threat range of 18-20) to give them a doubled threat range? And if so, what does the new threat range work out to?

Yes, that would work. The new threat range would be 15-20. (Jedi Counseling 4)

What if the elite trooper described above also had the Improved Critical feat? Do you add one to the threat range before or after doubling for Deadly Strike?

You add one to the threat range for Improved Critical before doubling for using Deadly Strike. Deadly Strike doubles your normal threat range, whatever it may be due to your choice of weapons or feats.

Jedi Ace

In the Revised Core Rulebook, the Jedi ace and the starship ace both have the Familiarity special ability. The Jedi ace entry specifically states that Familiarity grants a competence bonus, while the starship ace mentions "a bonus" but doesn't say what kind. So the question is: Do these two Familiarity special abilities stack if the same starship is chosen as "familiar" by a character with Jedi ace and starship ace levels?

No. They should both be competence bonuses, meaning they wouldn't stack. (Jedi Counseling 16)

Jedi Investigator

I was looking at the Jedi investigator class, and it struck me as odd that it requires ranks of Search, but Search isn't a class skill. Is there an error there?

Yes. The Jedi investigator should have Search as a class skill. This should be considered errata. (Jedi Counseling 14)

Jedi Master

Why is Jedi Master a prestige class in the Revised Core Rulebook?

We changed Jedi Master to a prestige class because Lucas Licensing made it clear that you are considered a "Master" because you have a Padawan. It's just that simple. It wasn't a general title of respect, after all. Thus, Obi-Wan, right after becoming a Jedi Knight, acquires a Padawan (Anakin), and devotes his next couple of levels to being a Jedi Master.

Now, why isn't Jedi Knight also a prestige class? A lot of reasons, but they boil down to the
idea that a 20-level Padawan class doesn't make a lot of sense. Can you honestly envision a 20th-level Padawan Consular? Because what happens if, by 7th level or so, you don't meet the requirements of the prestige class? Thus, Jedi Knight is built into the progression for the Jedi classes. In one respect, it's rather like a 14-level prestige class that a Jedi character automatically acquires when he has six Jedi levels. That's also, in a way, how we thought of the Jedi Master originally, though the clarification from Lucas Licensing made it clear that attaining the rank of Jedi Master is far more variable than we'd thought.

The Jedi Master prerequisite list says that you "must either take on a Padawan learner, or possess 13 or more Jedi class levels." However, the descriptive text says, "Further, a Jedi usually doesn't become a Jedi Master until he trains a student to completion." So, do you have to complete the training of a Padawan to take Jedi Master levels, or do you merely have to start training a Padawan?

You have to start training a Padawan before you can start taking levels as a Jedi Master (of course, you have to meet the other prerequisites, too). Obi-Wan Kenobi, for example, has levels in Jedi Master during *Attack of the Clones*, but he hasn't finished training Anakin Skywalker at that time.

**Officer**

*How does an officer's Leadership ability combine with cooperation?*

Let me illustrate it with an example: First, the officer makes his Leadership check, giving a competence bonus to all of his allies who are making a check. (We'll say his Charisma is 18, so they all get a +4 bonus.)

Those allies all then cooperate on a skill check that one of them is trying to make. They all add +4 to their skill check to hit DC 10. Each one of them that hits it adds a +2 circumstance bonus to the person making the "master" skill check. (We'll say there are four of them, and three of them hit it, for a total of +6 to the master skill check.)

The person making the master skill check now has a total bonus of +10 from outside sources: +4 from the officer's leadership, and +6 from the three successful cooperation checks.
Who wins a tie in an opposed check?

This is actually mentioned in the Revised Core Rulebook on p.71, but it’s often overlooked. For ties on opposed checks, the character with the higher key ability score wins. If those scores are the same, roll again.

Why are there no specific skill synergy bonuses listed in the Revised Core Rulebook?

They’re now up to the GM to decide when they apply. This was done to make synergy bonuses more flexible. The GM may, of course, use the synergy bonuses listed in the original Core Rulebook if he wishes.

If a soldier multiclasses to become a noble, can he still purchase ranks in Pilot or Repair for only 1 point each?

No, you’ll have to pay 2 skill points for each rank of Pilot or Repair that your character takes when she advances as a Noble. Even if the skills were once class skills for you, during the time that you’re not, you have to pay the cross-class price for them.

This only applies to the cost for the skills, though. A character’s maximum number of ranks in any given class skill is the character’s level +3 — in the case of a Soldier 4/Noble 1 (a 5th level character), she can take a total of 8 ranks in any class skill (5+3), and 4 in any cross-class skill. But because she was once a Soldier, she can take up to 8 ranks in any of the Soldier class skills — she just has to pay 2 points for each rank she buys when advancing them as a Noble. (SW Gamer #3, p.16)

The revised core rulebook implies that ability checks are essentially untrained skill checks. Does this mean that modifiers for all skill checks also apply to ability checks? For example, if the Fear skill is in effect, does the penalty apply to ability checks as well as to skill checks?

Not exactly. Untrained skill checks aren’t the same thing as ability checks. They just happen to use the same basic mechanic: d20 + the ability modifier. The major difference, though, is that an untrained skill check gains any benefits from feats, such as Alertness, or Gearhead, and so on. An ability check doesn’t benefit from those bonuses. So, Fear affects skill checks and attack rolls, as normal, but not ability checks. (Jedi Counseling 31)

When players cooperate on a skill check, can someone helping the primary check spend a Force Point to improve the primary check? Is the cooperation bonus more than +2 if they roll a 20 or spend a Force Point?

No and no. The Force Points you spend to influence rolls apply only to the d20 rolls that you make. And the rules on cooperating on skill checks are pretty clear: Every helper who successfully makes a DC 10 skill check (using the same skill that the leader is using) grants the leader a +2 circumstance bonus. (Jedi Counseling 36)

Craft

In the Revised Core Rulebook, I noticed that in the section describing the craft skill, there is a Craft (starfighter), Craft (space transport), and Craft (capital ship). I understand that, but there’s also Craft (hyperdrives) and Craft (starship weapons). To create a textbook starship (one with a hyperdrive and weapons), would you need to make separate Craft (hyperdrives), Craft (starship weapons) and Craft (starship of choice) attempts, or would the starship craft entail all that (the hyperdrive and weapons being included in the raw materials)?

Craft (starfighter), Craft (space transport), and Craft (capital ship) all allow you to build the complete ship, include hyperdrive and weapons. But if you want to build a faster hyperdrive to install in your existing starship, simply having Craft (appropriate starship) won’t do the trick; you need Craft (hyperdrive). The same goes for Craft (starship weapons). (Jedi Counseling 6)

I have a question about the Craft skill. I understand that there are separate skills for making different types of weapons, but are there multiple skills for making armor? Are there separate skills for Craft (light armor) and Craft (Powered Armor), for example, or is it just one overall Craft (armor) skill?

It’s just one Craft (armor) skill. The design team who worked on the Star Wars Roleplaying Game felt that subdividing skill categories even further — when there are only so many skill points to go around — would be an unfair penalty to players who don’t want to have to use up all their skill points just to be able to make different types of armor (or blasters, or landspeeders, or what-have-you). (Jedi Counseling 29)

A hero in my campaign believes that if a certain weapon, type of armor, or piece of equipment is not available to him, he can build it. He does have the correct Craft skill for each item he wants to build. But he’s trying to make weapons that are out of the ordinary, like a blaster rifle with a missile-launcher attachment. Should I allow this?

Well, I’m assuming that you looked over and approved his character sheet before you let him play. If so, you’ve made a tacit agreement with him that it’s okay for him to use the skills he’s purchased for his character. And blaster rifle/misile-launcher combinations aren’t out of the
realm of possibility; plenty of modern armies use assault-rifle/grenade-launcher combinations. However, I'm guessing that your real question is: "The hero is using his Craft skills to create weapons I'm not prepared for him to have. How can I keep it from getting out of hand?"

One solution might be to bump up the DC of the Craft check, since a blaster rifle/missile-launcher is obviously more complex to build than a blaster rifle without a missile-launcher. But if the hero has no trouble hitting his DCs, that might not be the answer you're looking for.

Here's another idea: Cut back on the heroes' downtime by having adventures follow rapidly in succession. This way, if you require the character to spend the appropriate amount of time on building weapons (as per the Craft rules), he'll have less time to do it.

Or, if the real problem is that he's designing and constructing weapons that make him (and the rest of the party) invincible in combat, you might need to adjust your GM characters' tactics to counteract the heroes' superior firepower.

On the other hand, you should always consider talking to the player about the effect his character concept is having on the campaign, and work with him to revise his character so that you, he, and the rest of the group can live with the consequences of the new weapons he introduces to the campaign. (Jedi Counseling 35)

Demolitions

One of the players in my game has ranks in Demolitions and wants to build his own explosives. Page 28 of the Star Wars Roleplaying Game revised core rulebook discusses building explosives from scratch and says, "If the check fails, the device is ruined and the raw materials are wasted. There is a 25% chance that the explosive detonates during construction, dealing one-half of its intended damage to the builder and anyone else in the blast radius." Does this 25% chance of detonation apply any time you build explosives from scratch, or only if you fail your check?

It applies only when you fail your check. It's a little harsh to apply that 1-in-4 chance of an explosion to a character who hasn't made any mistakes. (Jedi Counseling 34)

Hide

Does the amount of cover or concealment available provide a bonus to Hide checks? It seems like it should, but the rules don't handle this.

Well, yes and no. Some sort of cover or other concealment is necessary for the Hide skill to be used at all — you can't hide in plain sight. So, rather than providing bonuses, cover or concealment are required to make it possible to hide. (Jedi Counseling 19)

I am creating a stealthy character for my next Star Wars game. The plan is for my character to use his Hide skill to sneak up on opponents and engage them in melee combat. But how many rolls would I have to make to be able to get into melee range? Would once every 5 meters away from the target be enough?

The answer is hidden, no joke intended, in the mechanics of the Hide skill: "You can move up to one-half your normal speed and hide at no penalty. At more than one-half and up to your full speed, you take a -5 penalty." So the answer depends on how fast you want to approach your intended target. For most characters (those with a movement speed of 10 meters) this means that you can move 5 meters every round while making a Hide check, at no penalty, or from 6 to 10 meters in the round by taking a -5 penalty. (Jedi Counseling 31)

Jump

Can a jumping character land on a specific point? For example, could a character jumping onto a speeder bike choose to land on the front forks of the bike? What if the speeder bike were moving at the time?

A reasonable thing to do with a character who wishes to land on a specific spot is to require a Dexterity check. Success means that the character lands where he planned; failure means he landed in the same square, but not precisely where he intended. The DC should be based on how large or small an object it is, though never lower than 5 (since that's the DC of hitting a square). Something half the size of a square should be about DC 10; something half that size should be about DC 15. If the target is moving at the time, the DC should increase by at least +5. (Jedi Counseling 12, revised by author's comments)

If you jump down intentionally from a height, can you make both a Jump and a Tumble skill check in order to treat the fall as 8 m less (4 for each check)?

No, it's one or the other, though the GM might give you a +2 synergy bonus for having 5 or more ranks in the other skill. (Jedi Counseling 21)

Pilot

The character sheet in the Revised Core Rulebook says that Pilot can be used untrained. But the skill entry says it can't. Which is right?

The skill entry is correct; Pilot cannot be used untrained. (Jedi Counseling 10)

Profession

Under the description of the Profession skill in the Revised Core Rulebook, an example is given of how a character with 5 or more ranks
in an appropriate Profession can get a synergy bonus on other skill checks. Does that work both ways? For example, if a character has 5 or more ranks of Repair, can he get a synergy bonus on Profession (mechanic) skill checks? What if he also has 5 ranks in Craft (starships)? How about Knowledge (systems engineering)?

It all depends on whether or not your GM is willing to give you the bonus. All synergy bonuses in Star Wars are at the discretion of the GM. The example under Profession is merely a suggestion, not a rule. (Jedi Counseling 15)

If a character had them all, could he get a +6 total synergy bonus on his Profession (mechanic) skill checks? That equates to an extra 600 credits per week of dedicated work...

Yes, he could — again, if the GM allows it. Synergy bonuses are one of the few bonus types that stack, as noted in the sidebar on page 260. (Jedi Counseling 15)

Search

Does the Search skill replace Spot and Listen if you’re actively searching?

No. Search is the skill you use to carefully check over a 2-meter-by-2-meter area. Both Listen and Spot are either reactions (if the Gamemaster asks you to make the check) or full-round actions (if you are actively trying to hear or see something), but they both can apply to things much farther away than the range of Search. (SW Gamer #10 p.14)

Tumble

Having 5 ranks in Tumble increases the bonus when fighting defensively or using full defense. Is this benefit lost when you have the Combat Expertise feat?

No. In fact, using Combat Expertise in conjunction with 5 or more ranks in Tumble while fighting defensively is a good idea; they all provide dodge bonuses, which stack. You can't use Combat Expertise in conjunction with total defense, however. (Jedi Counseling 21)

Force Skills

Can two Force-users cooperate on a Force skill check? For example, could one Jedi help another with an Affect Mind check, using the cooperation rules?

Yes. Both characters would pay the usual vitality point cost for using the skill. And if the skill in question were a dark side skill, both characters would gain Dark Side Points. In essence, though they're cooperating to get the most out of one skill check, both characters are treated as making separate skill checks (which, essentially, they are). (Jedi Counseling 13)

Can you use the Force while paralyzed or under any other condition where the mind is still working but the body is not? For example, could my character use Move Object on an attacker while my character was paralyzed?

The game definition of "paralyzed" states that you can't move and are considered helpless. So you can still take actions that don't require you to move. Most Force powers fall into this category. A dazed character, on the other hand, would not be able to act. (Jedi Counseling 13)

When using the Force, is it necessary to use hand gestures? For example, a player in my campaign was paralyzed and being dragged. He then used Force Strike on the creature dragging him and was able to kill it. I argued that he should at least get a penalty. What's the rule on this?

You are, of course, free to levy a penalty on skill checks as you like, but the official rules don't actually penalize a Force-user for not using hand gestures when wielding the Force. (Jedi Counseling 22)

How do you calculate maximum ranks in a Force skill?

Skills with Force Sensitive as a prerequisite (Empathy, Enhance Ability, and Friendship) are class skills for any character with that feat, so they have a maximum ranks of character level + 3. Skills based on Control, Sense, and Alter are also class skills for any character that has those feats, but their maximum ranks are Force-user class level + 3. Thus, a Soldier 3/Force adept 3 could have 9 ranks in Enhance Ability, but only 6 ranks in Move Object.

When you take Alter, Control, and Sense, do the associated Force skills become class skills for your Force-using classes only? Or are they class skills for any class you may take?

Once one of these feats is selected, its associated Force skills become class skills for all classes the character may have. Thus, a Force adept/Soldier could use Soldier skill points to buy Move Object ranks on a one-for-one basis, so long as his total Move Object ranks did not exceed his Force adept level + 3.

Why are some Force skills based on Charisma in the Revised Core Rulebook?

Someone in internal playtesting noted that Jedi can afford to make Charisma the "dumping-ground" ability, since so few Force skills were based on Charisma. So, after much discussion, we changed some governing abilities for some of the Force skills in the Revised Core Rulebook.

Before you decide this was a horrible mistake, try it and see if it doesn't just jettison Jedi away from being low-Charisma, high-Constutition types (especially guardians).
Would learning a dark side Force skill — which would give a dark side point to use — give the character a dark side point?

No — no more than learning to fire a blaster makes a character a murderer. While the call of the dark side would be much stronger for that character — amply demonstrated by the character's willingness to learn the skill in the first place — he doesn't gain a dark side point until he answers that call. (SW Gamer #7, p.14)

Affect Mind

My players and I were wondering if the Force skill Affect Mind has a duration. For example, in Attack of the Clones, Obi-Wan Kenobi tells Elan Sneazebaggano, the death stick dealer, to go home and rethink his life. So, did Obi-Wan just stop the guy from dealing death sticks with a wave of his hand? Or did Sneazebaggano walk out of the nightclub, head home, suddenly decide he was being foolish, and turn right back around?

A character affected by the "suggestion" aspect of Affect Mind will try to carry out the suggestion, after which he's free to do whatever he wants. In the case of Obi-Wan at the bar with Elan Sneazebaggano, Elan went home, rethought his life, and either decided that he didn't mind dealing in death sticks or decided to go straight. In either case, he carried out the instruction he was given, but Obi-Wan didn't force him to change his life — just to think about doing so. (Jedi Counseling 11)

If a character fails the saving throw of Affect Mind and is affected, will he have memories of that? Can he be angry over having been subjected to the power? Would it color how he deals with Jedi afterward?

The target of Affect Mind will certainly have memories of doing or saying whatever the Jedi told him to do or say, but, according to the text of Affect Mind: "The target won't realize later that what he did was unreasonable."

Now, that being said, the character might catch on that he wasn't given a conscious choice in the matter, and that he was the victim of a Jedi mind trick. Can the character be angry about it? Certainly. Would the character be less trusting of the Jedi afterward? That's a fair response. (Jedi Counseling 25)

I have some questions about the Force skill Affect Mind. Let's say a Sith uses Affect Mind to cause a Jedi Knight to murder an innocent person. Does the Jedi get a Dark Side Point? Does the Sith? Or do they both get Dark Side Points?

Mind-control effects—which is essentially what the "suggestion" form of Affect Mind is—are always tricky to adjudicate, because they bring into question the issue of free will. If you're not in control of your own actions, are you then responsible for them? Affect Mind effectively removes the question of free will (which is why the Jedi are very careful about how they use it), so the target of a successful Affect Mind suggestion isn't really responsible for what he is instructed to do. So if a Sith uses Affect Mind to force a Jedi Knight to murder someone, the Jedi Knight would not gain a Dark Side Point. (The Sith, however, would; he's responsible, after all, for the murder, just as though he'd programmed a droid to commit the crime.) (Jedi Counseling 33)

What if the Sith orders the Jedi to deliver a message-rather than murder someone—and the Jedi kills an innocent person in order to deliver the message? Who'd get the Dark Side Point then?

If the Sith used Affect Mind to order the Jedi Knight to deliver a message, and the Jedi Knight, in delivering said message, murdered someone, then that's the Jedi Knight's fault. He—not the Sith—would get a Dark Side Point for the murder.

Now, take this a step further: If the Sith ordered the Jedi Knight to murder someone, and the Jedi not only murdered that person but someone else as well, both would gain a DSP: the Sith for the intended target, and the Jedi Knight for the "collateral damage." (Jedi Counseling 33)

Battlemind

Can you use Battlemind against the Yuuzhan Vong? The reason I ask is because it grants a Force bonus, and the Yuuzhan Vong are invisible to the Force. Does the bonus still apply, and if it does, why?

Yes, you can use Battlemind against the Yuuzhan Vong. It's not directly affecting them, nor is it a Sense-based ability that operates by sensing where the opponent is. It simply makes you better in combat by enhancing your concentration and commitment. (Jedi Counseling 40)

Fear

How long do the effects of the Fear skill last?

Fear lasts for 10 rounds or until the target opts to take a Dark Side Point. Taking a Dark Side Point in this manner is a free action.

Is Fear supposed to allow a saving throw?

I've noticed that the gundark is listed with a +4 to saves vs. Fear, but Fear isn't listed as allowing a saving throw.

Fear does not have a saving throw. That line in the gundark's description was accidentally carried over from the original rules.

Force Defense

Can you add a Force Defense bonus to your Defense when defending yourself with a lightsaber?

You should probably take a closer look at the skill Force Defense. It specifically relates to saving...
throws and doesn’t really have anything to do with Defense in combat. (Jedi Counseling 33)

**Force Grip**

Force Grip and Force Strike both say they inflict “physical” damage. Does that mean the damage is applied directly to wound points?

No, it’s applied like any other kind of physical damage, such as slashing, bludgeoning, or piercing. The term “physical” is there to point out that it’s not energy damage (as with Force Lightning). Physical damage is applied to vitality points first, just like most other damage.

*Can you use Force Grip to deal damage to non-living objects? For example, could you use it against a droid or to crush a weapon?*

No. Force Grip only works against living targets.

*If the new version of Force Grip does in fact apply damage to vitality (if applicable), doesn’t that really weaken the skill Force Grip? Vader killed characters (hero-classed, no less, according to the Rebellion Era Sourcebook) in mere rounds. Remember that the characters you mention were created with the idea that Force Grip worked the way it did in the original core rulebook, with the assumption that those characters failed at least one saving throw. (Jedi Counseling 17)*

*Please understand that I’m not looking for “instant death” in my game, but in the original core rulebook, Force Grip was a little scarier. It was something to be wary of. Now, my heroes just yawn and say, “I made my save and I take 9 points of vitality. No big deal.” It would be more effective to throw a rock at the heroes. Force Grip is nothing to be scared of anymore. You’re missing the point of Force Grip, then. Force Grip is extremely useful against nonheroic characters, or severely weakened (no vitality points remaining) heroic characters — or, in general, anyone who can’t fight back. But it’s not useful against characters with a lot of vitality points remaining. In other words, it’s a decent tactic against nearly defeated opponents, but not so good as an opening gambit. (Jedi Counseling 17)*

**Force Lightning**

I recently watched Attack of the Clones again, and I couldn’t help noticing that Force Lightning doesn’t work in the movie the way it does in the rules. For one thing, Obi-Wan blocks it with his lightsaber, which should be impossible, since you have to make a saving throw, and you can’t deflect an attack that calls for a saving throw. Then, a few minutes later, Yoda blocks Dooku’s Force Lightning with his bare hand, and even shoots it back at Dooku! The rules don’t let you do this, so how do you explain that?

After we saw Attack of the Clones, we scratched our heads over that scene, too. We’d seen the script for Episode II, but not the dramatic final fight scene — so we hadn’t realized that our rules didn’t reflect what happened in that combat! We talked about it and ultimately put together a sort of “house rule” for how to change the Force Lightning skill. Then we put it on the Internet to see what the players thought of it. After lots of discussion and several changes, we decided we needed to change the rules. Here’s what we did:

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### Force Lightning (Int)

*Dark Side Force Skill; requires the Force-Sensitive and Alter feats.*

You can call upon the Force to blast a target with bolts of energy.

**Check:** Make a skill check to determine the amount of damage inflicted by Force Lightning.

<table>
<thead>
<tr>
<th>Result</th>
<th>Damage</th>
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<tbody>
<tr>
<td>14 or less</td>
<td>No damage</td>
</tr>
<tr>
<td>15-19</td>
<td>2d6</td>
</tr>
<tr>
<td>20-29</td>
<td>2d8</td>
</tr>
<tr>
<td>30+</td>
<td>2d10</td>
</tr>
</tbody>
</table>

Then make a ranged attack. If your attack hits, the target suffers the listed damage and must attempt a Fortitude save (DC 20). On a failed save, the target is dazed for 1 round. If the save fails by 10 or more, the target is instead dazed for 1d4+1 rounds. A dazed target falls prone as well.

**Special:** Force Lightning has a range of 10 m. You can take 10 on this skill but not take 20. Because Force Lightning utilizes an attack roll, the attack has a threat range (a roll of 20 on a d20) and can be deflected as per the Jedi class ability. **Time:** Force Lightning is an Attack Action. **Vitality Point Cost:** 6.

(Jedi Counseling 10)

Okay, that explains Obi-Wan blocking the lightning with his lightsaber, but that doesn’t explain how Yoda threw it back with his bare hand.

True, which is why we came up with this rule change for the Jedi’s “Block” ability:

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### Block

This is a modified version of deflect that allows the Jedi to deflect a ranged attack without the use of a lightsaber. If the Jedi does not have some sort of protective gear (such as an armored gauntlet), or an item that can withstand the ranged attack (such as an energy shield or suitably dense material), the Jedi must spend a Force Point to use this ability. (Force Points spent in this way do not add the usual bonus dice to d20 rolls that the Jedi makes in the subsequent round.) Block doesn’t allow the Jedi to...
extend the defense beyond the Jedi's position, and all other rules concerning deflect (defense) and deflect (attack) apply.

(Jedi Counseling 10)

**Force Strike**

In the original *Core Rulebook*, Force Push physically shoved the target away. Does Force Strike in the *Revised Core Rulebook* do the same thing?

No. Physically pushing someone away is covered by the Move Object skill.

Is it possible to use Force Strike against an opponent's weapon? It seems like you should be able to break weapons using Force Strike. In the campaign I play in, the GM doesn't use many droids, so we don't end up fighting them very often. Without droids to fight, Force Strike loses some of its utility — particularly if we're trying to avoid gaining Dark Side Points by using the skill on living opponents.

Yes, you can use Force Strike on weapons and other items. The item in question would get a saving throw, which, in the case of weapons, would be the same as the wielder (as per the rules on saving throws for objects). As per the rules on attacking items, the item doesn't get a save if it's unattended, so it just takes the 3d4 damage. (Jedi Counseling 4)

**Friendship**

I have some questions about the Force skill Friendship. Can Friendship be used on an opponent in combat? If so, what's the effect — does the opponent just stop attacking?

Yes, Friendship can be used in that way. The effect depends on the new attitude. An unfriendly character would certainly continue attacking but might be less inclined to take advantage of weaker opponents. An opponent would stop attacking if his attitude were changed to "friendly" or "helpful." (Jedi Counseling 2)

I assume the effect would be canceled if the Jedi attacks the target. What about if another party member attacks him?

Yes, any party member attacking the "befriended" character would count as "a situation occurring to alter that state." (Jedi Counseling 2)

My players have taken to using the Force skill Friendship to get them out of any problem they might be involved in. Are we using it right? If so, it seems too powerful. For example, Darth Maul could jump a Jedi, and the Jedi could just use Friendship to calm Maul down, take his lightsaber away, and order the Sith Lord to lead the Jedi to Maul's secret master. Friendship seems pretty broken, if you can have a Sith Lord like Maul licking your boot without a save.

Hmm. Although Friendship requires a full-round action to use (meaning Darth Maul would have plenty of time to attack or leave the area), and "licking your boot" is something that a character like Maul would consider "a situation that alters that state," we've also been thinking that Friendship could stand a saving throw mechanism. So consider this errata:

| Check: The result of a Friendship check sets the DC for the target's Will save. |
|---------------------------------|-------------------------------|
| **Result** | **Will Saving Throw DC** |
| Up to 4 | 5 |
| 5-14 | 10 |
| 15-24 | 15 |
| 25-34 | 20 |
| 35+ | 25 |

But also remember that while a Force-savvy character like Darth Maul might stop attacking the hero, he certainly isn't going to hang around, knowing that he can attempt a Will save once he's no longer in the hero's vicinity. And, in any case, not being around means he can't be made to lead his new "buddies" directly to Darth Sidious.

Finally, keep in mind that Friendship is not mind control. The user can issue instructions, but the target is under no particular compulsion to follow them; he just doesn't react with violence to being ordered around. (Jedi Counseling 4)

**Heal Self / Heal Another**

We're having a friendly debate over the proper treatment of the Force healing skills Heal Another and Heal Self. The general argument boils down to two questions: First, can you receive the benefits of Heal Self and Heal Another for vitality in the same hour, and for wound damage in the same day?

Yes, you can. (Jedi Counseling 20)

Second, can you receive the benefits from Heal Another from multiple people within the time period?

Yes, you can. (Jedi Counseling 20)

So, if multiple people can use it once each to heal a character up to full vitality inside an hour, or to full wounds within a day, why do the rules state that there's a limit to the number of times one character can use Heal Another on the same character?

Well, the rules assume that most adventuring groups aren't going to include more than one or two Force-using characters. The intent of the rules is not to prevent a character from being healed up to full vitality or wounds quickly, but to ensure that one Force-using character doesn't become the
vitality and wound point battery for the group. (Jedi Counseling 20)

If you are down to 1 wound point and no vitality points, can you use Heal Self to regain wound points without risking dropping yourself to 0 wound points afterward? I ask because with the "prolong Force" application of Control, a wound point is worth 2 vitality points, and you would normally only need 1 vitality point to pull this off.

As with all skills that cost vitality points to activate, you must pay the cost before you receive any benefits. So, if you have no vitality, activating Heal Self will effectively "damage" you before you receive any benefit from the skill. But because you had only 1 wound point, you would reduce yourself to 0 wounds, become disabled, and then recover wounds from your application of the skill.

You can choose to heal less than the full amount indicated by your die roll, so there's no danger that you might get a Heal Self result of 25 or more and be forced to spend 2 wound points, rendering yourself unconscious (and dying). (Jedi Counseling 21)

If you overcharge your wound points, can you get back 2 vitality points for each point that is overcharged?

No. Excess wound points healed are simply lost. (Jedi Counseling 21)

Can a Force user try to use the skill Heal Another (for wound or vitality damage) until successful, or can he make only one attempt per hour (or 24 hours, depending on whether the attempt is for vitality or wounds) regardless of success on the first attempt?

The text of Heal Another is actually pretty specific: "You can't attempt to heal." So, if you try to use Heal Another and fail, you can't try again until the appropriate length of time has passed: an hour (for vitality damage) or 24 hours (for wound damage or ability damage). (Jedi Counseling 21)

Illusion

I don't understand how the Illusion skill works. Can you give me an example of how it should work with a bunch of different creatures with different modes of perception, and maybe different levels of susceptibility to the Force?

Sure. Let's say that Valara Saar, a Force adept, wants to approach the entrance to a hangar bay, and the only way there is down a 10-meter corridor. In the corridor is a Human security guard (Guard A), a Yuuzhan Vong warrior disguised as a Human security guard (Guard B), a droid, a vornskr (on a leash held by Guard B), and a boneworm (hidden in a ventilation duct).

There are also two security cameras in the corridor: Camera 1, pointed away from the hangar door, and Camera 2, pointed toward the door to the hangar. The boneworm's hiding place is directly below Camera 1, meaning it won't be seen unless it attacks.

Meanwhile, in a nearby security room, another Human security guard (Guard C) is watching the monitor for Camera 1; he's within 10 meters of the Force-user. Yet another Human security guard (Guard D) is in the security room, watching Camera 2. Guard D is a little further away — about 12 meters away from Valara Saar.

Valara wants to scare everyone away, because she's feeling too tired to fight. She decides to create an illusion of Darth Vader striding down the corridor, hoping the guards will go hide in the security room, leaving Valara to stroll past unchallenged. She doesn't know that Guard B is a Yuuzhan Vong and won't be affected. She also doesn't know what a vornskr is, or that it can detect Force-users. And, of course, she has no idea about the hidden boneworm in the vent.

So, Valara creates her illusion, and Darth Vader comes around the corner and walks halfway down the corridor, stopping 1 meter from the hidden boneworm. He then ignites his lightsaber, and intones "Leave now or be destroyed." Here's how everyone reacts:

Guard A sees the Vader illusion, hears it threaten him, and decides that it's not worth 100 credits a week to get slaughtered by Darth Vader. He runs for the security door.

Guard B (the Yuuzhan Vong) sees nothing. Yuuzhan Vong can't be affected by Force illusions. He doesn't react, except to raise an eyebrow at the fleeing Human guard.

The droid, being a machine, can't perceive the Vader illusion, either. It doesn't react.

The vornskr senses the presence of a Force-user, but if Guard B lets go of the leash, the vornskr rushes right past "Vader" and goes after Valara, around the corner. It can see Vader, but it doesn't see him in the Force, whereas Valara is a big beacon.

The boneworm's blindsight is telling the creature that there's something in front of it — because Illusion doesn't target specific senses, and so doesn't leave any special senses out — so it
attacks and, of course, misses. Unfortunately, the boneworm isn't smart enough to catch on that Vader is an illusion, and so it just keeps attacking the empty space.

Guard C, watching Camera 1, is within 10 meters of Valara Saar and within 10 meters of the illusion she's creating. But he doesn't have a line of sight to the Vader illusion; he can see it only through the monitor.

Guard D, on the other hand, is within 10 meters of the illusion, but he's more than more 10 meters from Valara Saar. On his own monitor, he sees Guard A running screaming from something, but he can't see what Guard A was seeing. He turns to look at Guard C's monitor, across the room, and sees Guard C reacting with horror — to a picture of an empty stretch of corridor (with what looks like a meter-long worm flailing around the boneworm). But he doesn't see Vader.

If Guard D goes over to Guard C's monitor to get a closer look, he'll come within Valara's range, and so he'll suddenly perceive the Vader illusion as well. But because he saw that there was nothing there just a moment before, he'll get a Will save because he can tell that something strange is going on.

Conversely, if Guard D merely switches his monitor over to pick up what's on Camera 1, he'll still see nothing; he's still outside Valara's range.

If Guard C turns to look at Guard D's monitor, though, he'll still see the illusionary Vader — until he actually moves over to Guard D's station, and thus leaves Valara's range. At that point, he won't see Vader on either monitor. Then he'll sense that something's up, and he'll get a Will save.

Valara, meanwhile, peers around the corner but staying in the shadows can see the illusionary Vader as a kind of hazy Vaderlike hologram. When the vornskr attacks her, though, she ceases spending vitality on the illusion, and Vader simply vanishes.

Later, when everyone looks at the playback for Camera 1, they won't see Vader at all. They'll see Guard A running for his life; they'll see the vornskr rush around the corner and look briefly at something in the corridor; and they'll see the boneworm attacking empty air. (Jedi Counseling 11)

Is it possible to use the skill Illusion to create duplicates of yourself (perhaps to fool an enemy)? In the Dark Horse Comics story "Darkness," the dark Jedi Volfe Karkko deflects one of Quinlan Vos's attacks and disappears, creating an illusion of various unruly-looking creatures around Vos. So is it possible to create a duplicate — or several duplicates — to draw fire while the actual target hides?

Certainly, and this is a fine example of using Illusion cleverly. It's pretty clear that you've used an illusion — thus giving the viewers the "reasonable doubt" they need to attempt a saving throw — but those who fail the save won't know which of you is the real you, and thus, which to attack. (Jedi Counseling 37)

Is it possible to "hide" inside an illusion? For example, could you create the illusion of a big cardboard box and stand within its space? If so, could you see out?

You can create the illusion of a solid object around yourself, and while you could see out without difficulty — because you know the illusion isn't real — those outside couldn't see in. For that matter, if you created the illusion around someone else, and that person didn't realize it was an illusion, he or she wouldn't be able to see out, either. (Jedi Counseling 19)

What about creating the illusion of a stormtrooper around yourself or someone else?

You can do something like this by expending 3 vitality points per round (the minimum vitality point cost for an illusion). This allows you to add your ranks in Illusion to your Disguise check. Someone observing you gets the normal chance to notice the disguise (an opposed Spot check against your Disguise check), as per the Disguise rules. Spotting the disguise in this fashion qualifies as "observing and interacting with" the illusion, so the person who notices the disguise would also get a Will save against the illusion. (Jedi Counseling 19)

I have read your errata updates on the Illusion skill, and I have yet to see any ruling as to the limits of the physical size of the illusion you create. The problem is that my players started small, creating illusions of monsters, fire, heroes running away to fool the enemy, and so on. Then, they escalated to creating illusions of starships — first space transports and then capital ships. If they kept going, could they create something as big as an illusory Death Star?

The only reference to spatial considerations seems to be the Range Limit (on page 92 of the revised core rulebook), which dictates that a Jedi can extend his illusion out to a range of 1,000 km. So should I assume that a Jedi could create a mini Death Star, complete with an illusory planet-destroying superlaser, and all for a measly 10 vitality points a round? A 10th-level Jedi with a good Constitution score could hold that up for 6 to 8 rounds, I'd say. Doesn't this seem a little too good, or am I mistaken in my assumption? Please clarify this issue once and for all.

It might help you to know that the original inspiration for the Illusion skill came from the Knights of the Old Republic comic book series from Dark Horse, in which the character Aleema Keto created an illusion of a starship so large that it hid a fleet of smaller ships. Thus, the intent of Illusion is that you can create an image of anything, no
Is it possible to create a "negative" illusion to make it appear that something is not there? If so, could you hide inside a moving illusion to walk down a corridor more or less invisibly? You cannot use Illusion to create an image of nothing, or to hide someone or something by making that person or thing appear transparent. In short, Illusion cannot make anything invisible. (Jedi Counseling 19)

If you use Illusion to create an image of a dark side user wielding a lightsaber, and you make it attack an opponent, what happens to the opponent? Aside from the check to see through the illusion, would he take some kind of damage if the "lightsaber" struck? Could it inflict a critical hit?

No and no. Remember, Illusion can't, in and of itself, cause physical harm. The target would see the attacker, but as soon as it "hit" him, he'd get a Will save to see if he realized that it was an illusion. And I'd personally give him a bonus, because all the evidence of his senses would be telling him he should be in tremendous pain, but he wouldn't feel any. (Jedi Counseling 7)

A friend and I had a rather heated debate about illusions. Four Imperial Inquisitors were chasing him, and he tried to create the illusion of a large bomb falling within 30 to 50 meters of them, so as to obscure line of sight with dust, smoke and debris. Now, because a sufficiently large bomb would create a shockwave that would knock flat everything within a 100-meter radius, I ruled that it was a form of interaction (reasoning that the Inquisitors would not experience the expected physical result — the shockwave). First, was I correct in this ruling?

My friend then argued that, even if it was a case of interaction, the Inquisitors wouldn't get a save until their turn, because they had to stop, think, and consider the lack of a shockwave. And since the save is a free action, they couldn't take a free action until their turn. I agree that a free action can only be taken during your turn, but I would have thought a save would be a reaction. If I was right about the shockwave being an interaction, when would the Inquisitors get to make their save?

Ordinarily, a save is a reaction, but illusions are an unusual case. The text states that the characters encountering the illusion can't attempt a saving throw until they study it carefully (as your friend suggests) or interact with it in a significant fashion. I'd say that having an illusory bomb blow up in your face counts as "interacting with it in a significant fashion." So the Imperial Inquisitors in question should be allowed to make a save as soon as the illusory bomb blows up and they feel no shockwave. (Jedi Counseling 36)

Move Object

In the Move Object skill description, it says you can move an object "a number of meters equal to 4 ¥ your Force-user level." What does that symbol mean?

That symbol is a typo. The sentence is supposed to say "4 ¥ your Force-user level." This typo has been corrected in the second printing of the Revised Core Rulebook.

Move Object states that Medium-size beings are in the 5 to 50kg range. Um, most Medium-size people are more than 50kg, but not that much (well, a lot less than the 500kg range, which is the next difficulty). Was this an error, or did you want to show that a person could be moved with the same difficulty as most other Medium-sized things?

That seems to be an error. Medium-size beings should fall under the range of 51 to 500 kg. (Jedi Counseling 9)

I had a question regarding the Move Object skill. One member of my group made the check for the maximum weight that the table in the skills list provides. But instead of lifting or moving the target, he used it to crush his target — an enemy — to death. He justified this use of the skill by saying that the force necessary to lift that much should also be enough to crush the guy. Is this possible? It doesn’t seem like it should be able to be used that way.

Move Object does not allow you to crush things. You can pick things up and perhaps move them around, but that’s all. What your player did really falls under the heading of “Force Grip.” (Jedi Counseling 14)

Is it still possible to move multiple objects with Move Object?

I think that just got accidentally edited out. You can still lift or pull multiple objects. It’s a full-round action, and the DC is set by the heaviest object in the bunch. Each additional object adds +2 to the DC, and costs an additional 2 vitality points.

Is it still possible to lift yourself with Move Object?

No. That was removed from Move Object and made into a part of the Force Flight feat.

Can you use Move Object to lift an object on which you’re standing? For example, could a Jedi lift a surfboard and ride it through the air? For that matter, could two Jedi lift each other with Move Object at the same time?

For lifting an object on which you’re standing, Move Object alone is sufficient. You can only move the object 10 meters into the air (unless you have
considered helpless, in the rules sense, and so is

Plainly, such a character is not "immobile"

If you readied an action to do so. The DC and

Yes, you can use Move Object to catch

Can you use Move Object to trip someone?

Actually, if they fail their saving throw you
can move them however you wish, including
dropping them flat on the ground.

If I use Move Object on an opponent to lift
him off the ground, does he get one saving
throw when I first start, or can he save again
every round?

You have to make a Move Object check every
round, and he gets to make a saving throw every
round at that time.

Could you render an opponent immobile
by the use of Move Object? If so, would he lose
his Dexterity bonus to Defense? Would he be
considered helpless and an eligible target for
a coup de grace? Would you gain a Dark Side
Point if the opponent died while in your Move
Object hold?

You can certainly keep someone from leaving a
given square using Move Object, but you can't keep
them from acting in other ways. For example,
someone held in a Move Object "grapple" can still
take move actions, attack actions, and full-round
actions as normal — he just can't leave that
square. So, for example, if he has a ranged weapon
and can normally make five attacks with it in a full
attack, he can still do it, even while held by Move
Object.

So, plainly, such a character is not "immobile"
in the strictest sense of the word, nor is he
considered helpless, in the rules sense, and so is

not eligible for a coup de grace (at least, not just
because he's held in a Move Object "grapple").

Now, as for whether you gain a Dark Side Point
for holding someone with Move Object, it depends
on whether you're holding the victim for the
purpose of letting someone else kill him. If you're
just holding the person, and someone happens to
kill him, that's not really your fault. If you're
holding him so that he's unable to escape while
your allies kill him (or so that he's stuck in place
while some external effect kills him), then you're
facilitating his death, and that's certainly grounds
for a Dark Side Point (though your GM is the final
arbiter of whether you deserve one or not). (Jedi
Counseling 39)

Is it possible to use the Force skill Move
Object in a battle situation? The rules allow
for it, and the check to stop, say, a thermal
detonator or rocket would be easy (DC 10)
due to their low weight. Granted, in normal
circumstances, the player would have to
ready an action to do this. However, I feel
that some other action should be necessary,
like a Reflex check or something; otherwise, it
just seems too easy to snatch missiles and
stuff out of the air.

Move Object really isn't designed to allow a
Force-user to stop projectiles (or alter their
course). If you wish to create a set of rules that
allow for this option, that's certainly within your
right as the GM. Personally, I'd make it a feat, and
make sure it's not terribly easy to do. Remember,
we don't see Jedi doing this sort of thing in the
movies, so it's plainly not easy. (Jedi Counseling 9)

Move Object says that it takes a move action
to use and a full round action if used as an
attack. Exactly what makes it an attack? If
you tried to pull a blaster from someone's
hand, is that an attack? If you move a
floorboard so that someone falls through the
hole, is that an attack? How about dragging
a person across the floor, or dropping
something from above on them?

One good rule to remember is that if an action
normally requires an attack action to do by hand,
then it counts as an "attack" for purposes of Move
Object. In general, any action that more or less
directly affects someone else — hitting the
opponent with a rock, pulling a weapon out of the
opponent's hand, pulling the floor out from under
the opponent — should be considered an attack.
(Jedi Counseling 21)

Can the Move Object skill be used to catch
someone who is falling?

I'm going to reverse an earlier ruling I made,
back in Jedi Counseling #18, regarding using Move
Object to catch thrown weapons (such as
grenades):

Yes, you can use Move Object to catch
something that is falling or being thrown, but only
if you have readied an action to do so. The DC and
vitality cost for the skill check is based on weight, as normal. You can elect to stop the object’s movement anywhere within 10 meters of yourself. Catching the item is an attack action, so you cannot immediately manipulate the object. For example, you couldn’t catch a grenade and throw it back at the person who threw it, all as the same action.

I wouldn’t say, however, that this is what Yoda did in his battle with Count Dooku at the end of Attack of the Clones. There, Yoda readied his actions to Move Object to contest Dooku for control of the objects that Dooku was attempting to use to kill Obit-Wan Kenobi and Anakin Skywalker — and those rules are already in the game on page 95 of the revised core rulebook. (Jedi Counseling 23)

Can a Force-user use Move Object to make a kind of “bulletproof shield”? No. None of the applications of Move Object allow the Force-user to deflect incoming attacks. (Jedi Counseling 22)

One of my players wanted to pull his lightsaber to him from a walkway 30 meters away. The problem is that the revised core rulebook states that an object to be lifted must be within 10 meters. My player reasoned that because he could see it, because it was lightweight, and because he had a connection to it through the Force, he should be able to pull the lightsaber to him. I have read in some of the books that Jedi have moved objects to them from vast distances; one example is Kyp Durron pulling the Sun Crusher from the center of the gas giant Yavin. Is there a house rule I can make, or should I just stick to the rules?

You should always feel free to make a house rule if you believe that your campaign needs it. We chose the 10-meter limit for Move Object specifically because the characters who use it in the movies never use it at a range of greater than 10 meters, and when the books and movies conflict, we generally go with the movie version. (The scene of Yoda lifting Luke’s X-wing in The Empire Strikes Back is a bit unclear as to the distances involved, but it could be argued that a significant part of it was within 10 meters.) (Jedi Counseling 22)

How does a Jedi do the "Force Jumps" we see in the movies? It seems like Anakin and Luke have both done this on screen, but they don’t have the Burst of Speed feat. Also, I can’t think of any way for Anakin to fall from a great height and land on Zam Wesell’s speeder without being killed unless he used Force Flight. What am I missing?

JD Wiker recommends the following new uses for the Move Object skill if you don’t have Burst of Speed or Force Flight:

**New Use:** Force Jump. You can use the Force to add extra power to your leaps. By spending 4 vitality points while using the Jump skill, you can add your ranks in Move Object to your Jump check result. If you use this option, your jump distance (and your maximum jump distance) is tripled for that Jump check.

**New Use:** Force Fall: You can also use the Force to fall safely. When you intentionally jump down from a height, you may attempt a Jump check (DC 15) to reduce the effective total distance by 4 meters. (See the Jump skill in the core rulebook.) By expending 4 vitality points, you can add your ranks in Move Object to your Jump check result, and for every 3 points by which you beat the Jump check DC of 15, you can reduce the effective distance fallen by another 4 meters.

For more information on these and other uses of the Move Object skill, see Chapter Three of the *Hero’s Guide*.

**Telepathy**

One of my players wanted to use the Telepathy skill to read the surface thoughts of a local smuggler to see if the smuggler was lying. He argued that he could use Telepathy as a sort of “mind probe” because Jedi do just that in the novels after the death of the Emperor. Can he do that? It seems a bit overpowered to me.

Well, he can use the Force to see if someone is lying — but that’s not Telepathy; it’s Empathy. Empathy grants a bonus to Sense Motive checks, and Sense Motive is the operative skill for detecting lies. (Jedi Counseling 24)

The Telepathy skill has a range of up to 1,000 kilometers. At that range, you can’t possibly see a target, and you can’t use See Force to detect them. So how do you find a target? The text says you can establish a “mental link with a specific” target. So what I’m thinking is this: When you use the power, you must specify a target (Leia, for example), and it doesn’t matter whether you know if they’re in range or not. (If they’re not, the check automatically fails, of course.)

That’s essentially correct. The range of Telepathy is really more of a radius of effect. To contact someone with it, you send out a message and hope that person is within the range. (Jedi Counseling 32)

But then doesn’t Telepathy become more attractive than See Force for tracking people down, provided you know who the target is? Sure, hostile targets get a Will save, but it’s still probably easier than See Force (especially against low-level targets) and has a longer range.

It is true that Telepathy can "locate" a known, specific individual in the manner you suggest.
However, that's not exactly like global positioning; all you learn is that the target is somewhere within the listed distance, but not precisely where within that range. Even if the target is standing 4 meters away from you, Telepathy won't tell you that. See Force, on the other hand, allows you to follow "a glowing line of energy" to its source. (Jedi Counseling 32)
Feats

Bonus Feats

I have a player who wants to be a Jedi consular of the Neti species. Both the species and the class have the bonus feat of Force-Sensitive. What would be the most acceptable way to handle this? Give them two extra feats for having it or ignore one of them?

You would ignore one of them. If a class ability grants a feat that a character already has, he simply gets no benefit from the class ability — and he certainly doesn't get to select something else to take its place. (Jedi Counseling 26)

General Feats

Cleave / Great Cleave

In my game the other night, I threw some droids at my players (all Jedi), and to mess the heroes up a bit, all the droids had cortosis armor, deactivating the Jedi's lightsabers. This frustrated the players, but not as much as my next call: Once they realized that attacking the armored droids was annoying, they started attacking their weapons.

One character attacked a droid's light repeating blaster and destroyed the weapon, but this character had the Cleave feat and wanted to attack the blaster held by the next droid. The player argued that the rules state that Cleave only specifies an opponent and that a blaster could be an opponent. But to me, striking blasters held by two or more droids changes the direction of the lightsaber too much (strike down for the first blaster, and then change direction to slash up for the second blaster) to be considered a fluid Cleave motion. Please clarify.

Hmm. Interesting situation. My ruling would be that yes, a character with the Cleave feat could carry on to attack another weapon after destroying the first weapon, since nothing in the Attack an Object rules states that you can't use Cleave (or, by extension, Great Cleave, for that matter). And the physics of lightsaber motion don't really have anything to do with it. The combat system is abstract, after all, and doesn't take such factors into consideration. So, in short, I'd allow a character with Cleave to use it against an adjacent opponent's weapon. In fact, I'd even allow a character to dispatch one opponent's weapon, and then attack an adjacent opponent (not just his weapon), or vice-versa. (Jedi Counseling 40)

Combat Expertise

My character has Combat Expertise. If I lower my attack bonus past the +6, +11, or +16 marker, do I lose an attack? For example: I have a +7/+2 attack bonus (BAB = +6/+1, Str mod +1). If I use Combat Expertise for a full +5 Defense, is my attack only +2, or is it +2/-3?

It's +2/-3. You're taking a penalty on your attack, not on your attack bonus. (Jedi Counseling 10)

Defensive Martial Arts

When using Defensive Martial Arts, does the +2 dodge bonus to Defense apply when you are using a lightsaber or other melee weapon?

Yes. The feat deliberately leaves out a list of circumstances under which it doesn't apply, because it always applies (so long as your Dexterity bonus applies to Defense, as usual). There is a line of reasoning that states that because this dodge bonus is derived from martial arts training, it should only apply against melee attacks. The designers, however, felt that subdividing the feat into two separate feats — one for "versus melee attacks" and one for "versus ranged attacks" — unduly penalizes characters, forcing them to take two feats when one would suffice. (Jedi Counseling 31)

Frightful Presence

Does Frightful Presence stack with itself each round? It says you can activate it as a free action. So if someone keeps failing each round, do they get more and more frightened? If they succeed at the save, do the penalties from the previous failures vanish?

The -2 penalty from Frightful Presence isn't cumulative, but you can keep the effect going by using it again each round. However, if you use Frightful Presence again on someone who's already affected, that character gets to attempt another saving throw — and if he succeeds, he sloughs off the previous effects. (Jedi Counseling 18)

Heroic Surge

Can I use Heroic Surge to act before my action comes up in the initiative order?

No. On your turn, you can use the partial action from Heroic Surge immediately before or after your regular action. If you want to "act out of turn," you must delay your action from the previous round. (SW Gamer #4, p.12)
Martial Arts

I’m planning on creating a Cathar soldier (Ultimate Alien Anthology) for my next character: a kind of martial artist. Now, Cathars have natural weapons — claws that deal 1d6 points of damage. So when my Cathar soldier takes the Martial Arts feat, does he deal 1d4 points of damage, 1d6 points of damage, or 1d4 + 1d6 points of damage?

When using Martial Arts, you have a choice of dealing either your regular unarmed attack damage, or your martial arts damage. But you don’t get to combine them. That would seem to be a disadvantage to species with natural weapons, but it’s the price you pay for being able to deal more damage at 1st level than the average character. (Jedi Counseling 37)

Quick Draw

My character has the Quick Draw feat. A goon has a blaster pulled and aimed at my character. My hero wants to pull out his own blaster and fire in the next round. Since he has Quick Draw, does a roll of initiative for the next round between the two characters determine who fires first?

Technically speaking, yes, assuming they’ve not both already rolled attack damage, or your martial arts damage. But you don’t get to combine them. That would seem to be a disadvantage to species with natural weapons, but it’s the price you pay for being able to deal more damage at 1st level than the average character. (Jedi Counseling 9)

Does the Quick Draw feat apply to multiple weapons? And if so, does the size of the weapon matter?

Quick Draw doesn’t specify that you can only draw one weapon per round. Since it’s a free action with Quick Draw, and you can perform as many free actions in a round as the GM deems reasonable, then yes, it’s reasonable to assume that you could draw two weapons in the same round using Quick Draw.

As GM, though, I personally would stipulate that you can, at best, “fill your hands” with weapons using this tactic. So, a two-handed, Medium-sized character could draw two Medium or smaller weapons, or one Large weapon, using Quick Draw. (Jedi Counseling 27)

Quickness

In the Star Wars Roleplaying Game Revised Core Rulebook, the Quickness feat grants +3 vitality points, and the Toughness feat grants +3 wound points. Since each burns a feat, and therefore has the same cost, shouldn’t Quickness receive more vitality points?

Quickness is tempting to 1st-level characters with low vitality dice, because it often increases their vitality points by 150 percent. But, in the long run, Toughness is generally more useful. The drawback to Toughness, though, is that it only works when you’re taking wound damage — and thus, risking failing the Fort save for having taken wound damage, and possibly being knocked out. (Jedi Counseling 11)

Point Blank Shot

With the Point Blank Shot feat (which gives a hero a +1 bonus to hit and damage and increases the point blank range to 10 m), should the DC to avoid stun damage also be increased by +17?

No. Point Blank Shot doesn’t affect anything except attack and damage rolls. (Jedi Counseling 9)

Shot on the Run

There’s something a bit odd about the feat Shot on the Run. According to the text, “moving in this way does not provoke an attack of opportunity from the defender you’re attacking.” Does that mean that I can stand next to a droid with a vibro axe, for example, back up so I’m out of its threatened squares, fire at it, then move back so I’m adjacent to it again — all without provoking an attack of opportunity?

No. Shot on the Run seems to have some inadvertent and excess verbiage, and the last sentence of the feat will be dropped in a forthcoming errata. (Jedi Counseling 4)

Does the Shot on the Run feat let your character have full movement while engaging in multifire or autofire?

No. Any time you take multiple attacks during your action, it’s a full attack action. Shot on the Run states that it applies “when using an attack action,” which, obviously, isn’t the same thing as a full attack action. (Jedi Counseling 41)

Spring Attack

Here’s a situation that came up in our game recently. On round 1, a Jedi guardian used Deflect (defense), thus losing a move action in the next round. Then, in the next round, the same Jedi guardian used Spring Attack, moved more than 2 meters, and attacked an opponent. Is this possible?

Simply put, no. Spring Attack doesn’t allow you to ignore the lost move action from using Deflect (defense) or Deflect (attack). It simply allows you to break up your move action — and the Jedi guardian in this example didn’t have a move action to break up. (Jedi Counseling 42)

Track

How long does a Survival check take when following tracks with the Track feat? I believe
you can take 20 for this, so I need to know how long that will take.

That seems to be an omission in the feat description. Assume that each check to Track takes one minute, so taking 20 on the check takes 20 minutes. (Jedi Counseling 4)

**Force Feats**

**Burst of Speed, Force / Knight / Master Speed**

*Burst of Speed, Force Speed, Knight Speed, and Master Speed all say they are full-round actions. How exactly does this work?*

What it means is not clear from what it says, unfortunately. (And here I thought we'd clarified it.) The use of the feat is a full-round action, and it's effectively a free action to activate it. Activating it has to be the first thing you do on your turn. All it does is multiply your base speed, so if you activate it, then for whatever reason decide you only want to go 12 meters, there you go. After activating the feat, you may take any movement action (move, double move, disengage, or run), but not move-equivalent or attack actions. Jumping or Climbing may be combined with movement as per the normal rules. For example, if you use Burst of Speed and declare you are running, you're going to multiply your base speed (which has already been multiplied by a factor of 10) by another x4, but you have to move in a straight line, etc.

Why are some Force-based feats duplicated, such as Force Speed and Knight Speed? Is it so Force adepts can take these feats?

Yes. There's no real reason why non-Jedi shouldn't be able to do many of these things. So the difference is in the prerequisites — Knight Speed requires Jedi levels, while Force Speed requires Force levels — and in the fact that they can't go as far as the Jedi (i.e., there's no "Force Master Speed" feat).

Why isn't Knight Speed a prerequisite for Master Speed? Is this an error?

Nope, it's not an error. We just decided that if you had chosen, say, Knight Defense as your Jedi Knight free feat, you could still choose Master Speed as your Jedi Master free feat. (This refers to the original core rules, obviously.) When we dropped the whole idea of the Jedi Master class ability, we just didn't see any good reason to add a new requirement, even though the original reasoning was no longer entirely applicable.

What happens if you're using Burst of Speed and you run into someone?

You can use a speed feat to pass through another person's square. If you choose to, you can hit them, in which case you treat it as a bantha rush, with a +4, +8, or +12 bonus to your opposed check for using Burst of Speed, Knight/Force Speed, or Master Speed, respectively. More extensive rules on using Burst of Speed in combat can be found in the Hero's Guide, p.135.

**Control**

Does using the prolong Force ability provided by the Control feat cause the Force-user to become fatigued?

He'd still become fatigued. Whenever you lose wound points, you're risking fatigue. This is part of the reason why the prolong Force feat was changed to an ability of Control with the Revised Core Rulebook. It wasn't very useful previously — certainly not useful enough to be worth a feat slot. (Jedi Counseling 4)

**Dissipate Energy**

How does the Dissipate Energy feat work?

Dissipate Energy is going through some changes when the official errata comes out. Here's how the feat will work:

1) If you're hit with physical damage (as opposed to energy damage), Dissipate Energy won't help.
2) If the energy doesn't actually damage you (like stun effects), Dissipate Energy won't help.
3) If the energy only deals damage to your vitality points, Dissipate Energy won't help.
4) If the energy deals damage to your wounds, you can roll the Fortitude saving throw provided for by Dissipate Energy. If successful, you gain one vitality point for every two points of wound damage you would have taken.
5) The DC for the Fortitude save is 10 + the wound damage dealt.
6) If the save fails, you take the damage as normal.

This is the intent of the wording, and the wording of the errata.

Even if Dissipate Energy only works against wound damage, what's to keep someone from shooting himself with a blaster or hitting himself with a lightsaber to recharge his vitality points?

I agree that it sounds ridiculous. But the consensus of the design team was that a) since it only applies when suffering wound damage, it doesn't come into play all that often, and b) since you run the risk of rolling a 1 on your save — an automatic failure — the "recharge yourself by shooting yourself" plan is taking a dangerous risk (especially when you consider that the rules for death and dying have changed).

Finally, the fact that you regain vitality points at a 1-for~2 basis is not that significant a gain — especially considering that now you're not automatically going to get to try to absorb the damage (not unless you take another critical).
Can you take 10 on a Dissipate Energy Fortitude save?
No. The rules on saving throws specifically state that you can’t take 10 (or take 20, for that matter). Saving throws are, by their nature, only made when you’re being threatened, and you can’t take 10 when you’re being threatened. Being shot with some sort of energy weapon definitely qualifies. (Jedi Counseling 13)

Can a Jedi voluntarily take damage on his wound points, instead of letting it go to vitality first, to take advantage of the Dissipate Energy feat?
That also seems reasonable, but if you run out of wound points (perhaps because you failed the Fortitude save for Dissipate Energy), you’d still fall unconscious. You wouldn’t start taking vitality damage instead. (Jedi Counseling 6)

In the Star Wars movies and books, Yoda and other Jedi refer to the Force as an energy field that surrounds, penetrates, and binds the galaxy together. Force Grip uses this field to compress lines of energy around vital organs, allowing the character to choke a hero or a villain. So could Dissipate Energy be used to convert that energy into vitality if the target character failed his saving throw and therefore took the damage as wound points instead of vitality?
Well, no, but I can see how you might come to that conclusion. The meaning of "energy" in the Dissipate Energy feat is very specific: It refers to damage of the "energy" type, as opposed to damage of the "physical" type. Force Grip specifically states that the damage caused is physical damage, so Dissipate Energy won’t help against it. (Jedi Counseling 27)

In a previous ruling, you established that a Jedi can’t use his Deflect ability against starship attacks. Along the same lines, could a Jedi or Sith character use Dissipate Energy on a successful save against a starship weapon, assuming he can make the Fortitude save?
Yes. (Jedi Counseling 43)

Force Mastery / High Force Mastery

Does Force Mastery allow you to reduce the move-equivalent action penalty from Deflect to a free action?
It doesn’t apply. While Deflect costs the Jedi a move action, that "cost" is merely a limitation on your future actions. (Jedi Counseling 3)

Does using Force skills as a free action (by way of the Force Mastery feat) have a limit to the number of skills that can be used in a single round?
According to the rules on free actions, the upper limit is set by what the Gamemaster decides is reasonable on a case-by-case basis. Note, however, that Force Mastery itself can only be used once per round, as stated in the feat description. (Jedi Counseling 13, clarification added)

The High Force Mastery feat states that you can take any Force skill that is a full round action and condense it into an attack action. Since Move Object says that an attack is a full round action, and Kinetic Combat [Hero’s Guide] is based on Move Object (you need 12 ranks in Move Object before you can take the feat), can you essentially use one attack action as your Kinetic Combat (using High Force Mastery at double the vitality points) and still have the rest of your attacks open?
Not exactly. You’d get one attack action: the Kinetic Combat use of Move Object, reduced from a full round action to an attack action by High Force Mastery. Since neither of these feats grants additional attack actions, you’re left with only a move action. (Remember: There is a big difference between an attack and an attack action. A full attack (a type of full round action) allows multiple attacks if you are qualified to do so because of a high base attack bonus, feats, equipment, etc., but it does not allow multiple attack actions.)

However, if you also had Heroic Surge, you could use High Force Mastery to reduce the Kinetic Combat use of Move Object down to an attack action, and take that as your Heroic Surge attack. Then you could take the rest of your attacks with your normal actions for the round. (Jedi Counseling 43, clarification added)

Force Mind / Improved Force Mind

What is the effective range for Force Mind and its derivatives?
The effective range of Force Mind, Knight Mind, and MasterMind is 10 meters. (Jedi Counseling 13)

What is the intent for Improved Force Mind’s prerequisites? The Revised Core Rulebook does not explicitly say that Force Mind is a prerequisite for Improved Force Mind, but whenever the indented summary of feats appears, the Improved Force Mind seems to be indented below the Force Mind feat. To me, this implies that Force Mind is a prerequisite for Improved Force Mind. Can you tell me for sure?
Yes, Force Mind should be a prerequisite of Improved Force Mind. Sounds like one for the errata! (Jedi Counseling 2)

Force Flight

Are there any limitations to the Force Flight feat? For example, could I use Force Flight to fly as high as I wanted, or is there a limit to the height? When you have moved the allotted distance for your roll, do you have to land or can you spend vitality to stay in the
Can you stop yourself falling by using Force Flight?

Force Flight lets you fly as high as you like, so long as you keep spending vitality points. Even if you choose not to move, you can spend vitality points to remain in the air. If you have a move action between the time that you start falling and the time that you hit, you can activate Force Flight to keep yourself from hitting the ground. (Jedi Counseling 13)

Force-Sensitive

It doesn't make sense that I can suddenly become sensitive to the Force just because I picked up the feat during my adventuring career. Shouldn't I have to take the feat at 1st level or not at all?

The GM could impose that restriction, but that limits players' freedom of choice, which is never fun. You could easily rationalize that the hero always had some latent ability with the Force that never surfaced until she took the Force-Sensitive feat. A GM could even build the hero's burgeoning awareness of the Force into the adventures — prompting him to seek training. (SW Gamer #4, p.13)

Lightsaber Defense

My Jedi character wields two lightsabers. He just recently became a Jedi Knight and selected the Lightsaber Defense Feat. Does he get the +2 dodge bonus twice, one for each blade?

No. The feat doesn't provide a dodge bonus for each lightsaber the character wields. In that regard, one lightsaber is no different than four. (Jedi Counseling 3)
I was recently reading about Luke Skywalker at starwars.com and noticed something interesting in the middle of the page: "The aftermath of Hoth scattered the Rebels, and Luke was stationed at temporary bases on Golrath and Arbra. Ascending to the command of Rogue Squadron, Luke fell in love with one of his squadron-mates, the talented and enigmatic Shira Brie. During a heated battle, Luke's targeting computer was knocked out of commission, and he instead relied on the Force to pick his targets. Inexplicably, the Force told him to fire on a friendly vessel, and he shot Shira Brie out of the sky." That brings us to my question: What type of Force skill and/or feat did he use?

None, I'd say. This, to me, is a case where the GM said, "You get a strong feeling from the Force..." which doesn't require anything except that the GM wants the player to make a certain decision. Remember, in any roleplaying game (and especially in one that has something so mysterious as the Force), the GM can give the players information and let them choose how to interpret it and how to act on it, without the players choosing to make a check or roll. (Jedi Counseling 17)

**Force Points**

**How long does a Force Point last?**

Any time you use a Force Point, it lasts until just before your turn in the initiative order comes up again. For example, if you use a Force Point during your action on Round 2, it lasts until just before your turn in the initiative order on Round 3. Likewise, if you use a Force Point before your action on Round 3 (i.e., your turn hasn't come up yet), it lasts until your turn in the initiative order comes up that round.

In the "Survival Strategies" article of Star Wars Gamer #6 on page 58, it reads, "Vinto tumbles from behind the battle droids and fires at one of the Dark Jedi, rolling a natural 20. The scoundrel's player decides to use a Force Point before rolling to confirm if this is a critical hit." However, in Chapter 8 of the Star Wars rulebook it reads, "The decision to use a Force Point is made during the character's action, before any dice rolls are made." So my question is: Does one have to declare the use of a Force Point before any dice rolls are made?

The rules in Chapter 8 of the core rulebook can be a bit misleading: it is possible to spend a Force Point at any point in the turn, even during an opponent's action. What the rule is trying to clarify is that the Force Point you spend only applies to rolls made after you roll the Force dice. Thus, the "Survival Strategies" example is accurate: The Force Point adds a bonus to the scoundrel's confirming roll, but it doesn't add anything to the original roll (which in this case, isn't necessary anyway, since a natural 20 always hits). Also, the Force Point applies until the same point in the next round, when the scoundrel acts again. If, on the other hand, the scoundrel had spent his Force Point to enhance a saving throw, then the bonus would apply until that point in the next round, the point in the initiative order when he had to attempt the save.

That having been said, many GMs use the "just after you roll" rule for Force Points: You can choose to spend a Force Point after seeing the result of your die roll, but before you make any other rolls, and before you know whether your check succeeded. I happen to prefer this method. For one thing, it makes spending a Force Point a bit more meaningful. For another, it can be entertaining watching a player squirm when, before you tell him whether his attempt succeeded, you dispassionately ask, "Do you want to spend a Force Point?" Try it sometime. (SW Gamer #9, p.14)

**Can you expend additional Force Points when constructing a lightsaber to gain bonuses to the various rolls?**

The task of making a lightsaber takes more than one round, and the bonuses from the expenditure of a Force Point last for only the round that the Force Point was spent. The book says that the checks are made at the same time, but does that mean that the Constitution, Wisdom, and Intelligence checks to "harmonize the Force," "harmonize the self," and "harmonize and imbue the crystals" can all be performed in the same round? Would one Force Point aid all three rolls?

Yes, a Jedi could expend one Force Point to imbue the focusing crystals with the Force — and then spend another Force Point on her three ability checks to improve her chances of successfully preparing the crystals. The Craft (lightsaber) check to assemble the components takes place after this and can't benefit from the Force Point spent on the three ability checks. The Jedi could expend yet another Force Point to increase her chances on the Craft check. (SW Gamer #8, p.14)

**Dark Side Points**

**Is it possible for Jedi to detect another character's amount of Dark Side Points, or, for that matter, whether the other character has any Dark Side Points at all?**

No. We considered adding a rule like this for The Dark Side Sourcebook, but we realized that if Jedi could do that, they'd be able to sniff out darksiders at any time. The books and movies (particularly the prequel trilogy) make it pretty
clear that Jedi can't do this. At best, they can sense a threat (using the Force-Sensitive ability to avoid being surprised), but other than that, they have to rely on other abilities to determine who is and who isn't a dark sider. (Jedi Counseling 10)

In a recent installment of Jedi Counseling, you stated that Jedi cannot determine how many Dark Side Points a character has. However, in Episode II, Yoda says to Count Dooku, "The dark side I sense in you." Also, in Dark Journey, a novel in The New Jedi Order series, some of the characters can sense that Jaina Solo is slipping to the dark side, even though she gives no indication other than being a bit grumpy. How do you account for this?

Being able to sense whether or not someone is evil and being able to determine their game stats are two different things. And I'd disagree that Jaina gives no other indication than being "a bit grumpy." As I recall, she's described at the end of Star by Star as having "eyes filled with hate," and she eagerly attacks enemies, rather than simply defending against them. She becomes cold and ruthless, and even without the Force, I'd have to say that anyone can recognize the change from the Jaina of the Young Jedi Knights series of books to the post-Star by Star Jaina as being a negative change. (Jedi Counseling 15)

So, when Yoda senses the Dark Side in Dooku, what is he doing, in game terms?

That's really more of a case of Yoda using Sense Motive against Dooku. See Revised Core Rulebook p.98: "You can also use the skill to tell when someone is behaving oddly or to assess someone's trustworthiness." This is a Sense Motive (DC 20) check, and while it does allow you to tell that the target's actions are motivated by negative emotions (a sign of the Dark Side), it still doesn't let you see how many Dark Side Points that person has.

A player in my campaign needed an extremely high roll for a specific action that would save the lives of multitudes. He asked if he could burn both a light side and a dark side Force point at the same time. Is this in an existing errata? The revised core rulebook mentions the benefit to burning either/or but does not specifically say you can't do both at the same time.

I think you may be misreading the rules a bit. You cannot "burn" (or spend) a Dark Side Point. You can only spend Force Points, though you can call on the dark side to get a better result (at lower levels, anyway). DSPs measure how evil a character is; they are a drawback, not a benefit, to dark-side characters.

So, then, the answer to your question is no, since you can only spend one Force Point per round, and calling on the Force and calling on the dark side both require spending a Force Point. (Jedi Counseling 17)

I have some questions about Dark Side Points. I play a Force adept. During a fight in a weather control tower (from "Shadows of Coruscant" in the original core rulebook), the character used Move Object to throw one of the Flail terrorists out the window, sending him falling to his death. I didn't think that such a brutal course of action was necessary, but I was wondering if the character should gain a Dark Side Point.

The question of whether or not to award a Dark Side Point for killing a sentient being really boils down to this: Could you have stopped him another way? If not, then you did what you had to do, and the Force isn't going to "punish" you for using it to resolve a situation that, after all, the Force itself engineered!

But if you could have stopped the Flail terrorist by simply shooting him, pulling the weapon out of his hand, or something like that, then the question becomes: Did you realize that at the time? Again, the Force isn't going to punish you for reacting to the situation without thinking, though the Jedi High Council might scold you for it.

However, if you did realize that you could have stopped the terrorist some other way, but you chose to fling him to his death — well, then, you made a conscious decision to kill a sentient being unnecessarily. And yes, you deserve a Dark Side Point for that. (Jedi Counseling 22)

Okay, I can understand that. How about relentlessly taunting someone? For example, what if my Force adept constantly makes fun of an Aqualish in the group? Is that worth a Dark Side Point?

I think here we're back to a basic childhood lesson about sticks and stones. Taunting someone mercilessly doesn't make you a dark-sider, no matter how many times you do it. It just makes you a jerk. But if the purpose of the taunting is to provoke a fight with the target of your jokes, then you're definitely treading close to the boundary. (Jedi Counseling 22)

One more then: We were playing the Naboo adventure out of the Star Wars Adventure Game. During a mission, the heroes killed one Neimoidian guard and knocked the other one out. Afterward, they arranged to sell the Neimoidian into slavery. Now, since he was working for the Trade Federation and was trying to harm the people of Naboo, does this count as something that should get the characters Dark Side Points, or is this just the price the Neimoidian has to pay for his misdeeds?

Yikes! Yes, certainly they'd get Dark Side Points! Not only is slavery illegal in the Republic — the Republic in which Naboo and Neimoidia are both located — but turning someone into a slave is outright immoral. (That's why only the bad guys in the Star Wars movies and novels keep slaves.)
You might need to point out to your gaming group that the "frontier justice" mentality they're operating under is a bit antithetical to the whole "heroic fantasy" idea. Seems like they might've missed the point somewhere along the line. (Jedi Counseling 22)

I'm running a dark side game in which the players are evil servants of the Emperor and hunting Jedi, and I'm finding it difficult to manage the awarding of Dark Side Points. They want to use the dark side skills and be evil, but the penalties are harsh and it seems out-of-character to do something heroic to stave off DSP accumulation when they have no interest in being heroic. Is defending the Empire against the Jedi High Council heroic if your politics are skewed?

Sounds like your players have fallen victim to the myth of power that the dark side offers. Surprise! It really is a bad idea to acquire Dark Side Points faster than you acquire Force Points.

Though you could set up the campaign so that the heroes are brave forces of law and order defending the civilized galaxy from Jedi "terrorists," the fact remains that the heroes are actively hunting and killing the galaxy's last few "good guys." It would make a good basis for a redemption-themed campaign — "We stopped that Jedi terrorist from blowing up the power plant and killing half the station's crew, so why don't we get Force Points?" "Perhaps you should ask the Emperor." — but it creates too much ambiguity for a straight "good-versus-evil" campaign.

However, if you want your players' characters to use dark side abilities, but you don't want them to rack up DSPs so fast, you could award them DSPs only for the first time they use the dark side abilities, and not again for the same skill until they beat their last die roll. So they have to keep track of their best rolls (or, better, you do), and if, for example, a player's roll of 22 with Force Grip beats his previous "top score" of 20 with the same skill, then he gets another DSP. Just a suggestion. (Jedi Counseling 25)

Here's an additional question: Say the Emperor orders Grand Moff Tarkin to destroy Alderaan. Tarkin orders an officer to pull the switch. Who gets the DSP? All of them? Or were the lower two merely following orders?

Yikes! That line of reasoning didn't work at Nuremburg, and it won't work in the Star Wars universe, either. All three of them would get DSPs (though in A New Hope, it was actually Grand Moff Tarkin's decision; the Emperor didn't order it). (Jedi Counseling 25)

A character in my game decided to torture a droid the party had captured. I felt like he should get a Dark Side Point; the droid was helpless and begging for mercy, and the character didn't need to torture it. The player argued that droids don't count as "sentient" beings, and, in any case, his character wasn't Force-sensitive, and so shouldn't get Dark Side Points. Should he get one or not?

It's really hard to make a judgment call like this, since I wasn't there and don't know all the circumstances of the situation. But if the character tortured the droid just for fun or out of spite, I'd probably class this under "Performing a Dubiously Evil Act," in that (I'm guessing) he didn't have to torture the droid to get information out of it.

This then qualifies for a Dark Side Point, since the Force doesn't make a distinction between organic sentient beings and inorganic sentient beings: torturing a droid is still torturing a sentient being. And even those who aren't Force-sensitive can get Dark Side Points. If a character becomes Force-sensitive later (by picking up the feat), the Force doesn't conveniently forget how evil the character was before. (Jedi Counseling 14)

Is it theoretically possible for an otherwise good Jedi with a very high Wisdom score to take a dark side or Sith prestige class that only requires around 4 Dark Side Points? This doesn't make much sense to me, but a Force adept in my campaign — who will stop at nothing to destroy evil — had a few rash actions that got her some Dark Side Points, and she really wants to have the dark side devotee prestige class. She meets the requirements of the class, and the player says that the rules don't forbid her to do it, but it really doesn't make sense to me. Can you help me out?

The player is correct: There's nothing in the rules that says the character couldn't take on a dark side prestige class and remain a basically good character. That's actually part of the flexibility of the system; characters can flirt with the dark side without fully committing to the path of evil. It's just a bit more tempting, once you take the dark side prestige class, to edge a little further down the path — perhaps with a few more of those "rash actions." (Jedi Counseling 43)

Tainted / Dark Characters

Apologies if you've already answered this, but I've gone through several of your archives and I haven't seen this addressed anywhere. The rules in Chapter Nine state: "A tainted character . . . takes a -4 penalty on any Force skill checks made to use light side Force skills." But what exactly are light side skills? Everything that isn't dark? Or only obviously good things like Compassion and Heal Another?

This has been addressed before, but not since Star Wars Gamer #10, and it's worth mentioning again.

Light side skills are actually labeled in the same way as dark side skills. It's just that only one of them appears in the core rulebook — Heal Another — so it's hard to spot. Taken by itself, this is a
really small disadvantage to dark-siders. But when you add in all of the light side skills that appear in the Power of the Jedi Sourcebook, the decision to embrace the dark side becomes a little less easy. (Jedi Counseling 25)

Can a tainted character use a Force point to improve his chances of passing the saving throw to avoid losing some of his abilities?

No, for the same general reason you can't use "Lucky" when rolling your vitality die. It's part of the "behind the scenes" stuff that happens when you advance a level.
Equipment and Droids

Weapons

Blasters

Can you fire a blaster rifle one-handed? It would seem that a penalty should apply, but we've seen Luke and Leia shoot the things one-handed and seem to get along all right. So, are rifle weapons one- or two-handed? And if they're two-handed, are there circumstances under which a hero can use them one-handed, like we see in the movies?

Rifles are technically two-handed weapons. It's hard to say, from watching the movies, if Luke or Leia ever actually hit anything while firing those carbines one-handed, though there are plenty of clear examples where they did so while holding the weapon with two hands. I'd probably apply a -4 penalty for a character using a rifle with only one hand. (Jedi Counseling 8)

Also, this particular blaster rifle (SoroSuub Stormtrooper One) has a retractable stock, so you might consider the following house rule: When extended, the weapon is much longer, requiring you to wield it in two hands while bracing it against your shoulder, much like a real-world rifle. However, if you collapse the retractable stock on a weapon in the Blaster Rifles group, its range increment is cut in half and it can be wielded as if it were in the Blaster Pistols group (allowing it to be used one-handed). Collapsing or extending the stock on a rifle is a move action that provokes an attack of opportunity.

I've noticed that repeating blasters no longer have reduced multifire and autofire penalties in the Revised Core Rulebook. Was this intentional?

Yes. The reduced multifire and autofire penalties in the original Core Rulebook made a light repeating blaster more useful than getting the Rapid Shot feat. Previously, a character with Rapid Shot and a blaster rifle could get two attacks at —2 or three attacks at —6 (using multifire). A character without Rapid Shot using a light repeating blaster could get two attacks at —2 (multifire) or three attacks at only —4 (autofire). This makes a particular weapon more useful than a feat, and our general philosophy is that characters should be more important than the gear they carry.

How much does a power generator for an E-web blaster weigh? And how much does one cost? It's not listed in the rulebook.

A power generator for use with an E-web blaster should weigh about 15 kg and cost around 750 credits. (Jedi Counseling 12)

Grenades / Thermal Detonators

Why is the range increment for grenades only 4 meters? I mean, if I wanted to throw it 40 meters, I'd have a —10 penalty on my attack, yet when I throw a baseball, for example, I should have an average of about 50 meters (to throw where I want it to go). So why isn't the range increment a little farther — say, 20 to 30 meters? The rule makes it seem as if we have to throw the grenade underhand.

The reason grenades have a small range increment is because grenades aren't as balanced and aerodynamic as baseballs. They're heavier, and the weight isn't balanced the same way. So they're not going to travel as far, or as smoothly, as a baseball. In fact, grenades and other thrown objects are limited to a maximum of five range increments, rather than the usual ten, so the maximum range is actually 20 meters (which I'll grant is a fairly short distance).

But, that aside, consider how grenades work in the Star Wars Roleplaying Game: You don't have to hit a dodging, weaving target — you have to hit a square, which only has a Defense of 10. So, at 20 meters, the Defense of the target square is effectively only 20 (base Defense 10, plus the —10 modifier to the attack roll for five range increments: —6 at 0–3, —4 at 4–7, —6 at 8–11, —8 at 12–15, —8 at 16–19, and —10 at 20), whereas the Defense of a person standing in that square could be 25 or 30, or even higher. In other words, even with the range penalty, it's often easier to hit a target with a grenade than with a blaster bolt. And let's not forget that grenades deal damage to targets in adjacent squares, as well, making them even more effective. (Jedi Counseling 40)

We're a bit confused about the blast radius of grenades. When using miniatures on a Battlemat, how do you determine the...
When do grenades detonate? Is it immediate, or do they have a delay?

Normal fragmentary and stun grenades detonate at the end of the thrower's attack action; in other words, they go off immediately. Thermal detonators are different in that they have a built-in delay that can be set anywhere from one to three rounds. They detonate on the same initiative count on which they were armed in the designated round.

Can you throw yourself on a grenade or thermal detonator to protect your allies?

The rules don't explicitly cover this, but this is a good way to handle it. When the grenade is going to detonate, declare that you want to try to cover it. In doing so you automatically take full damage from the grenade (i.e., you waive your saving throw for half damage or to reduce the effects of a stun grenade).

Make a Reflex save (DC 15). If you succeed, you've managed to jump on top of the grenade, and you take normal damage directly to your wound points (DR, if any, still applies). In the case of a stun grenade, you are automatically knocked out for 1d4+1 rounds as if you had failed your Fortitude saving throw. You are then lying prone in the grenade's square.

If you fail the Reflex save, you automatically take full damage, but it isn't applied directly to your wounds. You are lying prone in the grenade's square (but not actually on top of it).

If a grenade is covered, everyone else in the burst radius is given 9/10 cover against the attack (granting a +4 bonus to Reflex saves). In the case of a normal grenade, this means you take half damage on a failed save and no damage on a successful save. For a stun grenade, you're stunned for one round on a failed save and not affected at all on a successful save.

Throwing yourself on a fragmentary grenade or thermal detonator, by the way, is extremely heroic and almost always deserving of a Force Point. (Throwing yourself on a stun grenade may also qualify at the Gamemaster's discretion.)

My fellow gamers and I think that it's kind of odd that a thermal detonator or a fragmentation grenade has almost no chance of killing someone outright. There is no critical roll on the damage, and a hit does damage to vitality first. Have we missed something in the rules, or do you have any suggestions to make this a little more realistic?

If I may be so bold, it sounds to me like you've missed something in the spirit of the setting.

Thermal detonators, fragmentation grenades, and other explosives are meant to be lethal to ordinary people — that is, people who don't have vitality points. That includes diplomats, experts, thugs, and, of course, commoners.

Heroes, though, are meant to survive most of that kind of stuff. They're heroes. The Star Wars Roleplaying Game wouldn't be any fun if one fragmentation grenade could kill any character, every time.

Is it realistic? No, and it shouldn't be, because that's not in the heroic spirit of Star Wars. Does that mean your game can't be more lethal? No. All it means is that the base game doesn't need to be all that lethal. Feel free to create any house rule you like.

Just remember that any rule that makes vitality points meaningless makes heroes no different from ordinary people, and that's really diverging from the reason why most people play roleplaying games.

I can understand that, certainly, but some campaigns might go for a more "gritty" feel — like if the PCs are all Rebel soldiers in the trenches of Hoth, serious injury and death are part of the grim reality of war. In this case — a departure from the mainstream "cinematic heroism" of Star Wars — do you have any ideas for making grenades or thermal detonators more deadly?

Here's an idea for a house rule that could be used for any weapon that requires a Reflex save (grenades, thermal detonators, flamethrowers, etc.): If you miss your Reflex save by 10 or more points (or on a natural 1), make a second save against the same DC. If this second save is also a failure, apply damage to wounds, not vitality. DR, if any, still applies.

For a more deadly variant, you could require two Reflex saves against these weapons. The first save is used normally (i.e., half damage on a success), but the second save determines if the damage is applied to vitality (on a success) or wounds (on a failure). Again, DR applies against any wound damage. A word of caution, though: Either of these rules will make grenades and thermal detonators considerably more effective and therefore more valuable — you should consider either raising the price on these weapons, making them harder to find, or strictly enforcing carrying limits to prevent PCs from trying to overuse them. (Four frag grenades is probably the most that anyone except a heavy weapons specialist or demolitions expert would ever carry.)

Another possibility to prevent overuse of grenades and similar weapons is to make them dangerous to carry. A typical frag grenade only has Hardness 2 and 2 WP, so you could rule that they automatically detonate (and inflict wound damage to you, no save allowed) if they're reduced to zero WP. Thus, if someone decides to shoot one of your grenades or thermal detonators (see the rules for...
Attack an Item (in Chapter 8: Combat), you could be in serious trouble; likewise, if you’re hit by an explosive or incendiary weapon that bypasses vitality (i.e., you fail the relevant Reflex save in either of the house rules described above), apply this damage to all your carried weapons as well. In either case, the detonation of your carried munitions will be very likely to kill you — but, hey, you want gritty, right?

I’m having a problem with one of the players in my campaign. The 13th-level soldier/elite trooper has a suicide complex. If he’s ever surrounded by opponents, he sets off a thermal detonator at his feet, usually destroying his opponents but surviving the damage himself. What penalties should I place on him? I already allow no save for this tactic, but should I apply damage to his weapons and other equipment, and if so, how?

Certainly! First, whenever a character is exposed to an effect like this, all of his equipment has to make a save — though, of course, it just uses the character’s save, as explained on page 169 of the revised core rulebook. So, since the character doesn’t get a save, neither should his equipment. That being the case, apply the damage from the thermal detonator to all of the character’s equipment. You can find the DR and wound points of typical objects on Table 8-13: Damaging Objects, also found on page 169.

And if you’d like the character to stop pulling this tactic quite so often, you might rule that any other thermal detonators in his equipment also detonate when they are destroyed by the first detonation. That, or have a villain who’s aware of the hero’s suicidal tactic wait out of the blast radius for the soldier to conveniently damage himself. (Jedi Counseling 20)

Lightsabers

How does a lightsaber treat the DR of a droideka’s shield? Does it ignore the DR, as with just about everything else, or is there something special about the droideka’s shield?

Nothing special, no, but the lightsaber still doesn’t ignore the DR. Remember, the sidebar on lightsabers and damage reduction states that lightsabers ignore the damage reduction of armor when dealing damage (and even then, it only applies to personal armor, not to starship or vehicle armor). (Jedi Counseling 19)

In the revised core rulebook, animals with hard skin have increased Defense. For example, a Rancor has a +13 natural bonus to Defense. A player with a Jedi character has questioned this, saying that because the “hardness” is effectively “armor,” his lightsaber should ignore it. What is your take on this situation? Do you have an alternative explanation for high beast Defense/hard skin bonuses?

Well, no, but I do have a bit of errata that covers the situation. The "Lightsabers and Damage Reduction" sidebar on page 133 of the revised core rulebook is supposed to point out that lightsabers ignore the Damage Reduction of personal armor — not vehicle armor, not starship armor, and not natural armor. (Jedi Counseling 20)

Does a lightsaber ignore the hardness of Yuuzhan Vong weapons or not?

Judging by all the times Jedi have used lightsabers to try to cut through amphistaves, I’d say no, they don’t ignore the hardness of Yuuzhan Vong weapons. (Jedi Counseling 9)

Do you add your Strength modifier to damage when fighting with a lightsaber? I say yes, but my GM says no. He says you don’t because lightsabers don’t have any resistance when cutting through something.

You add your Strength modifier to damage when fighting with a lightsaber. You also add it to the attack modifier, but that’s a separate question. For years now, there has been a widespread belief that lightsabers are able to cut through anything without any effort. There’s plenty of evidence that lightsabers don’t act that way, just in The Phantom Menace alone. First, we see Qui-Gon Jinn slowly cutting through the blast doors on the bridge of the Trade Federation flagship over Naboo; if a lightsaber could slice through anything like a hot knife through butter, Qui-Gon could have simply made a couple of quick swipes, and he would have been through. Later, when Darth Maul is gloating over Obi-Wan Kenobi’s imminent demise on Naboo, he slashes his lightsaber back and forth across the lip of the pit, but he’s not cutting the lip of the pit at all. He’s just making sparks. If lightsabers cut through metals that easily, Maul’s lightsaber should have taken long strips off the pit’s edge, which would have been raining down on Obi-Wan’s head. (SW Gamer #9, p.14)

Lightsabers can apparently be wielded one-handed or two-handed, but does a lightsaber being wielded two-handed get the x 1.5 Strength modifier to damage?

Yes, that’s correct. (Jedi Counseling 8)

So when are we to assume that a lightsaber is being wielded one or two-handed? When the player says so? Because if the damage modifier gets multiplied by 1.5, why would anyone ever do anything else?

A player trying to do a lot of damage will use both hands. (Note that Jedi in the movies generally do.) A character might choose to use only one hand, though, if he needed the other hand to carry something, operate a control panel, or whatever. (Jedi Counseling 8)
Let's say I have a Jedi character that decides he wants to build and use a double-bladed lightsaber. Does Exotic Weapon Proficiency (lightsaber) cover all lightsaber variants (lightsabers, dual-phase lightsabers, and double-bladed lightsabers)? Or, does he have to get separate Exotic Weapon Proficiency for each type unless he wants to suffer a −4 penalty when he uses a different type?

Technically, each variety of lightsaber is a different kind of weapon, but they can be wielded like an ordinary lightsaber. A dual-phase lightsaber, for example, has an adjustable blade length but is otherwise operated just like a normal lightsaber: You hold the handle and swing the blade. A double-bladed lightsaber need not use both blades at once; it, too, can be wielded like a normal lightsaber if only one blade is lit. In these cases, there is no non-proficiency penalty.

When using the double-bladed lightsaber with both ends lit, however, the weapon effectively becomes a "lightstaff" and is as different in use from a regular lightsaber as a quarterstaff is from a club. One can still wield only one end of it, of course, foregoing the extra attack that using two weapons normally provides but also avoiding the two-weapon fighting penalties. If you aren't proficient in wielding a double-bladed lightsaber, however, you suffer a −4 penalty to your attack, whether or not you’re attacking with both ends.

(Jedi Counseling #9, p.15)

Do you need an Exotic Weapon Proficiency (double-bladed lightsaber) to wield a double-bladed lightsaber? In The Dark Side Sourcebook, in the weapon description, it states: "While Exotic Weapon Proficiency (lightsaber) suffices to wield it, to be truly effective one needs Two-Weapon Fighting and Ambidexterity feats." From that statement, it can be concluded that the Exotic Weapon Proficiency (lightsaber) is enough. However, the requirements of the Sith Lord prestige class state that Exotic Weapon Proficiency (lightsaber) or Exotic Weapon Proficiency (double-bladed lightsaber) is needed. Yet the weapon description didn't mention it, nor do the requirements for any other Sith prestige class. So, do you need EWP (double-bladed lightsaber), or is EWP (lightsaber) good enough?

Well, technically speaking, you don't need either feat to wield a double-bladed lightsaber. All the Exotic Weapon Proficiency feats do, in this case, is let you ignore the -4 nonproficiency penalty normally associated with using a weapon with which you are unfamiliar.

Now, you can wield a double-bladed lightsaber as a double-bladed lightsaber with no attack penalty if you have the Exotic Weapon Proficiency (double-bladed lightsaber) feat. If you don't have that feat, you can still wield the double-bladed lightsaber, albeit at a −4 penalty even if you have the Exotic Weapon Proficiency (lightsaber) feat.

Similarly, if you have only the Exotic Weapon Proficiency (double-bladed lightsaber) feat, you can still wield a single-bladed lightsaber—or a double-bladed lightsaber with only one blade ignited—although, again, you'll be taking a −4 penalty to your attacks.

Now, what that section of The Dark Side Sourcebook meant was that, because a double-bladed lightsaber is a double weapon, it's most useful if the wielder has the Ambidexterity and Two-Weapon Fighting feats, because those feats really complement double weapons.

So, when the Sith Lord prestige class states that you need either the Exotic Weapon Proficiency (double-bladed lightsaber) or Exotic Weapon Proficiency (lightsaber) feat, it means just that: Either will suffice. (Jedi Counseling 33)

I heard a rumor that the Exotic Weapon Proficiency (Lightsaber) had been changed so that lightsaber variations — such as wrist sabers, great sabers, light daggers, and so forth — no longer require individual Exotic Weapon Proficiency feats to use them properly. The rumor said that this rule change was made on the Wizards of the Coast website, but I can't find anything online to back it up. Can you shed some light on the subject?

Sure — there's no such ruling. You might be thinking of a recent rules clarification posted in Jedi Counseling #33. In that column, I pointed out that, while variant lightsabers require additional proficiencies to wield, the only penalty for not having the proper Exotic Weapon Proficiency feat is the −4 non-proficiency penalty. (Jedi Counseling 43)

One of my players has a Noghri Jedi hero. He desperately wants to use a double-bladed lightsaber and claims he can do so, since the weapon is Medium-sized. But when I watched Episode I again, I noticed that Maul's lightsaber almost looks too big for him (and he's a Medium-sized character) Would a Small character be able to use a double-bladed lightsaber?

Well, it's listed as a Medium weapon, so yes. It would just require that the Small character use both hands. (Jedi Counseling 17)

In the core rulebook, it says that a light weapon is a weapon of a class smaller than your character (to a Medium-sized character, a knife, being a Small weapon, is considered "light"). Since all the weight of a lightsaber is in the handle (which is why it a dangerous weapon to a non-skilled user), shouldn't it be considered a light weapon also?

If the size of a weapon were based on its weight, this would be a valid argument. But a weapon's size lighting is based on precisely that: its size. An ignited lightsaber is about 130 centimeters long, just a bit shy of a yard and a half. That
means that it takes more space to operate efficiently that a weapon the size of a knife. It also means that it's difficult to judge by weight alone where the blade is, which is really what makes it dangerous to an unskilled wielder. (SW Gamer #9, p.15)

**How much damage would a Small-sized lightsaber do?** The great lightsaber (Power of the Jedi Sourcebook, p.54-55) doesn't get more damage for being bigger, but would a smaller one do any less damage?

A Small-sized lightsaber (such as one that a Small-sized character might use) does 2d8 damage, just like any other lightsaber. Unlike most bladed weapons, a lightsaber's damage isn't determined by the mass of the blade.

**What kind of action is required to activate a lightsaber?**

A lightsaber can be ignited as a free action, but this free action may not be taken during a full-round attack with the lightsaber after an attack roll with the lightsaber has been made. The wielder must wait until his next action to re-ignite the lightsaber.

I'd really like my Jedi guardian to have a mastercrafted lightsaber. Can a Jedi make one?

Not unless he has sufficient levels in the tech specialist class as well. Of course, if your Gamemaster allows it, a tech specialist could mastercraft the basic components for you, and your Jedi would simply have to prepare the crystals. In either case, assume that the various parts that go into creating a lightsaber cost 500 credits, not including the crystals. (Jedi Counseling 2)

The manual clearly says that characters not trained to use a lightsaber risk injury if they try to do it anyway. Yet, there is no information about how that works! One of my players is a non-Jedi who picked up a lightsaber after his team defeated a Sith Lord. Now he wants to use it. I know he must use it at -4, but shouldn't he risk injuring himself? For example, if he misses, should he roll against his own defense and risk doing the damage to himself?

Such rules shouldn't be any more necessary than rules for injuring oneself with a blaster. That text ("They are as likely to injure themselves as harm their opponents.") isn't meant to be rules text; it's "flavor" text. The game doesn't have rules for "fumbles," because it's no fun to accidentally kill your character in the middle of an important battle — and it's even less fun to do it in an unimportant battle!

Still, if you want something to discourage the player from using the lightsaber, here's a simple suggestion. If a character who is not proficient with a lightsaber rolls a natural 1 on his attack — which is an automatic miss, regardless — have the player make a second roll to "confirm the fumble." If he rolls a natural 1 again, he inflicts 1d4 points of wound damage to himself from brushing the blade against his flesh. But since a pair of natural 1s is a 400-to-1 chance, feel free to warn him of the danger he's in by describing how his wild swing slashes through a power conduit on the wall, or comes perilously close to puncturing the starship portal, or nearly clips a nearby ally. (Jedi Counseling 5)

You were kind enough to provide the Break DC, Hardness, and WP of most weapons with the release of the Arms & Equipment Guide. However, my villains can't destroy the weapons of Force-users since you didn't give that information for lightsabers. Can you please provide that information, or, since the materials used in construction likely make a difference, give a guide for determining these as per common materials used?

As a Medium-sized weapon, a lightsaber should only have 5 Hardness and 5 wounds, with a Break DC around 17 or 18. (Jedi Counseling 8)

My friend just finished reading the book Rebel Stand, in which a Dark Jedi fights the heroes. The Dark Jedi is equipped with a lightsaber on each knee and elbow. Would it be possible to set this up in a Star Wars game? If so, how would it work?

I'd probably treat it rather like "armor spikes" in D&D: You can deal the damage (2d8 points, in the case of lightsabers) with a successful grapple attack. You could also make a regular melee attack (or off-hand attack) with the lightsabers, in which case they'd count as "one-handed" weapons. (Jedi Counseling 17)

How much light does a lightsaber provide in total darkness?

Good question. I'd rule that a lightsaber's glow provides illumination in a 2-meter radius. (Jedi Counseling 22)

If a Jedi Guardian has the ability to make Mastercraft Items (either through tech specialist levels or Jedi artisan levels), could he disassemble his own previously crafted lightsaber and rebuild it as a mastercraft +1 item?

Certainly! It's really no different from building a completely new one. (Jedi Counseling 25)

In The Phantom Menace, Qui-Gon Jinn nearly burned a hole through a blast door, but it didn't take him long to do that even though a blast door has 720 wound points! Did Qui-Gon do something to speed things up?

Questions like this are always tricky to answer, because everyone has a slightly different perception of what was going on in the scene. For example, I'd debate whether Qui-Gon was "nearly" through the blast door. He'd carved a little less
than halfway through the original door before the Neimoidians closed the actual blast door, and with that door, Qui-Gon had only managed to melt a small quantity of metal.

Still, the question about "speeding things up" makes a valid point about damaging objects in this manner. When you try to use a lightsaber to burn through a door, you're effectively "attacking" the door, though the GM may not ask for attack rolls and go straight to the damage instead (on the grounds that you can't miss such a big target). Thus, if what Qui-Gon was doing was attacking the door, then he would get his normal number of attacks for the round, which would be three. (In the original core rulebook, we stated that Qui-Gon Jinn was a 15th-level Jedi guardian.) So what Qui-Gon did to speed up cutting through the door was to "attack" it three times — deal damage three times — each round. (Jedi Counseling 32)

Stun Weapons

Aren't stun settings overpowered? It seems like you're guaranteed to stun a 20th level Jedi Master or a Krayt dragon just by tossing a stun grenade at it.

The designers are evaluating this very question. If you feel the stun rules are really broken, you might try one of these house rules:

- If you beat the Fort DC by 10+, you're unaffected by the stun attempt.
- If you beat the Fort DC by 5+, you're unaffected by the stun attempt.
- If you beat the Fort DC at all, you're unaffected by the stun attempt.
- As per "c" but you also take 1/3 the normal damage for that weapon (this is basically a re-hash of the OCR version).
- The most radical departure is treating stun damage like nonlethal damage from D&D or d20 Modern. Use the normal damage rating for the weapon (use 4d6-1 for a stun grenade, 2d6 for a stun baton). Track stun damage separately from VP/WP. If the stun damage ever exceeds your VP, you have to make a Fort save as per the normal stun rules. If the stun damage ever exceeds your VP+WP, you're unconscious. You heal stun damage at the same rate as VP (so, every hour, a 5th level character gains 5 VP and removes 5 stun damage points).
- If you beat the Fort DC, you're unaffected, but if you fail you are unconscious (not knocked out) for 1d4+1 rounds. (This version is used in the Living Force campaign, and it is highly recommended because it balances the removal of the "stunned for 1 round" effect with increasing the penalty for failure from "knocked out" to "unconscious."

Of these, C and F are the easiest to use, with A and B being close behind. D and E are more complicated but still workable. If you'd like to share your observations on these variants, send an e-mail to the_hutt@ wizardsmoderator.com and let us know which seems to work best.

Other Weapons

Personal ion weapons affect walkers or droidlike vehicles as defined in the Arms & Equipment Guide. Can a Jawa use an ion rifle to ionize an AT-ST in one shot with a good damage roll?

Actually, you seem to be applying the starship ion weapon rules to vehicles when, in fact, there are no official rules for how personal ion weapons affect vehicles or starships. The ion energy has to reach the electronic components — not just the hull — to have an effect. And while personal ion weapons are perfectly capable of shorting out droids and small electronic devices, they are nowhere near as powerful as their starship-mounted counterparts.

A personal ion weapon can really only affect a vehicle if the weapon is fired directly at the vehicle's electronic components: the control surfaces, usually, or the actuators. Just hitting the vehicle doesn't do the trick, nor would it have any effect on a starship. (Jedi Counseling 26)

I have a question about bowcasters. If it requires a move action to reload after every shot, what do you do about multiple attacks? If a character has the bowcaster cocked from the previous round and wants to make a full attack with a base attack of +6/+1, can she make both attacks, or would that be like cocking the bowcaster as a free action? I think it would be unfair to say the character can't use all her attack bonuses, but that type of action seems unlikely at the same time.

Using a bowcaster is somewhat limiting for characters with multiple attacks, yes. The character won't be able to fire the bowcaster multiple times in the round (unless, perhaps, she has the Heroic Surge feat). (Jedi Counseling 16)

How do combat gloves work in the core rulebook? Are you considered armed? That is, do you provoke an attack of opportunity when you attack while wearing combat gloves? Do you get to make attacks of opportunity?

No, you're not considered armed just for wearing combat gloves. So you would still provoke attacks of opportunity for making unarmed attacks, and you wouldn't be able to make attacks of opportunity unless you had some other melee weapon readied. (Jedi Counseling 5)

Is the threat range of a character with Martial Arts wearing combat gloves 19-20 or just 20?
Combat gloves just change the damage dealt; they don't affect the wearer's threat range with unarmed attacks. (Jedi Counseling 5)

In the last fight I ran, the bad guy was equipped with a few electronets. As soon as he used one, though, the first question the entangled player asked was: "How do I get disentangled?" We looked everywhere and couldn't find a rule for this. Did I miss it?

Hm. I don't know how we missed including that information; as I recall, it was meant to work much like a net in Dungeons & Dragons. That is, the entangled creature can escape with an Escape Artist check (DC 20) as a full-round action. Or, alternately, the net has 5 wound points (if the entangled character has a Tiny cutting weapon to slice his way out), or the electronet can be burst with a Strength check (DC 25, also as a full-round action). (Jedi Counseling 8)

Is blindness due to poison permanent? A few of my players got some Vong amphistaff poison in their eyes, and I couldn't find any conclusive evidence as to the duration of the effect or the DC to heal. One of them used "cure poison," and I ruled that it cured the blindness but that their sight only partially returned, as it seemed unlikely that they would suddenly be able to see again immediately. I could really use some guidance on this, though.

I hadn't noticed that amphistaff "spit poison" didn't have a listed duration. It should last until the poison is washed out of the target's eyes, or until 1d4x10 minutes have passed, whichever comes first. (Jedi Counseling 8)

What is the range of the Yuuzhan Vong amphistaff when it's used as a whip?

The same range as any other melee weapon: 2 meters. (Jedi Counseling 12)

Does unsheathing a sword count as a free action, or is it some other kind of action?

Drawing a weapon — which includes taking a sword out of its sheath or scabbard — is a move action. (Jedi Counseling 24)

When I throw a spear, which attack bonus must I use: the melee attack bonus or the ranged attack bonus?

You would use the ranged attack bonus, but your Strength modifier applies to the damage, because it's a thrown weapon. (Jedi Counseling 43)

Armor

Why is armor so useless? It's hardly worth wearing. Most players I know simply build characters to have high Dexterity scores and feats to support fighting without armor.

The design team deliberately made armor less attractive to characters because we had observed that the heroes in the Star Wars movies didn't wear armor. So, in order to preserve the flavor of Star Wars, we made armor less useful than it is in, say Dungeons & Dragons. Characters like Darth Vader, Jango Fett, and Boba Fett all have their own reasons for wearing armor, and they've mostly adapted to it. Otherwise, armor is usually reserved for the "grunts": clone troopers and stormtroopers, and a little bit of armor padding worn by Rebel troops.

In practice, armor is most useful to brawler types: the high-Constitution, low-Dexterity characters who rush into melee combat and don't much care about how wearing armor impacts their Dexterity bonus to Defense. So, unless you're playing such a character, armor might very well seem useless. It only comes into play when you're taking wound damage, and you've probably constructed your character so that he doesn't get hit all that often. (Jedi Counseling 34)

I recently noticed that you don't list the hardness and wound points of armor in the Star Wars Roleplaying Game revised core rulebook or the Arms & Equipment Guide. Why not? It's stated that armor provides protection to the wearer, but not to itself. So at what point would the armor of a particular character be damaged? At what point would it be destroyed? Or is armor invulnerable while it's being worn?

Armor is not invulnerable, whether it's being worn or not. However, for simplicity's sake, the rules don't treat armor as degrading when it absorbs damage for the wearer. Armor is damaged only if it's specifically attacked, just as weapons are only damaged if they're specifically attacked. Thus, listing hardness and wound points wasn't a high priority.

Still, if you need to determine a suit of armor's hardness and wounds, you can use a simple formula: The armor's hardness is equal to its DR (which is redundant, since the Star Wars Roleplaying Game doesn't actually use the term "hardness"), and the wound points equal \((1 + DR) \times 2.\) (Jedi Counseling 43)

Naturally, this brings up another question. Would destroyed armor provide Damage Reduction? It seems like it wouldn't.

As a general rule, I'd say that armor stops providing DR once it's taken all its original wound points in damage. Repairing the armor requires a DC 10 Repair check, at a cost of 1/5th the total cost of the armor. This restores all the armor's wound points. (Jedi Counseling 43)

The orange combat jumpsuit (listed in Chapter 7: Equipment in the revised core rulebook and shown on X-wing pilots in the movies) does not have any bonuses for Fortitude saves. Are there any bonuses for the base unarmored orange jumpsuit?
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No — precisely because it is the base unarmored jumpsuit. It’s the bare minimum environmental suit for starfighter pilots.

(Clarification: In game terms, X-wing pilots are wearing a *flight suit*, not any kind of combat jumpsuit. The combat jumpsuit originally comes from *Galadim’s Fantastic Technology* [West End Games], and it is not related to the flight suit worn by X-wing pilots in any way.) (Jedi Counseling 35, clarification added.)

**Equipment**

According to the Equipment chapter, a *bacta tank* holds 300 liters of *bacta*. But the rules don’t say how often you have to replace the *bacta*. Is there a rule for how long the *bacta* lasts?

Good question! For simplicity, a liter of *bacta* is good for one hour of treatment. So, healing 3 vitality points consumes one liter of *bacta*, as does healing 1 wound point. (Jedi Counseling 2)

Are there any items that speed up healing, similar to potions of *care light wounds* in D&D or "boosters" like those in some sci-fi shows?

There currently aren’t any, and it was a design decision not to create them. Bacta tanks are the pinnacle of healing technology in Star Wars, and we didn’t want to change that by making something better. (Jedi Counseling 2)

**What kind of action is required to use a comlink?**

It’s a free action to activate a comlink ("Activate an Item," Table 8-2, RCR p.152) and it’s a free action to speak. However, if you don’t have the comlink in hand already, it requires a move action to get it out ("Retrieve a stored item"). This is one of the advantages of having an integrated comlink in your helmet (such as in stormtrooper armor): You never have to spend a move action to retrieve or replace your comlink.

I’ve been wondering about comlinks. Do they work more like cellular phones or two-way radios?

Comlinks actually work like a combination of cellular phones and two-way radios — which is getting to be a fairly common phenomenon with cell phones in the real world these days. So, in essence, you can "call" anyone on a comlink, provided you know their comlink code — sort of like their telephone number. If you’ve already got someone’s comlink "dialed," you can use the comlink like a two-way radio to communicate with that person (at least, until one of you breaks the connection). While you’re connected, your comlink only transmits when you press the "send" stud. (Jedi Counseling 18)

In my campaign, I’ve had players think of creative uses for some of the equipment in the revised core rulebook. They think of ideas such as interfacing code cylinders to datapads and creating a sort of recording device without actually getting a recording rod. Is that possible? Could you also interface other equipment with a datapad — say, interface an actual recording rod and get a live feed of what someone is saying if the rod is placed near them and you are a distance away from them?

Is it possible? That’s up to you, since it’s your campaign. We really don’t know the mechanics of how datapads and other electronic devices work in the Star Wars universe, so, as GMs, we have to make educated guesses. At best, we can extrapolate from modern technology and its analogs in Star Wars what a given piece of equipment can do. For example, a code cylinder is essentially a magnetic-strip keycard with a few more bells and whistles. Can you attach one of those to a PDA and create a storage device? Well, no — not without a special adapter, and the magnetic strip wouldn’t store more than about one kilobyte of information, anyway. (Though, admittedly, my digital camera works like an external hard drive, which makes sense, when you think about it.)

The trick to adjudicating jury-rigging in roleplaying games is to ask the players to describe how their brilliant new invention would work, then look for logic gaps that show they might not have thought the idea the whole way through. ("We stick the code cylinder in the datapad’s code cylinder port!" "Datapads don’t have code cylinder ports.") If you can’t find a flaw in their logic, you can have the device work only once or twice before failing (perhaps catastrophically); you could even warn them, in-game, that something might be wrong. ("O’kay, the data stores on the code cylinder, but it’s taking a really, really long time for your datapad to resume its ordinary functions.")

Or you could just rely on the old GM chestnut: an impossible-to-hit DC. ("You rolled a 32? O’kay, it looks like it’s going to work, but then the code cylinder shorts out.") And if the players complain, remember that the reason they’re even doing this in the first place is that they’re using the wrong equipment for the job — rather like trying to saw a plank of wood in half with a steak knife. (Jedi Counseling 38)

Is there an earpiece or something for Humans and the like that can directly translate a certain language (or any language), similar to the *tizowyrm* from *The New Jedi Order Sourcebook*? I know from experience that it can get annoying for a player or party to sneak into a Hutt palace, for example, with a big, slow protocol droid and have to listen in on a conversation because none of them speak Huttese.

Protocol droids exist because wearable translators either don’t exist or are so difficult to make that they’re far, far more expensive than buying a droid. Sure, it’s annoying to have to
smuggle a protocol droid into a Hutt palace, but rather than providing a piece of "shortcut technology" that lets the heroes avoid having to do so, why not make getting the droid in and out part of the challenge?

The Star Wars movies and books are full of examples where annoying tasks are turned into great comic relief — Threepio discovering he's been "given" to Jabba, for example, then trying to translate the heroes' demands and ultimatums in a way so as not to anger the Hutt. In my own gaming, I often use such situations as an opportunity to do something different for a session or two, like handing NPC droid sheets to the players and telling them to roleplay those droids trying to finagle their way into the Hutt's court and survive long enough to accomplish their mission. It's a great way to keep the players involved in the stuff that doesn't focus on their characters, but that's crucial for the success of their heroes. (Jedi Counseling 38)

Are there any rules for carbonite freezing? I'd like to use it in my campaign.

No official rules, no, but here's my suggestion. Upon being released from a block of carbonite, the character should be considered "exhausted" until he's had eight hours of rest, and he'll remain blinded for 1d4 days. It's probably not a good idea to call for a Fortitude check of some kind. (It just wouldn't be any fun for a player's character to undergo carbonite freezing in a dramatic moment, and then drop dead because of a bad Fortitude save!)

The stats for the frozen person wouldn't change, though they should probably be protected by the hardness of the carbonite block. As for that, I'd say that carbonite is probably hardness 10, with maybe 10 wound points per centimeter of thickness. (Jedi Counseling 7)

I keep seeing an equipment item called a "utility belt" on some of the characters in the game. What is this, what does it contain, and how much does it cost/weight?

We had at one time spelled out what the utility belt contained, but we eventually decided that they would vary from era to era and location to location. The "standard" utility belt consists of several pouches containing three days' supply of rations, a medpac, a tool kit, a spare power pack, a spare energy cell, a glow rod, a comlink, and a couple of empty pouches for whatever else the wearer wanted to add on. The total cost is 600 credits, including the belt itself, and the whole shebang weighs 4 kg. Obviously, though, not all utility belts are created equal; the Jedi version adds in an aquatic breather, while Luke Skywalker's is an old, used-up utility belt without the comlink, the glow rod, the power pack, or the energy cell. Luke also uses a lot more tools, which is why his write-up includes an additional tool pouch. (SW Gamer #6, p.14)

Are power packs and energy cells good for only one use, or can they be recharged between encounters?

They can be recharged, as we sometimes see in the Expanded Universe of Star Wars novels and comics. A recharge unit costs 100 credits and weighs 1 kg per power pack or energy cell it can simultaneously recharge, and it will only recharge one or the other (the mounts are not interchangeable). Recharging takes 4 hours and requires no skill check, but a character could always dump the charge out of one power pack or energy cell into another with a Repair skill check (DC 14). This cannot increase the maximum charge of the power pack or energy cell — it merely refills it — and can be attempted whether the user has a recharge unit or not. Failure indicates that both packs (or cells) are drained. This will rarely be necessary, since all weapons use the same power sources. (SW Gamer #6, p.14)

Let's say my character is fighting in open space and hits an enemy in a space suit (DR 5), causing 11 points of wound damage. Because the damage exceeds the DR of the suit, is that considered a space suit rupture in a vacuum?

Definitely. (Jedi Counseling 12)

If a spacesuit ruptures, what is the damage to the wearer? And is it possible to repair the damage while still in space?

See Thin Air in Chapter 12 of the Revised Core Rulebook. As for repairing the damage, yes, it's possible. I'd make it a Repair check of DC 15 or so, with a -4 penalty if the character doesn't have some kind of puncture-repair kit handy. (Jedi Counseling 12)

Can you survive in the vacuum of space for any length of time if you're wearing nothing but a helmet and the orange jumpsuit? I wouldn't think so, given there is an open neck area between the jumpsuit and the helmet.

The description of the flight suit in the revised core rulebook points out that it provides life support, protects the wearer from hostile environments, and prevents the wearer from succumbing to the adverse effects of high-velocity flying. In other words, it would keep you alive for a few minutes in a vacuum (despite the seeming design flaw of the open neck). Such suits actually use a small, self-contained magnetic containment field (or "magcon field") to seal the suit against vacuum. But magcon fields don't protect against the cold of space, which is why this flight suit — as opposed to the armored flight suit — doesn't provide a bonus on Fortitude saves against cold environments. (Jedi Counseling 35)
Droids

Page 371 of the Star Wars Roleplaying Game revised core rulebook refers to the R2 droid and mentions being able to obtain a computer interface probe for use on one of the tool mounts. I have been unable to find a price or description for such a tool.

It's essentially just a computer cable, which come standard on most all Star Wars computers. A fair price would be about 25 credits. (Jedi Counseling 17)

Do Inspire Confidence, Coordinate, Inspire Greatness, Leadership, and similar class features work with droids?

I don't see why not. If they can make the appropriate checks (skills, attacks, damage, or saves), they can benefit from the bonus.

How much does a battle droid cost? The B1 series has a listed cost of 1,800 credits on RCR p.373. The Battle Droid entry on p.340 says that mid-level and high-level battle droids are available for double and triple the cost, but it lists the costs as 1,600 and 2,400 credits. Wouldn't that mean that a battle droid only costs 800 credits? Which one is right?

Battle droids (B1 series) cost 1,800 credits. The mid-level and high-level battle droids (p.340) should cost 3,600 and 5,400 credits, respectively.

If a droid has the various Martial Arts feats, how do you calculate their damage?

Technically, droids don't use the Martial Arts feats — they have droid-specific equivalents called Martial Programming, Defensive Martial Programming, Improved Martial Programming, and Advanced Martial Programming. Detailed rules for calculating damage for each of these Martial Programming feats — dependent on the size of the droid and the type of appendage it is using — can be found in Chapter Nine of the Hero's Guide.

One of my players is running a droid character with a translator unit. When he makes his Intelligence check to understand a language, he adds that language to his list of spoken languages. Are we doing this right? It seems awfully easy for him to just keep adding languages like that.

Making the Intelligence check allows the droid to understand the spoken language and reply. The character doesn't get to add the language to his list of spoken languages. (Jedi Counseling 13)

One of our players was recently creating a droid character — a J9 worker drone — and we hit a snag in the rules. After the player rolled his stats and applied his ability modifiers (for a fifth-degree droid), he told us that since his droid's "normal" stat for Intelligence is a 16, he also gets to add a +6 to the 18 he assigned to his droid's Intelligence. Now he has a droid with an Intelligence of 24. That doesn't seem right! But he insisted that droids work basically just like races in the Monster Manual for Dungeons & Dragons, so they have racial adjustments. We were about to throw the Monster Manual at him. Is this really how it works?

No, but the player gets an "A" for the creative interpretation of rules from a different game. A droid's degree is its race; the ability modifiers listed there are what he gets, and that's all. But even that assumes that the player is creating an entirely new type of droid that just falls into that category of droids. If you select a J9 droid as your character, all of your droid's ability scores, base skill points, feats, and equipment are right there in the droid's description. You don't generate new ability scores, starting money, or anything normally involved in the character generation process (unless you're creating a droid with experience). (Jedi Counseling 24)

I know the core rulebook lists two types of processors that you can buy for droids: the remote processor and the heuristic processor. But is there a "standard" processor? If so, how much would I pay for one?

Indeed there is. The standard droid processor is the default processor for any droid that doesn't have a processor listed. Since all droids are somewhat different, though, it's difficult to put a single price tag on that piece of equipment. I'd say that 100 credits per point of Intelligence is a fair price. (Jedi Counseling 24)

Can a droids with shields angle them? Say they move into a corridor and a band of troopers charge them straight on. Could thedroids feasibly put their shields on double-front for increased DR? And can a character with "Force Shield" do the same?

No and no. The ability to angle shields is not an aspect of the shields, but of the control systems built into starships. (Jedi Counseling 26)

I have a droid character with one level of expert and one level of soldier. It is a self-improving type and can reprogram its skill ranks with a Computer Use check if I roll an 18 or better. But what happens if it fails its Computer Use check? Can I take 20 (and spend 100 minutes/rank time)?

As long as your Gamemaster says you have time, yes. (Jedi Counseling 32)

On that same subject: Disable Device is a class skill for expert, but not for soldier. As my droid character acquired one soldier level, it spent all skill points on class skills. Then it reprogrammed 1 skill point to Disable Device. With this trick, it gains this skill as a class skill. This seems too easy; shouldn't it be against the rules?
Yes, and it is. In the section on reprogramming droids (in the Star Wars Roleplaying Game revised core rulebook), under "Reallocation of Skill Ranks," it states "a programmer cannot delete a rank in a cross-class skill to acquire a rank in a class, or vice versa. A programmer must swap ranks in a class skill for ranks in another class skill, or ranks in a cross-class skill for ranks in another cross-class skill." This includes droids that reprogram themselves. (Jedi Counseling 32)

In a previous "Jedi Counseling column," you stated that if a droid is reprogrammed with a new feat, and then it changes to a class that gets the new feat as a starting feat, the droid doesn't get to choose a different starting feat to replace it. But what if my droid starts off as a thug with Weapon Group Proficiency (blaster pistols) as one of its starting feats, and it reprograms that feat to, say, Power Attack. Then the droid advances into the soldier class and gets Weapon Group Proficiency (blaster pistols) all over again? Is that legal?

First, remember that you can't reprogram the droid's original feats, as the droid rules state under "Reprogramming" (on page 367 of the revised core rulebook). But let's say instead that your droid had picked up Weapon Group Proficiency (blaster pistols) after advancing to 3rd-level thug. Since the droid is going to gain that feat when it advances into the soldier class anyway, the smart move would be to reprogram the blaster pistol proficiency to another feat at some point before advancing to soldier. (Jedi Counseling 32)

In the revised core rulebook, one of the pieces of equipment that can be fitted to a droid is a weapon mount, but it doesn't state what size of weapon the mount can hold. Would it be safe to assume that it can hold a weapon the same size as the droid (for example, a one-handed weapon)?

Yes, that's a reasonable assumption. (Jedi Counseling 42)

If that's the case, is it possible to mount a larger weapon (for example, a two-handed weapon) on the droid? Does that just take two weapon mounts?

Yes. But it requires a special stabilized weapon mount, which is covered in the new Ultimate Adversaries' book. (Jedi Counseling 42)

If the weapon mounted is a blaster, what happens when the droid rolls a natural 1 on an attack and the weapon's power pack runs out of power (especially in cases where the droid doesn't have arms to replace the power pack)?

Remember that the "natural 1 equals dead power pack" rule is an option for those who don't want to track individual shots. If you're using that rule, though, you can assume that a droid with a weapon on a weapon mount is using its own power source to power the weapon. A droid using a separate weapon (such as a battle droid with a blaster rifle) uses the weapon's power pack. That being the case, a weapon on a weapon mount won't run out of power when the droid rolls a natural 1. (Jedi Counseling 42)

Then are there any adverse effects to the droid when it rolls a natural 1 on an attack?

Yes. The attack automatically misses. (Jedi Counseling 42)
Attacks of Opportunity and Threatened Areas

When do you resolve an attack of opportunity?

An attack of opportunity interrupts the action that provokes it. For example, you provoke an attack of opportunity when you leave a threaten square (exceptions: 2-meter step, withdraw action, or appropriate Tumble check). In this case, the attack of opportunity is resolved as soon as you declare that you are leaving the square but before you actually move. It is possible for an attack of opportunity to nullify an action by making it impossible (e.g., if you declare an attack with a two-handed ranged weapon and suffer an attack of opportunity that knocks you out, your attack never takes place).

Here's the situation: Obi Wan is standing in a corridor. Jango Fett drops vertically from a 6-meter-high ledge and lands to the left of Kenobi (adjacent to the Jedi). Obi-Wan has his lightsaber ignited, so does he get to make an attack of opportunity when Jango enters and exits the square located to the left and above Kenobi's shoulder (the middle 2-meter square in the "stack" of three Jango fell through)?

The Star Wars Roleplaying Game doesn't deal with three-dimensional space for purposes of Attacks of Opportunity, but this certainly makes sense as a house rule. (Jedi Counseling 10)

Luke is standing in a hall and has his lightsaber in hand but not ignited. Greedo goes running by and passes through an area Luke threatens. Since igniting a lightsaber is a free action, does Luke get a chance to ignite it and take his attack of opportunity?

No. You can only take free actions on your own turn. (Jedi Counseling 9)

Does a failed disarm attempt on a character using a blaster provoke an attack of opportunity or not? Page 169 of the Revised Core Rulebook describes how an attacker must attack the held blaster at 15 + Dex + Class bonus + size mod + possible +2 for the weapon being held two-handed (pg. 168). If this high DC isn't met, then "This kind of disarm attempt can provoke an attack of opportunity." Yet page 157 says, "You never get to make attacks of opportunity with ranged weapons, thrown weapons or heavy weapons". This seems to contradict page 169. So, if I fail to disarm a goon with my lightsaber, does he get to blast me or not?

What that line on page 169 means is that if the character to be disarmed is also holding a melee weapon (or has the Martial Arts feat), he can attempt a melee attack as an attack of opportunity. The wording is a bit unclear, but it doesn't actually supercede the rule on page 157. (Jedi Counseling 4)

Do you provoke an attack of opportunity if you attempt to disarm an opponent's melee weapon?

Yes. As mentioned above, the wording in the description of the disarm action is unclear. Attempting to disarm a melee weapon provokes an attack of opportunity unless you have the Improved Disarm feat.

With Combat Reflexes, are you still allowed to attack each target who provokes an Attack of Opportunity only once per round?

Yes, assuming that each target does only one thing to provoke an Attack of Opportunity. If a character does something to provoke more than one Attack of Opportunity, you can make more than one Attack of Opportunity against him (if you've got Combat Reflexes).

For example, say you're standing with a lightsaber when a stormtrooper runs in front of you. He crosses two of your threatened squares, so you get to attack him once. Then he stops in one of those squares and starts firing his blaster rifle. You get another Attack of Opportunity, because he's done something new to provoke one; he's firing a two-handed ranged weapon while in a threatened square. (Jedi Counseling 14, clarification added)

I have some questions about unarmed characters. Do they threaten adjacent squares? Can they flank an opponent? Can they make attacks of opportunity?

An unarmed character without Martial Arts is not considered armed, and therefore won't threaten adjacent squares. They can't provide a flanking bonus to an ally (or benefit from one). Likewise, they can't make attacks of opportunity.

Is there any way my Herglic Force warrior can threaten a square while unarmed? It seems unrealistic that a knife with a 2-meter reach that deals 1d4 points of damage can make attacks of opportunity while my fist of death (with a 4-meter reach and dealing 6d6+5 points of damage) does not. I could understand requiring Martial Arts or something similar, but never? It seems that highly trained martial artists should always be considered armed and dangerous.

A character with the Martial Arts feat does threaten adjacent squares. It's implied in the description of the Martial Arts feat, but it's spelled
out in the rules for unarmed attacks found in Chapter 8: Combat: "A character with the Martial Arts feat... is considered to be armed." (Jedi Counseling 42)

Can someone with a blaster make an attack of opportunity?

Only if you’re swinging it around like a club. Attacks of opportunity apply only to areas that you threaten, and you can threaten areas only with melee weapons. (Jedi Counseling 31)

Can someone with the Martial Arts feat and using a one-handed ranged weapon make attacks of opportunity with his off hand (that is, his empty hand)? For that matter, could someone with a bayonet on a ranged weapon (such as the Outland Rifle from SW Gamer #4) make attacks of opportunity even if he is using his rifle to shoot (i.e., not using it as a spear)?

Yes, and yes. The person with Martial Arts is treated as being armed, so he can make attacks of opportunity with his "free" hand. Likewise, since the Outland Rifle is treated as a melee weapon when the bayonet is affixed, you should be able to make attacks of opportunity with it. Make such an attack of opportunity at your normal attack bonus for that weapon (i.e., don’t apply the normal penalties for fighting with two weapons).

In my game the other night, two thugs were fighting shoulder to shoulder when a Jedi moved up to attack with his lightsaber. The thugs knew that if they fired their blasters, they would provoke an attack of opportunity. But would they suffer from the firing into melee penalty?

Yes, they would, even though neither of them is using a melee weapon. Note, though, that if their "blasters" were blaster pistols, they wouldn’t provoke attacks of opportunity. Only ranged weapons that require two hands to operate provoke an attack of opportunity. (Jedi Counseling 29)

I would like further clarification concerning blaster pistols in melee range. Does a character not provoke while wielding a pistol because she has a free hand to block with? Would a character firing two pistols provoke because she has guns in both hands? Or is it that a two-handed gun is larger and more difficult to position in melee range while a pistol, being smaller, is easier to aim without dropping your defenses?

The latter is the more correct interpretation: Blaster pistols do not provoke an attack of opportunity because they’re smaller and it’s easier to bring them to bear on an opponent. Weapons that require both hands to operate (which is generally determined by the size of the weapon) are somewhat more difficult to maneuver into position, giving an adjacent opponent a bit more opportunity to interfere. (Admittedly, it’s a thin dividing line, but we had to draw it somewhere.)

Blaster pistols in both hands don’t fall under this category, because, despite the fact that both hands are occupied, they’re occupied with separate weapons. (Jedi Counseling 39)

We were talking the other night around my game table, and we all seem to recall reading something about ranged Attacks of Opportunity somewhere, but we can’t find anything on it. Do they exist, or was it just wishful thinking?

Wishful thinking. The idea behind Attacks of Opportunity is that you’re swinging your melee weapon around you more or less constantly, and anybody standing in the way gets incidentally attacked. Most people, however, think of it as pouncing: "If someone comes within my reach, I’m going to pounce on him." But the visualization the designers had in mind was that a melee weapon in constant motion is going to cross paths with an enemy who isn’t focusing on staying out of the way—and the person swinging the weapon isn’t going to divert the weapon’s course, the way he might if the person in the adjacent square was an ally who wasn’t paying attention.

Now, that’s a relatively easy visualization for melee weapons. But now think of it in terms of ranged weapons—a blaster, for example. When you’re fighting with a blaster, you’re not just firing randomly into the squares around you (not unless you like running out of ammo), so the idea that somebody just happens to be in your random line of fire doesn’t quite work. Therefore, no ranged Attacks of Opportunity.

Clarification: The rules for "suppression fire" in the Hero’s Guide are the only case wherein a ranged attack of opportunity is possible, and even then it only occurs under very limited conditions. (Jedi Counseling 37, clarification added)

Character Conditions / Damage

I’ve noticed that melee weapons in the Star Wars Roleplaying Game are categorized into different types, such as "slashing" or "bludgeoning." Obviously, this refers to the type of damage each weapon inflicts, but how does it pertain to a game of Star Wars? Is "slashing" a different type of damage than "bludgeoning"? Do the different types have different effects on the characters?

The damage is different, but it has more to do with the effects of damage resistance or damage reduction on the damage itself than the effect of the damage on the character. However, because melee combat is fairly rare in Star Wars—lightsabers notwithstanding—it rarely comes up. (Jedi Counseling 28)

Then what’s the difference between physical damage and energy damage? My friend says
that physical damage means that the damage goes directly to wounds.

Well, no, that's not what "physical" damage means. The two types you mentioned before — slashing and bludgeoning — along with a third (piercing) are examples of physical damage. Blasters and lightsabers, on the other hand, deal energy damage. Dungeons & Dragons further differentiates types of energy damage, but Star Wars does not. (Jedi Counseling 28)

Can a stunned character or creature still make Reflex saves?

Yes. (Jedi Counseling 20)

When a person is stunned, is she capable of taking actions based on Force skills and feats?

You stated previously that a paralyzed character could still take an action that used the Force.

The answer lies in the wordings of the two different conditions. A paralyzed character is "unable to move" — meaning the character cannot leave the square he's in, or use his limbs to pick up and wield weapons.

A stunned character, on the other hand, "can take no attack or move actions." Since most Force skills and feats require either an attack or move action, a stunned character cannot use Force abilities. (Jedi Counseling 24)

Also, there is a clear difference in wording between "dazed" and "stunned" — specifically, "dazed" says you may take no actions, and "stunned" says you may not take move or attack actions. Does "no move or attack actions" literally mean that you cannot move or attack? Or does it mean that you may not take actions which are the equivalent of move or attack actions, like most Force abilities?

It means the latter: You cannot do anything that requires you to take a move or attack action. The wording of "dazed," then, means that you can take no move action, no attack actions, and no free actions. (Jedi Counseling 24)

What is the attack roll modifier when attacking someone who is knocked out? Is someone who is knocked out also prone?

Generally, yes, a knocked-out character is also prone. So you'd get a +4 circumstance bonus to attack that character with a melee weapon, and a −4 penalty to ranged attacks against that character. (Jedi Counseling 8)

I've noticed some strange effects of the knock-out rules. First, it seems that some NPCs aren't knocked out often enough — for example, stormtroopers seem to always fall down when shot in the movies, but in the game they're still standing at least half the time. Second, if you make a single roll for knock-out at the end of the round, that means that the target may still get to take his actions, even after failing the Fortitude save! Am I missing something?

The designers are reviewing some portions of the knock-out rule to address these very issues.

First, you're right — the knock-out save DCs appear to be too low for stormtroopers to fall down consistently after an injury. Raise the Fortitude saving throw DC to 15 + wound damage taken. Heroes will get knocked out more often, too, but that also matches what we see in the movies (e.g., Leia falls down when shot outside the bunker on Endor, both Obi-Wan and Anakin go down after being hit by Count Dooku, etc.).

Second, the wording of the knock-out rules appears to be a little off — the intent of the rules is for you to make a Fortitude save immediately after receiving any wound damage, and that the DC is calculated from the total wound damage you have taken thus far in the round (i.e., since your turn in the initiative order). You "reset" the total wound damage to zero on your action.

What, in game terms, is the difference between "knocked out" and "unconscious"?

Given that being knocked out is simply a state of induced unconsciousness, isn't this just semantics?

No. "Unconscious" means "at less than 0 wound points," which includes slowly losing wound points (unless the character recovers). "Knocked out" means "insensate, but not losing wound points." (Jedi Counseling 18)

Does a "knocked out" character lose his Dexterity bonus to Defense?

There's a great deal of confusion over the effect of being "knocked out." Most people mentally equate knocked out with "knocked unconscious" — and in the Star Wars Roleplaying Game, being knocked out and being unconscious are two different things. The difference is best summed up by the Character Condition Summary sidebar on page 288 of the revised core rulebook:

Knocked Out: A character who takes wound damage in a round and fails a Fortitude save falls to the ground and can take no actions.

Unconscious: The hero is unable to defend himself. He is helpless.

And "helpless" is defined as follows:

Helpless: Paralyzed, sleeping, or unconscious characters are helpless. Any attack against a helpless character is automatically a critical hit. (Jedi Counseling 35)

Okay, there is one other thing about the knock-out rules — it adds a lot of extra dice rolling if the PCs face a lot of non-heroic characters such as stormtroopers. Is there any way to speed things up?

Officially, no, but you're the Gamemaster, so you can take whatever shortcuts you want in order to keep your combats running smoothly. Personally, I assume that all commoners and
professionals (thugs, diplomats, and experts) always take 10 on their Fortitude saves versus knock-out. (Just to clarify, though, you are not normally allowed to take 10 on any saving throw — this is just the GM saving time by bending the rules!) This makes it where these characters are always knocked out if the wound damage exceeds their Fort save bonus — 5. (For example, a low-level stormtrooper with a +5 Fort save is knocked out by any wound damage at all.) It works for my group, and it helps to keep up the pace of combat, so try it to see if that works for you.

I'm confused about ability point damage. How long does temporary damage last? If it does not specify, is the damage permanent?

Temporary damage, as explained on page 288 of the revised core rulebook, "heals" at a rate of 1 point per day. (Jedi Counseling 20)

Can permanent ability damage be healed in the same manner?

Permanent ability damage — resulting from an ability drain effect, for example — does not heal, even through the use of Heal Another or Heal Self. The lost ability points never return. (Jedi Counseling 20)

When you take wound point damage and become fatigued (taking a -2 penalty to Dexterity), do you lose the ability to use a feat that requires a higher Dexterity? I have the same question about ability points lost to poison or radiation.

Yes, you would temporarily lose the ability to use that feat. So, for example, if you had a 16 Strength, a 14 Dexterity, and the Power Attack and Dodge feats (which require a 13 or better Strength or Dexterity, respectively), and you became fatigued, you'd lose the ability to use Dodge (because your Dexterity would no longer meet the minimum), but you'd retain the ability to use Power Attack (because your Strength would remain high enough). (Jedi Counseling 29)

Would that character remain fatigued until he recovered all wound points (which often takes many days), or just until he rested for 8 hours?

The rules for becoming fatigued by losing wound points specify that the character suffers the effects of fatigue "until his wounds are healed." So, he'll remain fatigued until his wound points are at full again. (Jedi Counseling 31)

If someone is pinned, is he or she prone for purposes of attack roll modifiers against them? In other words, do the pinned and prone modifiers both apply in this situation?

"Pinned" doesn't necessarily mean "on the ground." So, no, attackers would only benefit from the effects of the pin on their target. (Jedi Counseling 8)
on page 163 as one who is "bound, sleeping, unconscious, or otherwise at your mercy." Plainly, the bounty hunter in your example doesn't really fit into any of these categories. However, the text goes on to say that you can sometimes treat an opponent as helpless if you can get adjacent to him without him knowing it. That would seem to support your side of the argument.

But there's another caveat here: "If the target is in combat or some other tense situation" — and you said that he was engaged with your fellow party members, so that qualifies — "then that target can't be considered helpless." So despite your clever strategy of sneaking up on him, you still have to make a normal attack roll to hit him; no automatic coup de grace in this case. (Jedi Counseling 40)

**Can you be hit with a coup de grace while stunned?**

No. The rules on delivering a coup de grace specify that the opponent must be helpless. Stunned opponents are not considered helpless. (Jedi Counseling 29)

**Can a character recover vitality points while his wound points are not at maximum?**

Yes. (Jedi Counseling 27)

### Critical Hits

**Are there any rules for "called shots" such as aiming at an opponent's hand or arm?**

Mike Mikaelian has an article in *Star Wars Gamer* #4, pages 92-93, on resolving the specific effects of critical hits (including making "called shots"). It can also be found in Chapter One of the Galactic Campaign Guide.

**Can you let someone inflict a critical hit? For example, if someone wanted to use Dissipate Energy but they still had vitality points remaining, could they choose to let that damage apply directly to their wounds as per a normal critical hit?**

Yes. You can choose to allow an opponent to inflict a critical hit, but this is a very risky tactic.

**Can you use a lightsaber to deflect an attack that scores a critical hit?**

No. If it's scored a critical hit, then, by definition, it's already hit you.

If you mean, "Can you use a lightsaber to deflect an attack that scores a threat?" (a natural 20 on the attack roll), the answer is still no. A roll of 20 always hits.

On the other hand, it's only a natural 20 that always hits — not just an attack roll that results in a threat (such as you get with weapons that have threat ranges of 19-20 or better, such as a blaster rifle). So if someone was firing at you with a blaster rifle and rolled a 19, that wouldn't be an automatic hit. But if the attacker rolled a 20 using that same blaster rifle, that would still be a hit, no matter what your Defense total was.

In any event, a lightsaber provides a bonus to your Defense either through the Deflect (defense) class ability or through the Lightsaber Defense feats. If an attack roll exceeds your Defense, you're hit — so the lightsaber really comes into play before the attack roll is even made. Note that if the attack roll is a threat, the attack roll to confirm the critical is made against the same Defense — in other words, whatever bonuses to Defense you get from using a lightsaber would still apply. (Jedi Counseling 15, clarification added)

**If a character with 40 vitality points and 13 wound points takes a critical hit for 10 points of damage, does that drop him to 40 vitality and 3 wounds? Or does he lose all vitality points too?**

Suffering a critical hit does not mean that a character loses all his remaining vitality points. Critical hits bypass remaining vitality points and go directly to wounds, but the character keeps his remaining vitality points. (Jedi Counseling 31)

**Our group ran into a 15th-level bad guy soldier. His Defense bonus was one point higher than our group's own soldier could hit, so her only choice was to roll and hope for a natural 20.**

Here's the argument we had: If she rolls a natural 20, she hits the soldier and also rolls to confirm a critical. Would rolling a natural 20 on a roll to confirm a critical be an automatic success? And what happens if you roll a 1 on the confirmation — do you fail to hit him at all, or do you just fail to confirm the critical?

The rules are pretty clear on how this works. Check out page 154 of the revised core rulebook: A natural 20 is always a hit, and when you're trying to confirm a critical hit, all you have to do is hit — not meet or beat the target's Defense. So, if you roll a natural 20 on an attack or on a confirming roll, it's a hit, no matter how high the target's Defense is.

Similarly, a natural 1 is always a miss, even when you're rolling to confirm a critical. However, the original natural 20 means that you hit, so all a 1 means in this case is that you don't confirm the critical, but the attack still hits and deals damage. (Jedi Counseling 35)

### Fighting Defensively / Total Defense

**Do the effects of fighting defensively and Combat Expertise stack?**

Yes.

**Can you use the total defense action and Combat Expertise at the same time?**
No. First of all, Combat Expertise requires you to make an attack (or full attack) in melee. Total defense is also an attack action, so you would not be able to do both in the same round unless you had more than one attack action per round.

Second, even if you have Heroic Surge and can gain an extra attack action, these two effects still do not stack. The total defense action cannot be taken if you have performed an attack during your turn in the initiative order, and the benefits of total defense are also forfeited if you perform an attack of opportunity later in the round.

In the original Core Rulebook, fight defensively could be used with an attack action, but in the Revised Core Rulebook it can only be used with a full attack action. Is this intentional? What was the reason for this change?

It was intentional, and it is a change from the way that D&D handles fighting defensively. One effect of this change is that it makes Combat Expertise more valuable (it is the only way to boost the effect of this change is that it makes Combat Expertise more valuable (it is the only way to boost your Defense, attack, and still have a move action). If also increases the value of total defense relative to fighting defensively (total defense allows you to move up to your speed, while fighting defensively only allows a 2-meter step).

That being said, the designers are looking into the issue again. As always, if you don't agree with the change, you're free to change it back.

How long do the effects of fighting defensively, total defense, and Combat Expertise last?

The dodge bonus from each of these lasts until just before your turn in the initiative order on the round after you use them. For example, if you choose total defense on Round 2, the dodge bonus lasts until just before your action on Round 3. (The wording is somewhat inconsistent, but this is what it's supposed to mean.)

Fighting With Two Weapons

In Attack of the Clones, we see at least two different characters wielding two lightsabers (Medium weapons), yet I can find no rules explaining how to determine the penalties. In fact, I can't find any penalties for two weapons except those for using one medium and one light. Can you help me?

It appears you might be misinterpreting Table 8-3: Two-Weapon Fighting Penalties. The penalty for wielding two Medium weapons is the basic penalty: -6 for the primary hand and -10 for the off hand. If the character has the Ambidexterity feat, the penalties change to -6 and -6, respectively. If the character has the Two-Weapon Fighting feat, the penalties change to -4 and -8. If the character has both feats, the penalties drop to -4 and -4. (Jedi Counseling 20)

How do the rules represent Darth Maul using his double-bladed lightsaber and unarmed attacks simultaneously in The Phantom Menace?

First, he could always use an unarmed attack as his "off-hand" weapon if he wanted to. However, when using a double-bladed lightsaber, he usually would have no reason to do so. Our interpretation of the various unarmed strikes he performs in The Phantom Menace is that they are actually Trip attacks (such as when he knocks one of the Jedi off his feet, making him easier to hit and forcing him to spend a move-equivalent action to stand up) or Bantha Rush attacks (such as when he knocks Obi-Wan off a ledge so that he can concentrate on Qui-Gon). Remember that a Bantha Rush may be performed as a normal attack (such as part of a full attack or as a separate attack action) or performed as part of a charge (which is a full round action).

If I have a character with the Martial Arts feat, and my hero attacks unarmed with his off hand, does he suffer the usual penalties for attacking with a weapon "in" his off hand?

Yes, though his off hand is considered a "light" weapon for unarmed attacks. (Jedi Counseling 13)

Can I use a blaster in either hand, both firing on multifire, during the same round? The rules seem unclear, except that I'd get a big penalty, if I'm reading it right.

The rules are pretty specific, explaining the effects of autofire, multifire, Multishot, Rapid Shot, and a weapon in your off hand. According to Chapter 8 of the core rulebook, wielding a second weapon in your off hand gives you one extra attack only, regardless of its setting. You can still fire your primary weapon in multifire or autofire mode, but not your off-hand weapon.

Using a weapon in your off hand does not double your number of attacks in the Star Wars Roleplaying Game. If it did, Ambidexterity, Two-Weapon Fighting, and Improved Two-Weapon Fighting would be the no-brainer feats of the game, and all soldiers would look alike.

Think about it this way: Using the multifire option of blasters is a full-round action. So is using the Force skill Affect Mind. Can you use both during the same round? One application uses your hand, the other your head. Those are two separate things, right? So why can't you use both at the same time? Because you can only take one full-round action in any given round. We built that into the d20 system to keep things from getting out of control. (SW Gamer #8, p.14)

Is it possible to fight with a blaster in one hand and a melee weapon in the other? If so, would Two Weapon Fighting and Ambidexterity reduce penalties normally?

Yes. Two Weapon Fighting and Ambidexterity will reduce your penalties for fighting with two weapons, even if you have a melee weapon in one hand and a ranged weapon in the other.
I have a player who wants his Jedi guardian to wield a lightsaber in one hand and a blaster pistol in the other. He wants to be able to deflect shots while still shooting his gun. Can he deflect shots if his saber is in his off hand?
Yes. (Jedi Counseling 19)

As I understand it, the penalties for fighting with two weapons only apply to attacking, so that Jedi guardian character wouldn't incur a penalty just for using the Deflect (defense) ability. But what happens when he uses Deflect (attack) with the lightsaber in his off hand?

Using the saber in his off hand to Deflect (attack) while in the same round shooting the blaster in his primary hand would confer a -14 penalty to attack with a deflected shot — the usual -10 off-hand penalty plus an additional -4 penalty for Deflect (attack) — and a -6 penalty with the blaster in his main hand. (Jedi Counseling 19)

Is that character's ability to deflect blaster shots affected by his having or not having the Ambidexterity and/or Two-Weapon Fighting feats?
Certainly. Both of those feats would reduce the penalties for using Deflect (attack) in the same round as firing the blaster. Ambidexterity alone would change the penalties to -6/-10, and Two-Weapon Fighting alone would change the penalties to -4/-12 (blaster and lightsaber, respectively). Having both feats would reduce the penalties to -4/-8. (Jedi Counseling 19, corrections added)

Say you’re holding an activated lightsaber in one hand and a blaster in the other. You’re out of melee range, so you’re not using your lightsaber, just the blaster. Do you still incur the two-handed penalties?
No. The penalties apply if you're actually attacking with the weapon, not just holding it. (Jedi Counseling 29)

Also, what if you have Lightsaber Defense or any of the other feats that give you a bonus to Defense when wielding a lightsaber? Do those still apply?
That's correct; you'd get the bonus to Defense, but again, since you're not attacking with the lightsaber, you wouldn't take the usual "fighting with two weapons" penalties. (Jedi Counseling 29)

And what about deflecting blaster shots with the lightsaber? I can see where you couldn't redirect them to attack, but what about just blocking?
Certainly you could do that. Again, it's not attacking — unless you use the Deflect (attack) option, in which case, the usual two-weapon fighting penalties would apply. (Jedi Counseling 29)

When fighting with two weapons, can "unarmed" be used as both "weapons"? Also, does the Martial Arts feat change any of this?
Yes. You can fight using "unarmed" as both your primary and off-hand attacks. (Remember that unarmed attacks count as light weapons.) Martial Arts feats work exactly the same way, able to be used as both your primary and off-hand attack, even at the same time.

Grappling

My character has multiple attacks per round (because of his Base Attack Bonus of +13), and I'm trying to grapple. If I succeed on my first attempt, can I use the remaining attempts to inflict my unarmed damage? Or do I need to initiate a separate grapple for each of my unarmed attacks?

Your character can use his remaining attacks to inflict unarmed damage, and you don't need to initiate a separate grapple for each. You do need to make the opposed grapple check (as described on page 170 of the Star Wars Roleplaying Game Core Rulebook) for each attempt to inflict unarmed damage, though.

So, for example, if you have an opponent grappled and you have three attacks per round (because of your Base Attack Bonus), you can attempt three opposed grapple checks to inflict unarmed damage if you were already grappling; or one to grapple and two to inflict damage if you weren't already grappling; or two attempts at grappling and one to inflict damage (if the first grapple check fails). (Jedi Counseling 1)

A situation came up in my game last night: The player character was grappling with a bad guy, and the bad guy wanted to escape the grapple. So we rolled opposing grapple checks, as per the rules. I rolled a natural 20, which is always a success. But the player also rolled a natural 20 to keep me from breaking the grapple. Who wins in a situation like that?

A grapple check is like an attack roll, but it's not actually an attack roll, and thus doesn't fall under the "natural 1/natural 20" rules. So, in this case, neither character can automatically succeed, and it's down to the usual mechanic of a grapple check: Whoever gets the higher total wins. (Jedi Counseling 29)

Here's the situation: The villain has grabbed Hero A by the coat collar — in other words, grappled him — and is lifting Hero A so that his feet are off the ground. Hero A is fatigued due to wound point loss. The villain is holding Hero A over a vat of molten lava. Just then, Hero B comes around the corner and fires at the villain.

Is Hero B considered to be firing into a melee? The villain and Hero A are locked together, but I figured that since they aren't performing the erratic movement associated...
with melee combat, the penalty wouldn't apply.

Since Hero A and the villain are grappling, they're in melee with each other. So Hero B takes the usual −4 penalty to his attack roll for firing into melee. (Jedi Counseling 41)

Is the villain considered flat-footed? Again, they're technically in a melee, but the villain is not actively moving or prepared to defend himself.

The villain is not flat-footed. If he's grappling another character, he's in combat, which means that he has acted (since otherwise he couldn't have initiated a grapple). A character is considered flat-footed if he hasn't acted yet in combat, so the villain doesn't qualify.

Clarification: Although the villain is not flat-footed, he does lose his Dexterity bonus to Defense against all opponents he is not grappling. (Jedi Counseling 41, clarification added)

If the villain drops Hero A into the vat of molten lava, can Hero A make a Reflex save to catch the edge of the vat and save himself? From what I understand of the fatigued condition, this should be all right.

A character who is fatigued isn't incapacitated, so yes, Hero A would still be able to make a Reflex save to catch the edge of the vat and not fall into the lava. (Jedi Counseling 41)

Unlike Dungeons & Dragons, Star Wars uses class bonuses to Defense. When you are grappled, do you lose this class bonus? Do you lose your Combat Expertise bonus?

You keep your class bonus, since you don't use your class bonus to Defense when grappling, though you do lose your Dexterity bonus to Defense. However, since you do lose any dodge bonuses to Defense when you lose your Dexterity bonus to Defense, you do lose your dodge bonus from the Combat Expertise feat. (Jedi Counseling 42)

Initiative

Can you use a Force Point to improve your initiative roll? If so, how long would the bonus from the Force Point last?

Yes, you can use a Force Point on your initiative (remember, however, that when you spend a Force Point it is gone forever, so use this tactic sparingly). The effects of the Force Point would carry through the first round, lasting until just before your turn in the initiative order on the second round.

What's the difference between the special initiative actions "delay" and "ready"? They sound the same, except that with one you have to declare what you're going to do in advance, and with the other, you don't. I don't understand why anyone would ever ready an action instead of just delaying.

The primary difference is that readying an action lets you act before something happens, and delaying lets you act after it happens. Let me explain.

Let's say you have a delayed action; you want to wait until someone comes through a hatchway before you shoot them. But not only must you wait until that person has come through the hatchway, you also must wait until that person has done whatever else he or she was planning to do (including firing at you). Delaying means you wait until a certain point in the initiative order to declare that you want to act, so you have to wait until the person on the current initiative has finished his actions before you jump in.

But if you had a readied action to shoot anyone who comes through the hatchway, you'd get the opportunity the moment the person appeared — before he had a chance to finish his move, and certainly before he had a chance to fire at you. Here, you effectively get to take an action in the middle of someone else's action (or, rather, just before).

There are other differences, of course. Now that you have a better grasp on the main distinction, look at the delay and ready rules again. You should be able to spot the other differences fairly easily. (Jedi Counseling 42)

During the course of a game session, our group of heroes encountered a fallen Jedi whom we were trying to capture using non-lethal methods. I had the highest initiative, and I stated that I wanted to ignite my lightsaber and attack the Jedi if he made any aggressive moves toward me. Well, on his action, the fallen Jedi used Move Object to knock the lightsaber out of my hands, and then he drew his lightsaber. At that point, I asked the GM if I still got the attack action I readied. The GM said no.

Even though I no longer had my lightsaber, could I have used my attack action to throw a punch at the fallen Jedi, or use Move Object right back at him? I hadn't used a move action, either, when I stated that I would wait to see what our foe did.

Actually, your readied action to attack as soon as the fallen Jedi took an aggressive action toward you would have occurred when the GM declared that the fallen Jedi used Move Object against your lightsaber — before the fallen Jedi’s Move Object attempt had resolved. In effect, your readied action resolves on the initiative count just before the initiative count of the action that triggers it.

So, if you readied an attack on initiative count 24, and the fallen Jedi triggered that attack on initiative count 13, you perform your attack, effectively, on initiative count 13.1. (Technically, it’s count 13, but before the fallen Jedi, and I find this tiny distinction helps clarify examples a bit better.) And, of course, your initiative now drops
from 24 to 13, for future rounds. (Jedi Counseling 41)

Miscellaneous

I have a back-to-basics question for you. When determining melee and ranged attack bonuses and figuring in the size modifier, are you adding in the character's size modifier, or the difference between his modifier and his opponent's size modifier? I've always added the character's personal size modifier. Why give the opponent another positive or negative modifier when his defense is already being altered by a personal size modifier, and is either harder or easier to hit as it is. Can you clarify?

The idea is based on the notion that nearly anyone can hit the broad side of a barn (provided that the barn is bigger than the character). But if the barn is much smaller — say, a toy barn — hitting it might be more difficult, because it's really small by comparison to the person attacking it. In other words, a fly can hit an elephant easily, but the elephant can't hit the fly quite so easily. So it only makes sense that the bonus or penalty to the attack roll is based on the difference between the size modifiers of the creatures involved.

Conversely, if only the defender's size modifier applied, a Diminutive creature would find it very hard to hit another Diminutive creature, while a Gargantuan creature would be an easy target for another Gargantuan creature, even though they're both the same size. (Jedi Counseling 30)

If a character has a +6/+1 Base Attack Bonus, but also has a -2 Strength penalty, does he get to make two attacks at +4/-1, or does he lose the extra attack?

Multiple attacks gained by Base Attack Bonus are determined by Base Attack Bonus alone — other modifiers don't figure in. Otherwise, a character with a BAB of +5 would get an additional attack for having a Strength (or Dexterity, for ranged weapons) of 12 or higher. (Jedi Counseling 39)

If a character has multiple attacks per round and would like to switch targets, is there an additional penalty for doing so?

There is no penalty for switching targets. (Jedi Counseling 13)

In a recent session in my campaign, a Jedi character was flanked by two stormtroopers. Since the Jedi had two attacks, he thought he should be able to attack both of them. However, I thought that the stormtrooper behind him should at least get an attack of opportunity, because the Jedi didn't have Whirlwind Attack. What really should have happened?

The Jedi character should have been able to attack both opponents, one after the other, and the second stormtrooper wouldn't get an attack of opportunity just because the Jedi didn't attack him first. It doesn't require Whirlwind Attack to split one's attacks between two different opponents in the same round, nor is there any particular penalty to attacking multiple opponents. Had the Jedi moved more than 2 meters out of the second stormtrooper's threatened area, the second stormtrooper would have been able to make an attack of opportunity. But, instead, the stormtroopers conveniently flanked the Jedi, making it possible for him to attack both without moving more than 2 meters — or even leaving his own square. (Jedi Counseling 26)

What size category is "unarmed"? Page 169 of the Revised Core Rulebook says that a character can attempt to disarm another character unarmed, but doesn't say what weapon size category "unarmed" is. Unarmed weapon size is also important if a character wishes to make a second punching attack using two-weapon fighting.

According to page 156 of the Revised Core Rulebook, unarmed strikes count as light weapons for purposes of two-weapon attack penalties and so forth. The size category of a character's bare hands is two size categories smaller than the character. Thus, a Medium-sized character's hands (or other appendages) count as Tiny. (SW Gamer #5, p.14)

Is there any way to specify nonlethal force in unarmed combat?

There's really no such thing as "nonlethal" damage in Star Wars, but unarmed attacks are normally incapable of inflicting critical hits. So it's reasonable to say that if you have the Martial Arts feat — and are therefore capable of inflicting critical hits with unarmed attacks — you can choose to inflict normal damage, with no chance of a critical hit. (Jedi Counseling 31)

How does a reaction work?

They are resolutions triggered by events. They take no time, and are not actually considered actions. Thus, if something happens that calls for a resolution (such as dissipating energy), you resolve it and move on.

How exactly do you count range? Do you only count the squares between the attacker and the target, or do you include one or both of these squares?

You're measuring distance per square, including the target square. Thus, if a character is adjacent to you (in the next square), they're 2 meters away because you count all squares between you and them, including the square they are in.
The description of Bantha Rush indicates that it provokes an attack of opportunity, but Table 8-2 (RCR p.152) says it does not. Which one is right?

The description is correct. Bantha Rush does provoke an attack of opportunity.

Say I use a bantha rush to push my opponent into a square occupied by some hazard — a chasm, a chemical spill, hazardous machinery, or the like. Is my opponent automatically affected by such hazards because my bantha rush succeeded, or does he get a saving throw of some sort to negate or reduce hazard damage?

He’s affected by the hazard as though he had moved into the square voluntarily. That is, if the hazard offers a saving throw, he gets a saving throw. Merely being pushed into the square doesn’t prevent the target from getting a save. (Jedi Counseling 22)

In the rules for concealment, it states that if a target is in total concealment, an attacker must "guess" where the target is. How do you handle this, especially when it involves a villain trying to guess where the hero is?

The GM just doesn't show the players which square, exactly, the target occupies. When the heroes are in total concealment, the GM should pick a group of squares (nine seems about right) centered on where the hero actually is, and then roll randomly to decide which one an opponent chooses. (Jedi Counseling 14)

Say some stormtroopers are assaulting a consular ship and are attacking en masse down the corridor. One kneels down, and another kneels down right behind him. Now, page 163 of the revised core rulebook says a kneeling character gets one-quarter cover, and a character behind another character is given one-half cover. What if both are kneeling?

It seems reasonable that the character kneeling in the "second rank" would get three-quarters cover, and I could even see calling that nine-tenths cover in the right circumstances (say, if they’re both kneeling inside a tight air duct). But another character kneeling behind the first two would get the next degree of cover (from three-quarters to nine-tenths, for example), so eventually, there would be so many kneeling characters in the way that the ones in the rear couldn’t fire past the ones in the front. (Jedi Counseling 24)

In your article on playing Jedi ("You Are Not a Jedi Yet"), you talk about attacking an object and mention that it does not provoke an attack of opportunity. However, Table 8-2 of the revised core rulebook says that striking an object does provoke an attack of opportunity. If it does not provoke, then why does my character need to waste a feat on Sunder? Did I miss some errata?

Whoops! I thought I’d researched that part of the article pretty carefully, but it looks like I goofed there. Good catch! No, the rule didn’t change; striking an object held by an opponent provokes an attack of opportunity (though that does only apply to opponents also armed with melee weapons, or with the Martial Arts feat — and I’d like to think that’s what I had in mind when I wrote the article). However, the other half of the statement — that the opponent doesn’t get a chance to strike your weapon, if you fail to destroy his — is still accurate. (Jedi Counseling 30)
Vehicles and Starships

Vehicles

On page 212 of the revised core rulebook, under "Making an Attack," it states that the attacker suffers a -4 penalty if he does not have the proper Starship Operation feat. Nothing is said about a Weapon Proficiency Group for starship weapons. However, on page 188, under the same subject for vehicles, it makes no such statement. There is, however, a Weapon Group Proficiency: Vehicle Weapons listed in feats. Do vehicle weapons need a proficiency feat while starship weapons do not?

The thing that's amiss here is that there's a listing for a vehicle weapons proficiency, when there's no such feat. Vehicle weapons do not require a feat to operate, any more than piloting or driving a vehicle requires a feat (though heavy weapons on a vehicle fall under the heavy weapons proficiency group, as always). Starship weapons do require the appropriate Starship Operations feat to operate correctly (meaning, to use them without suffering the -4 nonproficiency penalty).

While it can be argued that some starfighter weapons are no different to fire than the weapons of certain vehicles (such as the weapons of an airspeeder as opposed to the weapons of an A-wing), the same is not true of all vehicles and starfighters. (Jedi Counseling 39)

In the vehicle start-up section of the revised core rulebook, it states that as a move action, you can attempt a Pilot check to reduce the start-up time by one step. The example states that for a Colossal vehicle, the minimum start-up time would be 2 rounds. But if I take my first move action of a given round to reduce the start-up from 4 rounds to 2 rounds, and my second move action to reduce it from 2 rounds to 1 round; that would mean I could quick-start a colossal vehicle in a single round. Is this right?

No. The most you can ever reduce the start-up time is one step from the listed minimum, no matter how many times you successfully make the Pilot check. (Jedi Counseling 21)

In my campaign, all of the enemy pilots have only airspeeders, while the heroes have starfighters. I wanted to run scenarios in which the heroes face off against the enemy airspeeders, but I can't find a speed chart for atmospheric speed. There's one for ground vehicles, and one for space vehicles, but nothing in between.

Truly in tune with the Force you are — because we hadn't noticed that. What's needed is a new speed table using the "one square = 50 meters" scale of atmospheric combat, one that applies both to airspeeders and to starships in atmosphere:

<table>
<thead>
<tr>
<th>Speed Category</th>
<th>Move Action</th>
<th>Defense Roll/Check</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stationary</td>
<td>0</td>
<td>-4</td>
</tr>
<tr>
<td>Docking</td>
<td>1-3</td>
<td>-2</td>
</tr>
<tr>
<td>Cruising</td>
<td>4-8</td>
<td>0</td>
</tr>
<tr>
<td>Attack</td>
<td>9-15</td>
<td>2</td>
</tr>
<tr>
<td>Ramming</td>
<td>16+</td>
<td>4</td>
</tr>
</tbody>
</table>

* A stationary vehicle cannot make Pilot checks to perform stunts.

(Is there a rule for attacking different scale opponents like in the 2nd Edition of the West End Games Star Wars RPG, such as a snowspeeder attacking an AT-AT? From what I see in the rulebook, a snowspeeder does 5d8 damage, and an AT-AT has a Damage Reduction of only 15. So even if the speeder does only average damage of 20, it will still damage the AT-AT, despite the line from Empire, "Their armor's too strong for blasters!"

The Star Wars Roleplaying Game revised rulebook includes some rules for scale, but not in the way you suggest. A weapon, in the d20 version of the Star Wars RPG, is a weapon. Given enough time, a blaster pistol can cut through an AT-AT's hull. (Note that the operative phrase there, though, is "given enough time." Generally, AT-AT crews aren't willing to sit around waiting for enemies to chew their way inside and will obligingly open various doors and hatches — if only to shoot back.)

Still, don't take Luke Skywalker's hyperbole too seriously. Even though their shots were bouncing off the AT-ATS, it still took only two hits from the snowspeeders' double laser cannons to blow up the AT-AT that Wedge Antilles took down a minute after Luke made this pronouncement. Falling down obviously didn't render the armor inoperative, so the armor can't be all that strong. The DR 15 we gave to AT-ATS, then, is a reasonable compromise: a low roll with a double laser cannon won't scratch an AT-AT, but a good high roll can inflict tremendous damage. (SW Gamer #10, p.15)

In a recent game I ran, the heroes encountered an Imperial AT-ST — a scout walker, like the ones in Return of the Jedi. The group's soldier, who was closest, pulled his blaster pistol and started shooting — and destroyed the AT-ST in two rounds!

This doesn't make much sense to me. Why is the Damage Reduction of an AT-ST's armor so low? Wood has the same DR! It just doesn't follow that the Empire would put its valuable soldiers inside what amounts to a wooden shack on legs.
It's possible that the DR of an AT-ST is too low, at 5. It's also possible that you're misusing AT-STs in your games, tactically speaking.

The AT-ST is a scout vehicle, which means that its primary job is reconnaissance. Despite its weaponry, it's not really a combat vehicle. Even if you do use it in combat, you have to keep in mind that its primary weapon — its fire-linked blaster cannons — has a range increment of 200 meters. That means it can fire those cannons out to 2,000 meters, well beyond the range of any blaster rifle (or even blaster pistol). In fact, the AT-ST can get as close as 402 meters (just outside the extreme range of a blaster rifle), and only suffer a -4 penalty to its primary weapon attacks. In situations like that, the AT-ST could have a DR of 0 and still be effective.

This sort of implies that the main problem with AT-STs in combat is how GMs use them. Keep this general rule in mind when using AT-STs: They're more like jeeps than tanks. Think about how you saw them used in The Empire Strikes Back and Return of the Jedi. In Empire, they were escorts for the AT-ATs at the Battle of Hoth: a good distance from the Rebel troops, and not the main targets, anyway. Most likely, they were there to protect the backs and sides of the AT-ATs, which have all their weaponry in the front.

And Return of the Jedi illustrates the tactical error of using AT-STs in firefight situations. The Imperial commander on Endor brought the AT-STs in close to help contain unarmed prisoners. When the prisoners got weapons during the Ewok attack, the AT-STs didn't stick around to shoot at the prisoners; that was the stormtroopers' job. They went after the less well-armed Ewoks — though that, obviously, proved to be a mistake, since the Ewoks had prepared traps for the AT-STs.

So, the AT-ST scout walker is quite vulnerable in close combat situations. It's really only dangerous in such situations if the enemy is poorly armed or poorly trained: sticks and rocks or blasters in the hands of people who don't have good ranged attack bonuses. If anything, the problem that you're having with AT-STs suggests that autofire and multifire may be too effective, when combined with characters who already have multiple attacks per round (due to Base Attack Bonuses). (Jedi Counseling 38)

I had a question about the listing for the weapons on the Baktoid Armor Workshop AAT-1 in the core rulebook. According to this listing, the AAT only comes with one weapon, the Heavy Laser Cannon. But the Star Wars Episode I Incredible Cross-Sections Book shows that the AAT has twin lateral range-finding lasers, twin lateral anti-personnel lasers, and six energy shell projectile launchers. Are there rules for including these weapons on the AAT?

Yes, in the Secrets of Naboo sourcebook. Somehow that information got deleted from the entry when it was ported over to the Revised Core Rulebook. The rest of the entry should look like this:

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Description</th>
<th>Attack Bonus</th>
<th>Damage</th>
<th>Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>Light repeating laser cannons (4 front-mounted, 1 to either side of the laser cannon, and 2 below the cockpit)</td>
<td>+2 (-2 size, +2 crew, +2 fire control)</td>
<td>1d10x4; 100m</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Shell launchers (6 front-mounted)</td>
<td>+0 (-2 size, +2 crew, +0 fire control)</td>
<td>3d10x4; 100m</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

When do you declare your speed in vehicle combat?

You declare your speed at the beginning of any move action used to pilot the vehicle (just as in starship combat). Just like in starship combat, you continue to coast forward at your last declared speed any time you perform an action other than piloting the vehicle. For more detail, see "If a pilot takes a full round action..." in the Starships section, below.

Are there any restrictions on using all-out movement (RCR p.198, sidebar)? Other than saying that you may go four times your speed as a full-round action, the rulebook doesn't give any more detail.

First, all-out movement requires that you move in a straight line, similar to a character taking the run action. You may not make any turns or stunts while using all-out movement, but you may still make Pilot checks to avoid hazards.

Second, you must slow down before you can do any other action. Thus, if you decide not to use all-out movement on your next turn, your first action must be a move action to pilot the vehicle and to declare a lower speed (up to your vehicle's listed speed).

Third, airspeeders, cloud cars, and starships in atmosphere may not use all-out movement.

Starships

Astrogation / Hyperdrive

Do navigation computers come standard in hyperspace-capable starships, or do you have to buy them for an additional cost?

Every hyperdrive comes with a basic navigation computer. (Jedi Counseling 4)

What is the minimum distance that a starship can travel in hyperspace? Are there any penalties for performing microjumps?

A few of the novels make microjumps sound quite difficult, but at present, there are no rules for how to modify Astrogate checks to account for them. I would allow the starship crew to make microjumps by taking a -10 penalty to their
Astrogate checks, but that's really just a rule of thumb. (Jedi Counseling 9)

In the Starships chapter of the Revised Core Rulebook, it states that it takes "minutes" for a starship to get far enough from a planet's gravity well to safely initiate a hyperspace jump. However, it later states (under the rules for climbing and diving) that a planet's gravity well significantly affects movement out to 20 squares from the surface. It certainly does not take "minutes" for a typical starship to move 20 squares. What's up?

The gravity well extends well beyond 20 squares, for purposes of whether or not a ship can enter hyperspace. But for purposes of affecting tactical movement, 20 squares is the practical limit. (Jedi Counseling 10)

Does a ship need to be safely outside a planet's gravity well before Astrogate check calculations can begin, or can these be pre-calculated on the surface?

They can be pre-calculated on the surface, though the Gamemaster should probably require that the jump be made from a specific point in the solar system, rather than anywhere outside the gravity well. (Jedi Counseling 10)

Range

Are there any rules about the angle of attack in space and air combat? For example, what happens when two opponents are on a different elevation, with one pointed down and rotated differently than the other?

We deliberately chose not to include elevation rules in the starships and vehicle combat rules because the system is designed to be abstract. What's more, there's no easy way to keep track of elevation. If you want a rule of thumb, though, it's pretty easy to use a die to mark relative elevation, and determine the range between vessels by calculating the hypotenuse (the old a^2 + b^2 = c^2 formula from geometry class). (Jedi Counseling 41)

I've noticed that there are two sets of range penalties listed in the Starships chapter. Table 11-8 on RCR p.214 lists one set of penalties, while each individual starship has its own range penalties listed. Are we supposed to apply both sets of penalties, or is only one supposed to be used?

The range penalties listed with each starship are an accidental holdover from the original Core Rulebook, which used a different range penalty system based on the size of the starship. Ignore those penalties and use the penalties listed on Table 11-8 instead. (These individual range penalties have been removed in the second printing of the Revised Core Rulebook; see below.)

In the Star Wars Roleplaying Game revised core rulebook, under the individual ship descriptions, instead of giving maximum weapon ranges and modifiers, it just says "See Table 11-8." However, on the sidebar on page 227, it says that under the range modifiers it's supposed to read "n/a" when the ship can't fire at that range. So it makes it seem that all starship weapons have the same range. Could you give me the max ranges for the starships in the book?

Sounds like you've got a copy of the second printing of the revised core rulebook, which has a known error there. The correct ranges for the various weapons are listed below:

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>Blasters</td>
<td></td>
</tr>
<tr>
<td>Blaster cannon</td>
<td>Short</td>
</tr>
<tr>
<td>Triple blaster</td>
<td>Short</td>
</tr>
<tr>
<td>Lasers</td>
<td></td>
</tr>
<tr>
<td>Point laser cannon</td>
<td>Point Blank</td>
</tr>
<tr>
<td>Laser cannon</td>
<td>Short</td>
</tr>
<tr>
<td>Quad laser cannon</td>
<td>Short</td>
</tr>
<tr>
<td>Turbo lasers</td>
<td></td>
</tr>
<tr>
<td>Turbo quadlasers</td>
<td>Short</td>
</tr>
<tr>
<td>Double turbolaser cannon</td>
<td>Long</td>
</tr>
<tr>
<td>Medium turbolaser</td>
<td>Long</td>
</tr>
<tr>
<td>Quadlasers</td>
<td>Long</td>
</tr>
<tr>
<td>Turbolaser</td>
<td>Long</td>
</tr>
<tr>
<td>Ion Cannons</td>
<td></td>
</tr>
<tr>
<td>Light ion cannon</td>
<td>Short</td>
</tr>
<tr>
<td>Ion cannon</td>
<td>Medium</td>
</tr>
<tr>
<td>Other Weapons</td>
<td></td>
</tr>
<tr>
<td>Tractor beam projector</td>
<td>Short</td>
</tr>
</tbody>
</table>

We've had some strange results running starship combat. First, it seems that starships can dart in and out of weapon range really quickly. For example, if a Star Destroyer detects a group of X-wings at the edge of sensor range, they can be in range to fire after only two rounds of movement.

Second, starship weapon ranges in atmosphere seem really weird. For example, an X-wing can attack up to five squares away (250 meters), but even a blaster rifle can potentially hit a target up to 400 meters away (10 range increments).

Finally, airspeeders don't use the starship range categories at all—they have range increments just like other vehicles. How are these things supposed to work?

Some of the things you're noticing seem to be artifacts of the conversion from the original Core Rulebook (abstract starship combat) to the Revised Core Rulebook. Let's see if we can straighten this out.

First, regarding starship weapon ranges in space, the original intent was to capture the feel of a World War II dogfight, which George Lucas used
to model starship combat in the movies. The designers were trying to create ranges that made movement and maneuver relatively more important, thereby preserving that WWII feel. That said, if you think the current rules create a little too much maneuver, use the following alternate versions of Table 11-5: Starship Sensor Detection and Table 11-8: Starship Weapon Ranges:

### Table 11-5: Starship Sensor Detection

<table>
<thead>
<tr>
<th>Target Range</th>
<th>Distance in Squares</th>
<th>DC Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Point blank</td>
<td>0-3</td>
<td>-4</td>
</tr>
<tr>
<td>Short</td>
<td>4-15</td>
<td>+0</td>
</tr>
<tr>
<td>Medium</td>
<td>16-30</td>
<td>+2</td>
</tr>
<tr>
<td>Long</td>
<td>31-60</td>
<td>+4</td>
</tr>
<tr>
<td>Extreme</td>
<td>61-120</td>
<td>+8</td>
</tr>
<tr>
<td>Out of range</td>
<td>121+</td>
<td>detection not possible</td>
</tr>
</tbody>
</table>

Note that the size and situation modifiers in Table 11-5 are unchanged.

As for atmospheric weapon ranges, that does appear to be an error. The best fix is to simply give starships in atmosphere a range increment just like any other vehicle or personal weapon:

### Table 11-8: Starship Range Modifiers

<table>
<thead>
<tr>
<th>Range to Target</th>
<th>DC Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Point blank</td>
<td>+0</td>
</tr>
<tr>
<td>Short</td>
<td>-2</td>
</tr>
<tr>
<td>Medium</td>
<td>-4</td>
</tr>
<tr>
<td>Long</td>
<td>-6</td>
</tr>
</tbody>
</table>

Missile weapons require a few other adjustments. When acquiring a missile lock (see Weapons: Missiles section, below), assume that missiles have a range increment of 1,000 meters for purposes of range penalties. However, the target must be in sensor range to be detected (see below), so this may reduce the effective range of missiles in some cases. Missile weapons in atmosphere have a speed of 20 squares per move (1,200 km/h). Also, because of the presence of atmosphere, missile weapons should also have a burst radius: 50 meters for assault concussion missiles, and 20 meters for all other concussion missiles, proton torpedoes, and energy torpedoes.

For sensors, starships and airspeeders should use Table 10-2: Vehicle Sensor Detection (instead of Table 11-5) to determine the difficulty of detecting a target that is at an altitude of 5,000 meters or less. Make sure you don't forget that Table 10-2 is using Character and Vehicle Size (see Table 11-6: Starship Sizes to convert between the two scales). The shorter range here represents ground clutter, making detection more difficult.

If the target is at a higher altitude (1 km up and including suborbital altitudes), use the following alternate ranges for Table 10-2:

### Table 10-2a: High Altitude Sensor Detection

<table>
<thead>
<tr>
<th>Distance to Target</th>
<th>DC Mod</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 — 1,500 meters (0-30 sq.)</td>
<td>-4</td>
</tr>
<tr>
<td>1,501 — 7,500 meters (31-150 sq.)</td>
<td>+0</td>
</tr>
<tr>
<td>7,501 — 15,000 meters (151-300 sq.)</td>
<td>+2</td>
</tr>
<tr>
<td>15,001 — 30,000 meters (301-600 sq.)</td>
<td>+4</td>
</tr>
<tr>
<td>30,001 — 60,000 meters (601-1200 sq.)</td>
<td>+8</td>
</tr>
<tr>
<td>60,001 + meters (1201+ sq.)</td>
<td>detection not possible</td>
</tr>
</tbody>
</table>

Table 10-2a uses all the same modifiers as Table 10-2, including the use of Character/Vehicle size modifiers.

Above suborbital altitudes (100 to 300 km, depending on the planet), normal space rules for movement and ranges should be used. (The shift from character/vehicle size modifiers to starship size modifiers does make starships more difficult to detect in space, but the reason is that a starship in atmosphere leaves a lot more evidence of its passing — contrails, thermal wake, sonic booms, etc.— all making it easier to detect a starship in atmosphere.)

### Repairs

In the Repair skill section, it gives the DC (25) and cost (1/10th price) for repairing a starship component. However, in the Starships section, Tables 11-9: Battle Damage and 11-20: Used Starship Flaws give different Repair DCs than the skill describes, no time gauge to go by (with the exception of a roll of 66 or higher on Table 11-9), and no cost given to repair the various systems.

The Repair skill points out that simple repairs take only a few minutes, while complex repairs can take hours or days. So, since the DCs for the checks are geared toward the repair complexities, the repair times are "a few minutes" (for battle damage results with Repair DCs of 10) or "a few hours" (for battle damage results with Repair DCs of 15). If you need a more specific amount of time, roll 1d4 to determine how many minutes or hours are required for a given repair. (Jedi Counseling 16)

**How long does it take to repair hull damage?**

It takes an hour to do a "fast-and-dirty" repair (which needs to be replaced within a day), and eight hours to do a "good as new" repair. (Jedi Counseling 16)

### Sensors

I recently put my group into a starship combat situation, and I was wondering about
the limits of starship sensors. Can they sense life signs? Species? Power sources? What's the story?

We know that starship sensors can sense life signs from Star Wars: A New Hope. As Artoo and Threepio flee the Tantive IV aboard the escape pod, the Imperials prepare to fire on it. But then an officer tells them to hold their fire, because no life forms were detected aboard the pod. And when Luke heads toward Dagobah in Star Wars: The Empire Strikes Back, he points out to Artoo that there are "massive life form readings."

Plainly, then, detecting life forms is possible, and a sensor operator can probably get an idea of the overall size of any given reading. For example, four Medium-size life forms might register as a "huge concentration" of life forms — but then, so would eight small life forms. So the operator can't get specific numbers, except by inference. This sort of check would be a Computer Use check (DC 15). Regardless, ship sensors probably aren't finely tuned enough to pick out species.

Sensors can also detect the size of ships, their relative speeds (docking, cruising, ramming, and so on), and the type of ship. A successful Computer Use check (DC 10) would reveal this information. Learning if a ship's shields are powered up or how much damage it has sustained is slightly more difficult and requires a Computer Use check against DC 15.

Sensors can pick up similar information about planets. Luke does so while he's scanning Dagobah, arriving at the conclusion that there aren't any cities or settlements. Checking for the presence of technology is a Computer Use check (DC 15).

Scanning for any one thing (life forms, basic ship information, specific ship information, or the presence or absence of technology) takes a move action, but a character can gain a +2 competence bonus for taking a full round to perform the scan.

The Gamemaster should use these examples as guidelines for other kinds of scans. (Jedi Counseling 11)

Can starship sensors be used for anything other than object detection? For example, can they be used to determine shield status and/or angling? What about weapon status, engine status, or the presence of life forms aboard a starship?

Yes, starship sensors can do more than simply detect objects. They can determine whether a ship's shields are up or down (but not the percentage shield points remaining). Sensors can also detect whether a ship's shields are currently "angled" or not, whether engines and weapons are powered up, and whether life forms are present or not. In that last case, though, the sensor scan needs to focus on an individual ship (or other object) — not just a fire arc. (Jedi Counseling 12)

Why is there an upper limit to sensor range? Shouldn't the difficulty of detection just get progressively more difficult, as it would with a Spot check?

The upper limit to sensor range (both vehicle and starship) was included for the sake of simplicity — trying to run a battle when neither side can consistently detect the other can be very, very cumbersome.

However, if you want to add that extra level of detail, just assume that a target at up to 2x extreme range adds +16 to the base DC, up to 3x extreme range adds +24, up to 4x adds +32, and so on. (With such high DCs, most sensor operators would Take 20 whenever possible.)

An alternative method would allow there to be a steady increase to sensor difficulties. In this variant, you gain a +4 bonus at point blank range, +0 at short range, -2 at medium range, -4 at up to 2x medium range, -6 at up to 3x medium range, -8 at up to 4x medium range, and so on.

In either case, the normal limits to sensor detection (e.g., Passive is limited to short range and Scan is limited to large range) should be ignored — the bonuses granted by the more active sensor modes gives them a longer effective range because the higher bonus offsets the higher range penalties.

Either method will make uncertain and intermittent sensor contact a very real problem in combat, and that could make for a very interesting tactical situation if you like that kind of realism. Don't say we didn't warn you, though, if you find the detail to be a little too much.

It seems a little weird that almost all starships have the same quality of sensors. With the exception of a handful of starships that grant at bonus to sensor use, everything else is the same. Isn't it weird that the Imperial Star Destroyer has the same quality of sensors as, say, an escape pod?

Again, the rules were designed this way for the sake of simplicity. Giving every different starship a different set of sensors adds one more thing that you have to keep track of during a battle. Still, here are some variants you can use depending on how you prefer sensors to work in your game:

Military ships should have better sensors than civilian ships.

To address this issue, add (best fire control rating from all your weapons) — 4 to all Computer Use checks to operate the sensors. The logic here is that military starships will almost always have better fire control than civilian starships, and if a weapon has a very high fire control rating it certainly has the sensor capabilities to support it. For example, an Imperial Star Destroyer's best weapons (turbolasers) have a +8 fire control bonus, so add a +4 bonus (8 — 4 = 4); meanwhile, an unarmed escape pod has no weapons at all (and no fire control bonuses), so apply a —4 penalty (0 — 4 = -4).
Larger ships should have better sensors than smaller ships.

To fix this problem, subtract one-half of your starship's size modifier (rounded down) from all Computer Use checks to operate the sensors. For example, an Imperial Star Destroyer (size modifier −8) would add a +4 bonus, while an X-wing (size modifier +2) would apply a −1 penalty. Alternatively, you might subtract the full size modifier if you want larger starships to have an even more decisive advantage (e.g., +8 for a star destroyer, −2 for an X-wing).

Military/larger ships should have better sensors or range than civilian/smaller ships.

If you use the variant rules for extending sensor ranges (see previous question), this problem resolves itself when used with either or both of the previous two options. Essentially, the extra bonuses such ships have gives them a better effective range with their sensors.

Of course, you can use any of these, separately or in combination, to give your space battles the feel that you want.

Shields

Hull Points and Shield Points have their DR listed separately. If a shot penetrates shields, do you then subtract the Hull DR before applying damage to Hull Points?

Yes. When I was redesigning the starship combat rules, the top priority was making the existing stat blocks still largely functional. Starships of the Galaxy was on its way while I was playtesting the new rules, and I didn't want everyone to discover they'd wasted their money because the basic stats were suddenly meaningless.

But I was still worried that capital ships went down way too fast. I talked with Owen Stephens (the designer of the starships book) and we agreed that the easiest fix would be to let DR apply to shields separately from hull points. Thus, as some of you have noticed, a hit on a ship is reduced by the ship's DR for shields, and if it still goes through to the hull, is again reduced by the DR for the hull.

I don't understand how to repair damage to starship shields. In the Battle Damage chart on page 216 of the Revised Core Rulebook, the table gives rules for hull damage sufficient to damage shield generators. However, what happens when the shields are reduced to zero, but the damage is not sufficient to damage the hull? Are the generators damaged, ionized, or what?

The shields are simply reduced to zero, but as long as the engines are still functioning, the shields begin recharging, automatically, right away, as per the rules just below Table 11-9. If you’re in a hurry, though, a member of the crew can restore depleted shield points as a move action, as explained in the "Heroes as Crew" rules on page 225. (Jedi Counseling 3)

When you use a Computer Use check to restore shields, but you've got them set to double-front (or double-rear), do you double the shield points you gain? So, if my ship had 50 shield points, and I put them to double-front for 100, and then took 30 points of damage on my front shield, they would be down to 70. If I then restored shield points, would I gain 20 shield points, or only 10?

No, you don't double them. "Double," as in "double-front," is just starfighter-jockey jargon for angling shields. It doesn't actually double the shield generator's output. So, in your example, the shields would go from 70 to 80, rather than to 90. (Jedi Counseling 8)

How many people can restore the shields on a space transport? The rules are a bit vague on how many shield repair stations are on any given ship, and my group currently has two R2 units and a tech specialist bringing the shields back up whenever the ship takes a hit. This seems slightly unbalancing to me, so I thought I'd write in for your take on the matter.

We didn't spell out how many such "stations" there are on a ship simply because only one person can be the designated "shield operator," and thus, only one character can make the check at any given time. However, as with most skills, others can assist, using the Cooperation rules on page 73. So, for example, the tech specialist could be the "leader," and the two R2 units could cooperate. They'd make the same skill check (against a DC 10), but success on their part would give only a +2 circumstance bonus to the tech specialist. So it's not a "you restored some shield points, now it's my turn" situation, or even a "you failed, let me try" situation. (Jedi Counseling 40)

Speed / Simple Maneuvers / Stunts

How do you figure out speeds (in squares) for pre-Revised Core Rulebook starships?

The "quick and dirty" version is Cruising (3), Attack (6), and Ramming (10). JD Wiker has also done actual statistics for every ship published in any official forum (sourcebooks, Gamer, and the web), and the link can be found on the first page of the FAQ.

Is there any relation between the number of squares per action and the speed measured in km/h for starship atmospheric speed?

Yes. The squares per action are calculated by dividing the km/h by 60. (Jedi Counseling 16)

In the Pilot skill description in the Revised Core Rulebook, it states that the Pilot skill can also be used to increase or decrease speed with afterburners, but there's no mention of
If a pilot takes a full round action, such as a full attack, how far does the starship move during that round?

Here's how it works:

If you take a move action, you 1) declare your speed, 2) may steer the ship with simple maneuvers, and 3) may perform stunts as a free action. You may take two move actions in one round (potentially changing your speed in the middle of the round).

If you take an attack action or move action other than actually steering the ship, you automatically coast forward at whatever speed you had on your last move action, with no stunts or simple maneuvers allowed.

If you take a full-round action, you automatically coast forward at twice the speed of your last move action, with no stunts or simple maneuvers allowed.

For example, if you move forward six squares and make two 45-degree turns during your move action, that's eight squares of movement. If you take an attack action after this, you will move eight squares directly forward. If you instead take a full attack action, you will move sixteen squares directly forward.

In most cases, it shouldn't matter exactly when the ship moves. (Hopefully, the pilot won't have something in his way when he moves 16 squares while firing his weapons.) The full attack commences at whatever point along the movement the pilot chooses, resolves, and then the ship carries out the rest of its movement.

If it becomes important, it's probably best to divide it as evenly as possible across the multiple attacks for a full-round action — that is, divide the total squares of movement by the total number of the pilot's attacks to get an idea of how many squares the ship moves before the pilot can attack again. Odd remainders should go at the end, and the pilot can decide whether he wants to act before the ship moves (at the beginning of the full round) or after the ship has moved (at the end of the full round).

So, for example, if the ship is moving 16 in the round, and the pilot has three attacks, the pilot has a "count" of 5, 5, and 6. The pilot could choose to start shooting before the ship is fully in motion (at the beginning of the turn), in which case his sequence will be Attack, Move, Attack, Move, Attack, Move; or, he could let the ship move first, then attack after, in which case his sequence will be Move, Attack, Move, Attack, Move.

Again, though, this is only important if for some reason knowing whether or not the pilot can destroy something that's in his way, or take advantage of a narrow aperture, or such.

Starship stunts are listed as free actions — of which you can perform as many as you like during your action. So does that mean you can perform an unlimited number of starship stunts during your action?

You may have missed the little note at the bottom of page 219 about performing stunts: "A pilot can perform only one stunt per move action." So you could get at best two stunts in a single round — unless you have the Heroic Surge feat, in which case you could get one more. (Jedi Counseling 2)

In the starship combat section of the revised core rulebook, it's not really clear if "Establishing Pursuit" on an opponent counts as an attack action or a move action. We've tried letting it be a free action once on the tail of an opponent and making it an attack action. Thus far, making establishing pursuit an attack action seems to be the most fair and logical choice. Could you please shed some light on this issue?

It's actually a stunt, which means that it's a free action you can take as part of a move action. (Jedi Counseling 18)

Avoiding a hazard is considered a stunt also. Does that mean you can avoid only one hazard for each move action?

Avoiding a hazard doesn't require an action; it's more of a reaction than anything else. So, you can avoid as many hazards in a single move as your ship passes through. (Jedi Counseling 2)

If a character fails a starship stunt and then fails the check to see if she goes out of control, how does she recover if the DC is higher than any roll she could get? For instance: A 1st-level fringer fails a tight loop (a DC 25 maneuver she could barely complete with a lucky roll) and then goes out of control by failing the next check. She goes into a spin with a -8 to her check, so now she hasn't rolled a 25 on a 20-sided die, which is clearly impossible. Does she just keep spinning? How can she ever right herself?
She can't — not all at once, anyway. She'll keep spinning until she hits something, or until someone else comes along and helps her out. But each round, she gets a chance to regain control again. Eventually, she's only going to miss her check by 15 or less, which means she's yawning instead of spinning.

Now her check penalty drops to -6. The DC for a tight loop is still 25, but assuming the character was created for flying, she'll probably have a total Pilot skill modifier of about +10 or +11. The -6 penalty means she now has roughly a +5 or +6 total skill modifier, meaning that she just has to keep trying until she rolls a 19 or 20 on her check. Assuming that she's not in any danger, she can just take 20. (Jedi Counseling 9)

**When establishing pursuit, does the pursuer need to be in the same square as the target or in the square behind? The rule and the example say different things on page 223 of the Revised Core Rulebook.**

The ships have to be in the same square. The example is in error. (Jedi Counseling 12)

**When establishing pursuit, must the pursuer and target pilots roll for hazard avoidance to keep from colliding with each other?**

No, this is an exception to the normal avoid hazard rules. (Jedi Counseling 12)

**When two or more ships attempt to pursue a single target, they need to occupy the same square as each other. Do they need to roll avoid hazard checks to make sure they don't collide with each other?**

Unless they start the round operating as a wing, yes. (Jedi Counseling 12)

**Under Starship Combat, an attack run is a simple maneuver. Ram attacks are a part of an attack run. Under Vehicle Combat, an attack run is a stunt. A ram attack is a separate simple maneuver. Which one is correct?**

They're both correct. The two rules work differently because the effects of "terrain" are different between space combat and ground combat. Consider: If a ground vehicle traveling in a more or less straight line fails a Pilot check, the vehicle can, at the very least, interact with the ground — the effects of which are detailed in the rules for losing control of a vehicle. Thus, you have to call for a Pilot check to determine whether that happens, and that makes it a stunt.

But what happens when a space vessel, traveling in a more or less straight line with no particular obstacles, fails a Pilot check? Not much, aside from perhaps plowing into an obstacle — which is covered by the Avoid Hazard rules. Therefore, you don't have to call for a Pilot check unless the vessel deliberately passes through an obstacle, and so, it's a simple maneuver. (Jedi Counseling 2)

**Is it possible to use the "etheric rudder" (mentioned in the X-wing series of novels) to spin a starfighter around and fly backwards without changing your direction of flight? If so, what DC should a maneuver like this have?**

Sure, that could work. You wouldn't be able to "accelerate" backward (the rules specifically say that reverse speed is much, much slower), but you could turn the ship, let off the gas, and then just let your momentum carry you backward at your last stated speed — just like moving while attacking.

This should work as a stunt, DC 10 + 5 per 45 degrees of turn. Thus, turning around to coast backward (180-degree turn) would be a DC 30 stunt, while coasting sideways (90-degree turn) would be a DC 20 stunt.

**Weapons: Battery Fire**

Is it possible for a capital ship's weapons batteries to fire only one individual weapon, or does the entire battery have to fire all the time?

Yes, you can fire individually if you desire. (Jedi Counseling 9)

**Weapons: Fire-Linked Weapons**

We're in a New Jedi Order campaign, and Sienar Fleet Systems has given my character two million credits to design the ultimate starfighter, using the rules from Starships of the Galaxy. After we consulted the diagrams of an X-wing and measured the size of the laser cannons, we determined that you could fit 16 assault laser cannons on a single X-wing frame. The problem is that we have no idea what kind of damage they would do.

We guessed that every time you double the number of weapons, you add one die of damage (extrapolated from the X-wing and Y-wing), but this doesn't make much sense once you double from 4 to 8 and again from 8 to 16. We figured that once you started adding as many cannons as the ship had in the first place, the damage would go up by even more than usual. So, what is the rule for starship weapon damage for vessels not already covered in the books?

The rule is actually in the revised core rulebook (under "Fire-Linked Weapons" on page 214), and you surmised correctly: doubling the number of existing weapons-1 to 2, 2 to 4, 4 to 8, 8 to 16, and so on adds one die of damage.

Granted, that only really makes much sense at up to four weapons of the same type. Beyond that, you're spending a lot of credits to get one extra die of damage. The system is meant to work that way. Sure, it's an artificial limitation, but remember that these weapons would eat up a certain amount of the ship's power when they fire (if Star Wars were real). But because the game uses an abstract combat system, we don't require you to keep track...
of how much energy goes into each weapon, each shield, and each engine. Instead, we simulate the reduced power output of too many fire-linked weapons by requiring that you double the number of weapons in order to increase the damage. (Jedi Counseling 35)

**Weapons: Ion Cannons**

I'm a bit confused by how ion damage works against starships. It doesn't make sense to me that a Y-wing can cruise up to a Star Destroyer, take one shot, and the Star Destroyer shuts down. Am I missing something?

Yes — or, rather, the revised core rulebook is. Ion weapons must first penetrate a ship's shields before they can have any kind of effect on the ship. (Jedi Counseling 21)

From a previous "Jedi Counseling" answer, I assume a starship's shields DR and shield points have to be gone through in order for ion damage to affect the ship, so do ion weapons damage the shields as normal ship weapons do? And does excess damage move to the chart to cause ionization?

Correct. (Jedi Counseling 26)

**Does damage from an ion cannon decrease a starship's shield points?**

Yes. While the damage itself is functionally different, both regular damage and ion weapon damage have to work their way through a ship's shields in order to have an effect on the ship. But keeping separate track of two different kinds of damage adds an unnecessary level of complexity to starship combat, so ion damage applies to shields just as damage from other weapons does. (Jedi Counseling 35)

**How much damage do ion cannons cause?**

Light ion cannons deal 3d10x2 damage; a standard ion cannon deals 5d10x2 damage; and a heavy ion cannon deals 8d10x2 damage. (Jedi Counseling 2)

**Does the DR of a ship's hull work against ion damage?**

Hull DR does not apply against ion damage. Once the ion damage penetrates the shields, the ship begins suffering the effects of ion damage. (Jedi Counseling 8)

**Do vehicles receive their damage reduction against ion weapons?**

No, they do not — not if the ion weapon is used as I indicated above. When merely firing an ion weapon at a vehicle, it's rather a moot point; the ion energy doesn't affect the vehicle, anyway. (Jedi Counseling 26)

**Does existing ionization stack with newly received ionization damage, raising the DC to Repair it?**

Yes. (Jedi Counseling 26)

We've been wondering about the effects of ionization on starships. We know how much damage different types of ion cannons do, but in Table 11-11 on page 217 of the core rulebook, it lists different levels of ionization damage. So what's the difference between, say, a Minor and a Major Ionization?

"Superficial," "Minor," "System," "Major," and "Catastrophic" are all just descriptive text. The difference in effect is reflected in the Repair check DC. (Jedi Counseling 4)

After a ship takes ion damage in combat, how soon can the crew attempt a Repair roll to get rid of the penalty? And is it a move action, a full-round action, or what?

The crew can attempt to repair the ion damage as soon as their turn comes up in the initiative order again. The Repair check takes one full round. (Jedi Counseling 3)

**Is an ionization Repair check considered a jury rig, meaning the ship or vehicle is ionized again at the end of the scene?**

It's a regular repair, though it could be jury-rigged, as well. (Jedi Counseling 26)

**When the crew repairs ion damage, does the damage just lessen by one degree? Or is all the damage wiped away?**

Successfully repairing the ion damage, no matter how severe it is, returns the ship to normal operation (that is, no penalty from ionization). (Jedi Counseling 21)

**Do vehicles or starships with ion weapons treat damage to anything electrical they shoot (such as a building's systems) as if it were another ship or vehicle, referencing the ion damage table?**

I suppose you could handle it that way, for simplicity's sake. Of course, technically speaking, buildings don't move or attack, so all you'd really be doing is shutting down a few electronics here and there. (Jedi Counseling 26)

**Does a vehicle or starship stop when ionized, or does it continue moving at its last vector for a few squares due to its momentum?**

Realistically, yes, it would keep moving. (Jedi Counseling 26)

**Weapons: Missiles**

I've noticed that the rules for acquiring a missile lock in the original Core Rulebook where not carried over into the Revised Core Rulebook. Was this intentional?
For some reason, the section on missile weapons was edited considerably in the Revised Core Rulebook, and some important bits were left out. The part about establishing missile lock should be as follows:

**Establishing and Breaking Missile Lock**

A pilot or gunner can attempt to establish a missile lock against any target up to long range (see Table 11-8: Starship Range Modifiers for penalties based on the firing ship’s range to target). To establish a missile lock, the attacker makes an attack roll as an attack action (the missile is not fired as part of this action). The character trying for a missile lock gains a +2 synergy bonus to this roll if he has 5 or more ranks of Computer Use. If the attack roll succeeds, a missile lock is established, giving the attacker a readied action to fire the missile at any point later in the combat.

The missile lock remains established until the missile weapon is fired (unless the target ship moves a range category farther away). The pilot or gunner can execute his readied action to fire the missile at any time.

(Source: Star Wars Gamer #8, p.69)

**Weapons: Point Defense**

I was looking at the rules for point defense weapons, and something doesn’t make sense. They’re treated as though they’re fired from a Medium ship, which is a +0 modifier for size. But the point defense laser cannons on the Star Destroyer (on page 232 of the Revised Core Rulebook) show them taking a −8 penalty for size. Which is correct?

The rules are correct; the ship stats are not. The attack bonus for the Star Destroyer’s point laser cannons should be +14, not +6. This should be considered errata. (Jedi Counseling 14)

**Weapons: Tractor Beams**

Let’s say there are two spaceships, both equipped with tractor beams, engaged in combat with each other. The first attempts to use its tractor beam to pull the other closer; the second wishes to use its tractor beam to push the other away (to avoid being boarded).

Do the two beams cancel each other out? Is there a skill roll in here somewhere? Or does whichever ship wins initiative get to perform its action, and the second simply has to wait its turn?

The easy answer is that they simply cancel each other out, assuming both pilots fail at their “resist tractor beam” rolls—or, for that matter, if both succeed! But, technically, the ships take turns, in initiative order, tractoring the other vessel and taking free actions to resist. It might look a little strange—one ship getting closer, then the other getting farther away—but that’s one of the oddities of turn-based movement. What you’re really concerned with is where they are at the end of each round. (Jedi Counseling 9)

**Miscellaneous**

How do you figure out a ship’s crew rating? Is it based on Pilot skill for all fields—i.e., Initiative, Maneuver, Attack bonus, etc.? Or is each one based on different modifiers, such as Dexterity modifiers and the like?

“Crew rating” is meant to be a catch-all term for all of an NPC crew’s functions. When the ship is crewed by characters, use the characters’ stats to determine what the totals are. It helps, think of it as filling in your character sheet, with the added modifier of the ship’s equipment applying, in some places. (Jedi Counseling 5)

Why doesn’t a character’s skill or natural ability have any effect on the Defense of a starship (or vehicle)? It seems that only the Starship ace and the Vehicle Ace (from Star Wars Gamer #7 p.104) improve the Defense of their vehicle at all.

The designers did this in order to keep starship and vehicle combat as simple as possible—if you have to recalculate Defense for every opponent, it can slow down combat.

That said, if you really think a character’s abilities should have some effect on Defense, try this house rule: Add the pilot’s Dexterity bonus to the Defense of the starship or vehicle they pilot. An uncontrolled, stationary, or powered-down vehicle or starship would have an effective Dexterity of 0 (i.e., a −5 modifier to Defense, just like any other inanimate object).

I would suggest that the maximum Dexterity bonus is equal to 6 — (starship or vehicle DR)/10. Thus, an Imperial Star Destroyer (DR 60) is just too big and heavily armored for your Dexterity to have any effect (6 — 60/10 = +0 max dex bonus), but an X-wing (DR 10) is still quite nimble, allowing a maximum Dexterity bonus of +5 (6 — 10/10 = +5).

You’ll also have to estimate the Dexterity of generic starship crews if you use this house rule. I’d suggest that untrained, normal, and skilled crews have a +0 Dexterity bonus, expert crews have a +1 Dexterity bonus, and ace crews have a +2 Dexterity bonus.

We had a situation where we were getting into our ship, our shields were down, and we were being shot at by a heavy blaster pistol. Our GM ruled that it was like ship-to-ship combat. But I don’t think a pistol can hit that easily.

The Defense for a starship will work fine in personal combat; a starship is a pretty big target. Use the attack and defense modifiers from Table 11-6 in the core rulebook (which means a Human actually gains a +12 attack bonus; a Medium-sized...
starship has a +0 modifier to its Defense against the attacker. (Jedi Counseling 9)

**If I'm the pilot of a YT-1300 freighter and I want to reroute power, can I do that from the cockpit? If not, how long does it take to get to the engines or wherever I need to go to do that?**

I’ve always ruled that in a starfighter, the pilot in the cockpit has access to controls for all of the ship’s "stations." That is, he can pilot the ship, operate the guns, shields, and sensors, or reroute power — all from the cockpit. If the pilot wants to jury-rig a repair, the GM has to decide whether the pilot can do it from the cockpit based on the type of repair.

On a space transport, only the piloting controls, sensors, and shield controls are in the cockpit. If a character in the cockpit wants to operate the guns, jury-rig a repair, or reroute power, it takes him a full-round action to bolt back to the appropriate station. By the same token, it takes a full-round action to go from any of those stations to any of the other stations — including returning to the cockpit.

The bridge of a capital ship is a different story. There is a post for every station, but in the case of gunnery, engineering, and shields, the actual work is done somewhere else aboard the ship. A character who leaves the bridge for one of these other stations, or who moves from station to station aboard the ship (again, including returning to the bridge) spends at least 5 rounds — and on some ships, as much as a full minute – getting there. Further, moving between posts on the bridge requires a move action; they’re just not that close together, in most cases. (Jedi Counseling 3)

**Exactly what feats can a player utilize in starship combat? If I am to take the game literally, it appears as though Starship Dodge, Starship Operations, Rapid Shot, and the appropriate skill-enhancing feats are the only feats specifically mentioned as having an effect on starship combat. If a feat isn't specifically mentioned, can it be used? For example, can players use Combat Expertise (to increase starship Defense), Heroic Surge, Improved Initiative, Point Blank Shot, Precise Shot (to shoot into a dogfight), or Shot on the Run? What about the Force Feats?**

You should take some time to re-read the feat descriptions a bit more literally. Combat Expertise states that the bonus applies when you make an attack action or full attack action in melee. So, no, it doesn’t apply. Heroic Surge simply lets a character make another move or attack, but has no other restrictions, so it does apply. The same goes for Improved Initiative.

Point Blank Shot, on the other hand, says that the target has to be within 10 meters. If two ships are that close to each other in starship combat, then sure, you could get the bonus. Precise Shot talks about opponents engaged in melee, just like Combat Expertise.

Shot on the Run is perhaps the only one that isn’t clear about whether it means personal ranged weapons or any ranged weapons. But it does, in fact, refer to personal ranged weapons, and therefore doesn’t apply in starship combat. (Jedi Counseling 3)

**When my group has a space battle, it seems that starships are very easy to kill. For example, it seems that only a dozen or so proton torpedoes will take down an Imperial star destroyer. Are we doing something wrong?**

Check to see if you have the first or second printing of the *Revised Core Rulebook*. If X-wings have DR 5 and Imperial Star Destroyers have DR 30, then you have a first printing. In the second printing, the DR of all starships (but not airspeeders or vehicles) is doubled for both shields and hull. Thus, using the two examples above, an X-wing has DR 10 and an Imperial Star Destroyer has DR 60. This is an official change.

Still, the designers are of the opinion that starships should be vulnerable to attack. TIE fighters and X-wings, for example, certainly didn’t seem to take much punishment at the Battle of Yavin in *A New Hope*, and in some of the *X-wing* novels it was shown that a fairly small number of X-wings can take down capital ships, including Imperial star destroyers.

That said, when capital ships seem too vulnerable to attack, one of the most common causes is overlooking the larger ships’ other defenses. For example, an Imperial star destroyer carries 48 TIE fighters, 12 TIE Interceptors, and 12 TIE Bombers, so logically at least one squadron of twelve TIE fighters would be flying combat space patrol in the area around the star destroyer, and another squadron could probably be launched every 1d6+4 rounds. If the star destroyer was expecting trouble (e.g., they know that Rebels are in the area), they’re likely to have half or even more of their TIE fighters already flying at the start of the battle. TIE fighters on escort duty also fulfill a reconnaissance function, spaced out beyond the star destroyer’s sensor range to detect hostile ships early and give the star destroyer an extra several rounds to react. On top of all of this, the star destroyer will probably try to keep its distance once enemy ships are detected, taking advantage of its longer-ranged weapons.

If your starships still seem too fragile for your tastes, go ahead and use a house rule to make them tougher. Either of the following is easy enough to implement:

a) Allow the DR of shields and hull to stack (effectively doubling the DR of shields)

b) When angling deflector shields, double DR in addition to doubling shield points in that single fire arc.
Keep in mind, though, that you should carefully weigh any such changes before using them in your game. If you make starships too tough, you’ll find that fights get bogged down as each side is able to inflict little or no damage on the other. It is especially important not to implement any such house rules until after you have played with the higher DR values from the second printing of the Revised Core Rulebook. Try the official change to see if it fixes the problem; if not, go ahead and experiment until you find house rules that work well for your group.

Are the blasters on the Firespray-31 fire-linked? The damage suggests that they are, but it doesn’t say so.

No, they’re not. The Firespray-31’s blasters are not fire-linked, and thus should only deal 4d10x2 damage. Good eye! (Jedi Counseling 8)

The heroes in my campaign are planning to steal an Imperial shuttle in an upcoming session. But I have to admit that I really don’t know what this should entail. I can figure out what it takes to get inside an Imperial base, and even to get on board the ship and overpower the crew. But then what? Do the heroes just press “Start?” Or do ships have some sort of electronic ignition key, or maybe an access code you have to enter?

Hmm. Personally, I’d give it a Computer Use check to enter the proper codes to start the ignition sequence. The DC should be about 10 for a ship with standard security (like a freighter or a commercial shuttle), going up to DC 15 for a military transport (like the Imperial shuttle), DC 20 for a military space transport, and DC 25 for a capital ship.

Characters who want more security on their own ships can make a Computer Use check to set the new level of security, and the heroes should record this result. Anyone trying to defeat this security can make an opposed Computer Use check against that result. Either party can take 20 on this check, provided they have the time. (Jedi Counseling 14)

In the game my group is playing, an incident occurred in which a 5-kilometer-long Star Destroyer was intentionally flown into New Republic-controlled Coruscant, hitting the Imperial Palace. In your opinion, what would be the effects of this? I theorized that either the whole of Coruscant would be destroyed or that the world’s shielding and turbo laser protection would destroy most of the craft, resulting in damage only to the Imperial Palace.

Technically speaking, a collision of an object that large onto a planet with atmosphere would destroy a very large chunk of the planet (leaving a blast crater a few kilometers deep, with a blast radius a few hundred kilometers across) and fill the atmosphere with pollutants. All life on Coruscant would probably be wiped out within a matter of days, if not hours or even minutes.

But, that being said, this is Star Wars, not Deep Impact, so it’s really up to the GM whether or not he wants the entire planet to be destroyed by such an event. (Jedi Counseling 17)

How does a pilot eject from a starfighter? In the novels (principally in the X-Wing series), the X-wing pilots have a personal magcon field capable of holding a thin atmosphere around the pilot for some time. How long does the atmosphere last? And what check does he make to eject from the ship before it explodes? A Reflex save, maybe?

That seems to be an omission in the general rules for starship combat. I’d rule that whenever a starfighter takes damage sufficient to completely destroy it, the pilot may attempt a DC 18 Reflex save to activate the ejector mechanism, popping the canopy and propelling himself clear of the ship. The energy cells powering the attached magcon field would last approximately half an hour. (Jedi Counseling 22)
Gamemastering

In my campaign, after the heroes kill an enemy, they loot the body. Normally, this would be perfectly fine, but it’s reached the point where they’re fighting over who gets what and so on. Now it seems like the players are more interested in looting gasoline characters than in completing the mission. At first I tried giving Dark Side Points. Then I started saying some of the equipment was destroyed. Do you have any suggestions?

Usually, players develop bad habits like this because there’s some element of the campaign that rewards it. The most common example is killing helpless prisoners. Let’s say the heroes defeat an opponent without killing him, and turn him over to the authorities. Then the GM brings the character back again — which tells the players that if they don’t want to fight the same villain again, they have to kill all their helpless foes.

Something like this might be motivating your players to loot. Are you letting them sell the loot for full price? Cut prices drastically. Conversely, are they always short on credits? Give them enough credits to buy whatever they want.

Do they sometimes need lots of equipment (weapons and such) to defeat your opponents? Give them foes they don’t need the best weapons to defeat.

Are they transferring a similar mentality from a different game — looting in Star Wars because it’s standard operating procedure in Dungeons & Dragons, for example? Dock them experience points.

I’m also guessing that they might have started fighting over the loot about the time that you started declaring that equipment was destroyed: It told them that free equipment was limited, so they had better call “bagsies” on it. It doesn’t sound like they’re too terribly upset about getting Dark Side points.

First I tried giving Dark Side Points. Then I had better call “bagsies” on it. It doesn’t sound like they’re in the band, or is that too unbalancing?

I can’t imagine circumstances under which I’d call cheaper ranks of Entertain “unbalancing,” but I suppose it depends on the nature of the campaign. Still, I don’t think it would hurt to let players take advantage of their great idea by letting them purchase ranks in Entertain as class skill — or continue to purchase ranks at cross-class prices. Otherwise, they should consider going back to the drawing board with their cover story plan. (Jedi Counseling 27)

How important is it to calculate daily costs for characters? If the heroes in my game pose as traveling musicians, they will perform on luxury liners to earn passage from system to system. Do I need to deduct meal costs from their pay? Is that included in the costs for rooms? Does each player need to pay for a room, or do the costs in the revised core rulebook include all of them?

Keeping diligent track of how many credits the characters spend from day to day falls into the category of “accounting,” not heroic fantasy roleplaying. But if getting by on meager earnings is one of the themes of your campaign, try the following rule.

When not living in hotels or aboard luxury liners, your heroes can choose their standard of living to determine how much it costs to pay for rent, food, and other mundane expenses:

- Luxurious (10,000 per month)
- Wealthy (9,000 per month)
- Comfortable (1,000 per month)
- Average (500 per month)
- Poor (200 per month)

The exact conditions for each of these will vary from planet to planet, of course, as determined by the Gamemaster.
As a general rule, though, the cost of meals is included in the cost for hotel rooms and berths on ships. They're just not top-quality meals (unless the accommodations themselves are top quality). If the heroes want to dine better, they'll have to pay extra. (Jedi Counseling 36)

When should you award Sympathy [Hero's Guide], and when should you make NPCs friendly instead? Say my group of hero-musicians performs a great set of songs on a luxury liner. If they try to get another job on the liner, do they get Sympathy with the yacht's owner, or is he considered friendly? How important does a group or accomplishment need to be to warrant Sympathy?

The major difference between Sympathy and the friendliness of NPCs is that Sympathy is a measure of how much one of the galaxy's factions likes you, and friendliness is more of an individual measure — how much one person likes you. So unless the yacht’s owner is a member of one of the galaxy's factions, his appreciation for the heroes — and their musical talents — should be measured in terms of NPC attitude (hostile, unfriendly, indifferent, friendly, or helpful), rather than Faction Sympathy.

As for when to award Sympathy (or when to change an NPC's attitude toward the heroes), you should do so only when the heroes do something more or less selfless. Playing well in the band might make the yacht owner appreciate the heroes' musical talent, but it shouldn’t convince him to loan them money or let them borrow his yacht. (Jedi Counseling 36)

Environments and Hazards

What happens when you’re fighting underwater? Do blasters and lightsabers still work?

I'd suggest that blasters and slugthrowers have one-half their normal range increment. Lightsabers short out if they're underwater for more than a round or two. For other details, there is an article in Dragon #291 that should work just fine. (This topic may be covered in a later SW product as well.)

If a target is subjected to multiple doses of a toxin or drug (for example, multiple critical hits with a knock-out dart), should the Fortitude DC for the save also increase for each successive hit? For example, if a target is hit with a toxin dart twice in the same round (or over the course of a few rounds or even a few minutes), should the Fortitude save be higher than the base DC of 15? The poison is still in his system, after all.

Though implementing a rule like this is more realistic, it gets into a bit more record-keeping and might slow the game down unnecessarily. The problem is that it raises questions like "How long does a given drug or toxin stay in a person's system?" and "How is the DC affected if a character is hit by a toxin dart and a knock-out dart in the same round?" The slightly abstracted system of a character simply attempting a "make-or-break" Fortitude save whenever he's hit by a drug or poison works just fine for most situations. (Jedi Counseling 34)

I am running a Star Wars campaign and understand the rules fairly well. However, one thing I am not sure about is how to resolve certain effects relating to vitality points and wound points — poison, for example. If a character with full vitality and wound points gets bitten by a divto, there is supposed to be a chance that he is poisoned. But if he is at full vitality, he should technically dodge the bite and only suffer wound damage once his vitality points are exhausted. So why would he suffer any adverse effect from the poisonous bite if he actually dodged it?

He wouldn't. Any poison or venom attack that relies on injury to take effect requires that the victim take wound damage first. So an attack by a divto that "hits" might just graze the victim, but not actually break the skin. But if the divto were to score a critical against the victim, the poison would function as listed. (Jedi Counseling 23)

Okay, then what about falling damage? If you fell from 20 meters and hit the ground with full vitality, are you only "grazed" by the ground?

Assuming you succeeded at your Reflex save (see page 289 of the revised core rulebook), then yes, you'd actually be controlling your fall: rolling at the point of impact, going limp so as to avoid breaking your limbs, and so forth. (Jedi Counseling 23)

The falling damage rules on page 289 of the Star Wars Roleplaying Game revised core rulebook refer to 1d6 points of damage per 4 meters fallen. Does that mean you take 1d6 points of damage for each full 4-meter increment fallen, or do you take that damage even if you fall any portion of the 4 meters?

Generally, it's the full 4 meters, though the GM may rule, in certain circumstances, that a portion of 4 meters counts as the full distance. (Jedi Counseling 29)

Some of the characters in my game are about to find themselves on a high-gravity world (twice normal). What penalties would the high gravity impose on them, especially in combat?

You could take a cue from the Manual of the Planes for Dungeons & Dragons, which suggests a -2 penalty to Balance, Climb, Jump, Ride, Swim, and Tumble checks, as well as attack rolls. The book goes on to point out that the weight of equipment should be increased correspondingly (doubled, in this case), and the ranges of physical ranged
weapons (arrows, for example, but not blaster bolts) should be halved. Falling, likewise, would deal greater damage; the Manual of the Planes suggests 1d10 points per 10 feet fallen, which would work out to 1d10 per 4 meters fallen in the Star Wars Roleplaying Game. (Jedi Counseling 30)

What about low-gravity worlds, then?

The Manual of the Planes has a similar answer, though for different reasons (lack of coordination, as opposed to heaviness of one's limbs). A character on a low-gravity world should suffer a -2 penalty on Balance, Ride, Swim, and Tumble checks, as well as attack rolls. Equipment weights should be halved, and ranges of physical weapons should be doubled. Falls should deal 1d4 points of damage per 4 meters. Climb and Jump checks, though, get a +2 circumstance bonus. (Jedi Counseling 30)

Experience

The Revised Core Rulebook speaks about experience awards for an encounter in terms of "defeating" a foe or a hazard. Sometimes, though, I just want the goal of the encounter to be "get out with your hides intact." For example, I'd like to put my players up against a powerful bounty hunter — one who could wipe out the whole party, if he so desired — but I don't think they should have to pummel him in combat to get experience. Couldn't I just give them experience for getting away from him alive?

Yes, you could, and you should. "Defeat" is a relative term; it really means "overcome." In the example you give, it's better phrased as "avoid," and you should simply rule that if the heroes avoid the bounty hunter without losing a character, they get experience for the encounter as though they'd beaten him in a fight. (Jedi Counseling 14)

Our group has been in a few starfighter battles recently. But none of the books list a Challenge Code for any of the ships. The prime example of this is the droid starfighters. Is there a Challenge Code system for starships, or would you just use the Challenge Code for the pilot or crew of the ship?

We thought about this quite a bit, and it would be nearly impossible to create a system based on the ships themselves. It's the pilot inside who makes the ship more dangerous. Use the Challenge Code of the pilot/crew to select suitable challenges for your players. If the ship had a particularly dangerous weapon, or an extremely high shield point total, you might consider upping the Challenge Code, just as you would if you give an NPC a particularly dangerous weapon, or armor with extremely high Damage Reduction. (Jedi Counseling 7)

Is there any way to determine the difficulty of a battle in space? I haven't seen ratings (A, B, C, etc.) for enemy ships as there are for thugs and stormtroopers. Let's say that the heroes (average level 6) are flying in a Corellian YT-3100 transport and are suddenly attacked by three TIE fighters. How much experience should I award once the smoke clears?

You're looking at the question from the wrong way around — rather like saying "What's the Challenge Code of an E-Web blaster?" What you need to look at first is the competence of the crew; after all, even the best weapon is useless if its operator can't hit anything with it. So, with that in mind, determine the challenge (simple, challenging, or extreme) presented by the ship's operators, and that's the effective Challenge Code. Now, obviously, some ships do have a tremendous amount of weaponry at their disposal, and you should be prepared to adjust the Challenge Code upward if the opponent ship can lay down a significantly greater amount of fire than the heroes' ship can. (Jedi Counseling 31)

In a recent Jedi Counseling, you said to assign starships a Challenge Code based on the skill of the pilot. Yet with starships, the only real statistic given is usually just "unskilled" or "skilled" or some such. What would the Challenge Code for these simplified NPC skills be?

Good question! Let's use the following Challenge Codes:

<table>
<thead>
<tr>
<th>Crew Quality</th>
<th>Challenge Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>Untrained</td>
<td>A</td>
</tr>
<tr>
<td>Normal</td>
<td>B</td>
</tr>
<tr>
<td>Skilled</td>
<td>C</td>
</tr>
<tr>
<td>Expert</td>
<td>D</td>
</tr>
<tr>
<td>Ace</td>
<td>E</td>
</tr>
</tbody>
</table>

(Jedi Counseling 40)

Gamemaster Characters

When it comes to recurring Gamemaster characters that last more or less throughout an entire campaign (some friends, some foes), how quickly would you suggest they advance in level in comparison to the player characters? Should they advance one level for every level the players gain, so that they continue to be a threat (or a useful ally)? Should I allow the heroes to "catch up" in levels so that they can finally defeat that pesky villain? The former seems more realistic, while the latter seems more fun and dramatic. What do you think?

Really, it depends on what you want out of your villains. You can make a villain "recursing" by making him tough, smart, or just plain better than his opponents. (With particularly good or lucky players, it sometimes takes all three.) Just so long as he lasts until you're ready to let them defeat him, without you arbitrarily "saving" the villain from time to time. So the trick is to decide whether...
he starts out more or less invincible (and the heroes eventually reach his level and kick him to the curb) or whether he's a challenge commensurate with their abilities, and he just keeps getting better — until you're ready to let them kick him to the curb. If you choose the latter option, you just have to come up with some activity that the villain's been up to between encounters with the heroes, something that gives him the experience to stay one step ahead of them.

With allies, it's a bit different. You can go the "fixed-level" route with an ally (in which case, the heroes eventually outstrip his abilities, which is perfectly fine), or you can have the ally just keep creeping up in levels (perhaps by awarding him the same general experience you award the heroes).

In either case, remember that this is Star Wars, and what you're aiming at is a level of cinematic excitement, rather than realistic bookkeeping. You needn't worry too much about using a consistent system for both villains and allies, so long as the heroes eventually get to outshine both. (Jedi Counseling 27)

**When is a PC or NPC part of "the group" in terms of figuring the average level for experience points in a single encounter?**

If a character participates in an experience-generating situation (winning a combat, defeating a trap, negotiating a social interaction, or the like), the character is entitled to a share of the experience. So a character who pitches in is considered "part of the group," and thus affects the average level of the party. (Jedi Counseling 41)
Secrets of Naboo

Can the Gungan Energy Shield deflect a lightsaber strike? It would seem to me that it could, but the stats as presented in Secrets of Naboo only say it provides a +4 bonus to defense.

Technically, any kind of protection that provides a bonus to Defense can "deflect" a lightsaber strike. Lightsabers don't cut though anything they hit — or rather, they can, but it takes more than just a strike. If you wish, you could rule that any time protection such as a shield "stops" a lightsaber blow, the lightsaber attacks it, as per the rules for striking an object. However, that practice could get extremely ponderous after a while — so use that idea sparingly. (SW Gamer #10 p.14)

Also note that the Defense bonus of a Gungan Energy Shield has been changed (see the next question).

I want my character to use the Gungan force shield, but I didn't think that concepts like "fire arcs" applied to characters. The Gungan energy shield should give a +2 Defense bonus. Don't worry about fire arcs; that part of the rules was written before it was decided that the d20 rules would not use "fire arcs." (Jedi Counseling 15)

How exactly do Gungan energy balls work? In Secrets of Naboo, it says that energy balls deal stun damage to organic beings and disable droids for a few minutes. But I can't find a DC for the stun attack; all I can find is the damage.

Gungan energy balls work much the same way that ion pistols work against droids, except that there is no choice to set the energy ball to "stun." It shocks organic beings, and damages the circuits of droids. So use the listed damage (in the core rulebook) for damage to droids, and let organic beings have a Fortitude save (DC 13) to avoid being stunned for 1d4 rounds. (Jedi Counseling 15)
The feat Hatred indicates that it affects everyone in a 10-meter radius, but it is unclear if this energy is limited by walls or other obstructions. Does the effect penetrate walls, or is it contained by physical objects? For example, can a person hide behind a crate or be on the other side of a bulkhead in a space ship and not be affected?

No. Hatred affects everyone within 10 meters, whether they have cover or not. In general, if an effect allows a Reflex save, then cover probably "stops" the effect. Hatred, though, allows a Fortitude save, so it doesn't fall under that category. This is just a rule of thumb; some effects that grant Fortitude saves are blocked by intervening objects (such as stun grenades), but not this one. (Jedi Counseling 38)

I think there's an error in the Transfer Essence chart (p.16). The middle category (21-35) overlaps with the bottom category (31+). Should the middle be 21-30 or should the bottom be 36+?

The bottom line should be 36+.

Can I use Transfer Essence to transfer my essence into a droid?

Not normally, no. But as noted in the skill description, you can transfer your essence into a building in extreme cases. So, it's really up to your GM whether you could do something similar with non-living but animate objects, such as droids. (Jedi Counseling 7)

Why does Drain Energy (pp.14-15) give you a Dark Side Point? I don't understand what's "evil" about it.

This skill originally comes from the novel Dark Apprentice, by Kevin J. Anderson, on page 338. Here's the relevant text:

Kyp made a dismissive gesture with one hand, and a sudden wave of dark ripples splashed across the air like the shock front from a concussion grenade.

Luke stumbled backward. The lightsaber turned cold in his hand. Frost crystals grew in feathery patterns around the handle. At the core of the brilliant green blade a shadow appeared, a black disease rotting away the purity of the beam. The humming blade sputtered, sounding like a sickly cough. The black taint rapidly grew stronger, swallowing up the green beam.


The phrases "black disease" and "dark ripples" used to describe the power certainly seem to imply that it is directly tapping the Dark Side. When the designers were looking for new Dark Side powers for The Dark Side Sourcebook, they chose to include Drain Energy for this very reason.

I'm a little concerned about the Force skill Drain Energy and how it affects droid characters. Drain Energy is a power that any Force user (light or dark) with access to the Alter feat can use, even unskilled, for 1 Dark Side Point and 12 vitality points. It's also a power that automatically passes without a check on druids, while not allowing a saving throw.

In other words, Drain Energy is a free power available to virtually every Force user that can be used unskilled and that completely shuts down a droid hero — without even a DC for the skill check — while preventing the droid hero from making a saving throw to avoid the effects. That seems very, very wrong. Shouldn't droid PCs have a Will saving throw against this?

Technically, no droid — hero or otherwise — gets a save versus Drain Energy. That's one of the drawbacks of choosing to play a droid character. Remember, though, that a droid PC has plenty of advantages that make suffering the occasional shutdown an acceptable trade-off. For example, droid PCs are immune to inhaled gases and the stun effects of blasters.

However, if you and your group feel that's unfair, there's no reason you shouldn't allow droid heroes — or any druids, for that matter — a saving throw, just as any other character would get. (Jedi Counseling 43)

Most dark side feats have a prerequisite of Dark Side Points. For example, Sith Sorcery requires that the character have six or more DSPs. If I somehow lost the requisite number of DSPs, would I also lose the ability to use the Sith Sorcery feat?

Yes. You'd still have the feat; you just wouldn't be able to use it. In addition, any other feats or skills that had Sith Sorcery as a prerequisite would also be unavailable, until you once again qualified for the Sith Sorcery feat. (Jedi Counseling 19)

Do Sith levels count as Jedi levels for the purposes of feat or prestige class prerequisites?

No.

In The Dark Side Sourcebook, Armor Proficiency (light) was required for the Sith warrior prestige class. However, this is not listed as a requirement in the PDF file of conversions to bring the book in line with the revised core rules. So was this dropped or omitted by accident?
It looks like it was omitted from The Dark Side Sourcebook conversion document by accident. (Jedi Counseling 12)

I seem to remember reading in one of the Star Wars Gamer magazines (I can't seem to find that specific issue again) that dark Force witches can be female or male. Is that right?

Well, the requirements for the prestige class don't specify that the character must be female, so, off-hand, I'd say that they can be male or female. It rather depends on the setting. The dark Force witches of Dathomir were certainly all female, but that doesn't mean that their equivalent on some other world couldn't be males, as well. (Jedi Counseling 17)

I'm glad to see that the Revised Core Rulebook treats armor as Damage Reduction. But I have The Dark Side Sourcebook, and some armor in there already has Damage Reduction. How do I convert that armor to the new rules?

For dark armor, note that Table 4-2 in The Dark Side Sourcebook states that the Damage Reduction effects of dark armor aren't cumulative with other DR. You'd take the better of the two, which would almost always be the dark armor's DR. So, for example, if you had a suit of medium battle armor given the best possible Damage Reduction by Sith alchemy, it would provide DR 10 — but not DR 15, since the Damage Reduction isn't cumulative. For orbiskir armor, simply convert the Defense Bonus provided by the armor into Damage Reduction. (excerpt, Jedi Counseling 3)

On page 65, it says this about Sith poison: "If the victim fails his Will saving throw (DC 20), the character immediately suffers 1d6 damage to his Constitution score. (This damage is neither temporary nor permanent; see below.)"

I have read the entire section on that several times and I cannot find the explanation for the Con damage. Specifically, if it is neither permanent nor temporary, what exactly is it? And if he fails multiple saves, does that stack?

That "see below" refers to the following paragraph, which explains how one overcomes the poison — which doesn't fit into the temporary or permanent definitions in the Star Wars rules. (Those definitions have poison affect you once or twice, after which you can recover one way or the other. Sith poison stays in your system until you overcome it by force of will.) Until you overcome the poison, you cannot recover the 1d6 Con damage by any means.

As for whether or not failing multiple saves stacks — yes, it does. (Jedi Counseling 17, clarification added)

Another player and I are having a disagreement about Sith poison. He's under the impression that each time you fail the Will save to use a Force Point, you take the 1d6 Constitution damage. I believe that his interpretation is wrong. Please clarify, once and for all, the consequences for failing the Will saves to call on the Force.

When a character is first exposed to the poison, he has to make a Will saving throw, and if he fails, he suffers 1d6 Constitution damage. This is the only time that the Sith poison damages the character. Thereafter, whenever he attempts to use a Force Point (and doesn't call on the dark side), he has to make another Will saving throw, although failure doesn't mean taking more damage. Failing these subsequent Will saves merely means that the character calls on the dark side (and thus gains a Dark Side Point). (Jedi Counseling 43)

It occurred to me that cortosis alloy might be a good material for slugthrower rounds. Typically, your multifire gunslinging type doesn't have a good chance against a Jedi because of the Jedi's various deflecting abilities. Well, wouldn't deflecting a slug made of cortosis alloy shut off the lightsaber and prevent it from being used to help block further shots? And is this even viable? I mean, granted they would be some very expensive bullets... but also big on the surprise factor. What's the call?

That's actually a very clever and imaginative strategy. The cost for such bullets should be about 1,000 times the usual cost (5 credits for 50 slugs), for a total of 5,000 credits. I'd rule, though, that cortosis bullets couldn't be combined with any other type of ammunition variant, such as explosive ammunition, mercy ammunition, or pyro ammunition. (Jedi Counseling 18)

I'm running an all-Sith campaign in a Sith timeline and was wondering about Sith swords. What would be a good estimation for hardness and wound points? I was going to use the same hardness as longswords, which is 10, but 2 wound points (as with longswords) seems a bit weak for an alchemically forged sword. Plus, Sith swords are Large weapons, whereas longswords are Medium size. Would a hardness of 10 with 4 or 5 wound points be acceptable?

I'd go with hardness 10 and 10 wound points. Sith swords don't shatter all that easily, even though they look like glass. (Jedi Counseling 9)

I've noticed there aren't many dark side Force powers used by Dark Jedi that would make them particularly tough opponents if they were up against large numbers of characters. For example, in the Tales of the Jedi comics, Exar Kun held the entirety of the Republic senate immobile. And in another issue, Sith Lord Naga Sadow used the dark side to drag solar flares from a pair of binary suns,
destroying a fleet that was pursuing him. Where are these powers?

We deliberately chose not to include such powers in the game. Were they to exist in the game, darksiders could destroy entire planets or defeat entire cities at a time. That makes for a great epic story, but in games, where some level of balance is necessary, even with severe limitations, a character could probably use this ability several times in the course of his career. And that means that little or nothing could stand against such a character.

There’s nothing stopping you from creating these powers, if you like — just be aware that they can be real campaign-enders. (Jedi Counseling 12)

I have another question. I understand the need to restrict power levels for a balanced game system, but how creative can I be with the Force skills? I’ve seen Darth Bane and his apprentices shatter bones (and limbs) with the Force (in the Jedi Vs. Sith comic). And in the "Republic" storyline of the regular Star Wars comic, I’ve seen the Dark Jedi Asajj Ventress attempt to crush another Jedi’s heart using the Force. So are these just artistic flourishes, or is there a way I can use these skills in a game while maintaining a balance for good play?

Good question! I also read those comics, and my immediate reaction was "Force Grip." After all, the description of Force Grip states that you can use the skill to "grip an organ" as well as to "crush a larynx." Since the basic effect is to deal damage, you could consider bones "organs" for the purpose of this skill.

But to answer the slightly larger question: You can define these different specific applications of the Force as variations of Force Grip, and let players of dark side characters choose how their Force Grip manifests — with corresponding benefits or drawbacks, depending on the situation. (Jedi Counseling 19)

I understand that cortosis armor will shut off a lightsaber that hits it. You’ve also described lightsaber blades as "frozen blaster technology," meaning that a lightsaber blade is essentially a shot from a blaster. Does that mean that cortosis has a special benefit against blaster fire?

Well, no. It’s a question of range, at the very least. A lightsaber’s blade is still connected to the weapon that created the energy. A blaster bolt isn’t connected to the blaster. You might rule that cortosis could "shut off" a blaster fired from the next square, but since the wielder can just squeeze the trigger again, it’s kind of a moot point. (Jedi Counseling 13)

My friends and I were looking at the conversions for The Dark Side Sourcebook prestige classes, and we were wondering why the Sith warrior doesn’t get the Deflect ability. Even the Sith acolyte has it! Did you leave it out because Sith warriors already get so many abilities, or was there a story-driven reason?

In all honesty, I think it was simply an oversight. Sith warriors should get the deflect abilities at the same rate, and in the same order, as Sith Lords (at 1st, 2nd, 5th, and 7th). (Jedi Counseling 14)

How long does it take for a dark side spirit to initiate the Force travel ability? Is it a move action, an attack action, or a full-round action? And can you retry every round if the Will save is failed?

It’s a full-round action, and yes, you can try again after one day. (Jedi Counseling 42)

The Sith Master ability (gained when a character reaches 10th level in the Sith Lord prestige class) grants the character the power to "lend" any of his ranks in a Force skill to another Force-sensitive character. What if the ranks given put the target character’s skill ranks beyond his maximum? Would the added ranks do nothing?

The Dark Side Sourcebook could be a bit clearer in this regard. The Sith Master ability is meant to grant skill ranks in a Force skill that the recipient hasn’t maxed out, up to the total ranks the Sith Lord possesses. So, for example, an 8th-level Force adept with only 5 ranks in Force Lightning could receive 6 more ranks from a 10th-level Sith Lord (assuming, of course, that the Sith Lord had that many ranks to give). (Jedi Counseling 43)
Rebellion Era Sourcebook

I was wondering if you could please give me the new converted stats for all three dark trooper phases. For the most part, I want to know the change in defense from their armor and damage reduction. (I would also like the converted stats for the Coruscant guard armor.)

For dark trooper armor, I’d rule that Phase I armor provides DR 1, Phase II armor provides DR 4, and Phase III armor provides DR 5. For Coruscant guard armor, I’d suggest giving it DR 9. (Jedi Counseling 8)

I recently ran an encounter for my group in which the heroes fought a small group of Imperial assault troopers. After the fight, the heroes wanted to take the assault troopers’ heavy battle armor for their own use (or to sell). But checking through the Rebellion Era Sourcebook, I couldn’t find any stats on it, and it’s not in the revised core rulebook, either.

Can you provide those stats? For that matter, what about zero-G space trooper armor and storm commando armor?

Yes! Here they are:

<table>
<thead>
<tr>
<th>Armor</th>
<th>Cost</th>
<th>Damage Reduction</th>
<th>Maximum Dex Bonus</th>
<th>Armor Check Penalty</th>
<th>Speed (10m/6m)</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heavy Armor</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Assault Trooper</td>
<td>12,000</td>
<td>7</td>
<td>+0</td>
<td>—7</td>
<td>6m / 2m</td>
<td>35 kg</td>
</tr>
<tr>
<td>Powered Armor</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Zero-G Space Trooper</td>
<td>15,000</td>
<td>8</td>
<td>+0</td>
<td>—5</td>
<td>8m / 4m</td>
<td>40 kg</td>
</tr>
<tr>
<td>Storm Commando</td>
<td>20,000</td>
<td>6</td>
<td>+2</td>
<td>—2</td>
<td>8m / 4m</td>
<td>20 kg</td>
</tr>
<tr>
<td>* Includes all attachments. (Jedi Counseling 19)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
The first contact specialist prestige class seems to have a table missing.
Yes, it was accidentally omitted. This is the table as it was intended to be in the book:

| Alliance/Federation: Rule by constitution spelling out common goals for disparate groups |
| Anarchy: Rule by unlimited individual freedoms |
| Democracy: Rule by majority |
| Dictatorship: Rule by brute force and terror |
| Feudalism: Rule by a complicated system of lieges and lackeys, or interdependent |
| Gynarchy: Rule by females (males second-class or enslaved) |
| Magoncracy: Rule by those with supernatural powers (or who claim to have them), such as Force adepts |
| Matriarchy: Rule by eldest females |
| Meritocracy: Rule by the society's best and brightest (as determined by that culture's standards) |
| Monarchy: Rule by hereditary leaders |
| Oligarchy: Rule by a select few who only have their interests at heart |
| Patriarchy: Rule by eldest males |
| Plutocracy: Rule by the wealthy |
| Theocracy: Rule by religious leaders |

I ran my group through your online adventure "Mission to Myrkyr," and one of the characters grabbed a few ysalamiri — those little "Force-dampening" creatures. He has the Handle Animal skill, so I had to agree he was within the rules to try to tame them. Well, this guy now has the best Force defense ever. He just keeps the critters nice and cozy in a backpack, and he's a walking anti-Force bubble. I think this might unbalance the game, but I don't want to be the "meanie GM." Is there anything in the rules that would disallow what he's done in a strictly technical manner? Or do I just need to have a GM-to-player chat?

It sounds like your player has read Timothy Zahn's "Thrawn Trilogy," in which Grand Admiral Thrawn uses ysalamiri in a cage to protect himself from Joruus C'bath. There's nothing technically wrong with what he's done, but if you want to take the ysalamiri away, the smart thing to do is have someone simply shoot them. Or you could just have the character caught in an explosion or two. If he fails his save, his backpack — and anything in it — should also suffer damage. (Jedi Counseling 18)
**Starships of the Galaxy**

*Starships of the Galaxy* has a number of tables explaining how to pay for constructing a starship. But what do I do if I just want to upgrade my hyperdrive? There’s no price — only construction points. I can’t use the "Base Price" table to check for the costs, or most of the possible starship modifications would cost 50,000 credits, because most of them fall in the "10 construction points or less" category. So, how much does it cost to modify some of a ship’s core systems?

The easiest way to do this is to calculate the construction points between the existing ship and the existing ship if it were equipped with the new hyperdrive. Use the difference in base price to calculate how much the modification costs. (Jedi Counseling 6)

In *Starships of the Galaxy*, Knowledge (spacer lore) plays a vital role in a large number of tasks, such as navigating through a radiation field. In the *Revised Core Rulebook*, it was taken out, and no GM characters had the skill — not even Han Solo or the generic starfighter ace who previously had the highest modifiers in the skill. Instead, they had Knowledge (world lore). Does this take the place of spacer lore and should it be used in its place?

Knowledge (world lore) replaced Knowledge (spacer lore), yes. (Jedi Counseling 6)

I’ve been looking through the Star Wars Roleplaying Game website to find revised edition stats for the starships listed in the web enhancement for *Starships of the Galaxy*. Mainly, I’m looking for the TIE Defender and Red Star I conversions, but the shieldship and YT-1930 stats wouldn’t hurt, either.

A few ships presented as web enhancements were omitted by accident.

The TIE Defender would have a speed similar to the TIE Advanced x1, so let’s put it at 11 squares in space, and roughly 1,200 km/h in atmosphere (20 squares atmospheric). The missiles would probably be Ordinary quality, for a +10 attack bonus.

Being based on the TIE Defender, the Red Star I would be similar but slightly faster. So let’s say 12 squares in space, and roughly 1,300 km/h in atmosphere (22 squares atmospheric). The missiles would still be Ordinary quality (a +10 attack bonus).

The YT-1930 is comparable to the stock YT-1300s and YT-2400s (if a bit slower), so I’d put it at 4 squares in space, but 800 km/h hour (13 squares) in atmosphere.

Shieldships, on the other hand, are big, lumbering monsters built to travel in space, but not in atmosphere. I’d give them 3 squares per action in space, but no atmospheric speed. (Jedi Counseling 12)

I understand that starship DR was changed in the second printing of the *Revised Core Rulebook*. How would this change be applied to the DR listed on Table 1-1: Starship Size and Table 1-14: Extra Armor?

Double the DR value listed in *Starships of the Galaxy*. This applies to all starships listed in that book (and all other pre-second printing sources) as well.

How do I figure out speed (in squares) for Table 1-8: Ion Engines?

Assume that the ion engines listed in that table provide speeds of Cruising (3), Attack (6), and Ramming (10). If you wish to build an engine that moves at a different speed within the same speed category, add the difference to the construction point cost. For example, if you want a ship to move at Attack (8), the construction point cost would be 10 (difference in speed = 8 — 6 = 2, construction points = 8 + 2 = 10). If you want a ship to move at Ramming (9), the construction point cost is 11 (difference in speed = 9 — 10 = -1, construction points = 12 + -1 = 11).

Note, however, that even the fastest starships don’t have a speed over Ramming (14), and that is pushing the upper limits of technology.

When in combat with an enemy ship that has a slave circuit, can you try to use that circuit to issue commands to the ship?

Sure, but the crew of the target starship doesn’t have to sit still for it. I’d allow them an opposed Computer Use check to regain control. (Jedi Counseling 42)

If a group of ships — for example, a freighter plus its escort — all use the information from one person’s calculation of a hyperspace jump, will they all arrive at the same time at the location? Or will the random effects of hyperspace affect each ship differently, possibly meaning that the ships arrive hours apart?

Using the same information doesn’t guarantee that the ships will arrive together. However, this is a perfect example of a good use for slave circuits: If they jump together, they arrive together. (Jedi Counseling 42)
Yuuzhan Vong thud bugs don't work under the new rules when it comes to deflecting them. They have a DC for a saving throw, but it says they can be deflected with a lightsaber, which requires an attack roll.

Use the following revised text, which makes it possible for Jedi to use their deflect ability against a thud bug. (Jedi Counseling 3)

Thud Bug

Cost: Not available for sale
Stun/Fort DC: —
Damage: 2d6 plus special
Type: Bludgeoning
Critical: 20
Multifire/Autofire: —
Range Increment: —
Size: Tiny
Weight: 0.5 kg
Group: Simple

Thud bugs are nasty little bioengineered weapons that, when released, fly toward the nearest enemy at a speed of 10 meters (perfect maneuverability). A thud bug provides a +5 equipment bonus on the hurler’s ranged attack bonus and deals 2d6 points of bludgeoning damage with a successful hit. Furthermore, a struck target must succeed at a Strength check (DC 15) or be knocked prone. The thud bug continues to attack each round until it hits the target, it is destroyed, or the target falls prone, at which point the thud bug becomes dormant. Attacks after the first are treated as melee attacks, made by the thud bug itself. An activated or dormant thud bug has no vitality points or hardness, 1 wound point, a +5 melee attack bonus, no effective ranged attacks, and Defense 19 (+5 Dex, +4 size).

Why does the coufee have a 5-meter range increment if it is just a dagger?

The coufee has that range increment because it can be thrown. (Jedi Counseling 12)

I'm glad to see that the Revised Core Rulebook treats armor as Damage Reduction. But I have The New Jedi Order Sourcebook, and the Yuuzhan Vong armor in there already has Damage Reduction. How do I convert that armor to the new rules?

For Yuuzhan Vong armor, use the DR listed in The New Jedi Order Sourcebook, and add +1 to the DR for each full three points of defense bonus provided by the armor. (excerpt, Jedi Counseling 3)

In Jedi Counseling 12, I read all the reasons why the sidebar on p.14 says that Yuuzhan Vong aren't allowed any prestige class except officer. However, the sidebar on page 9 gives guidelines for other prestige classes, and Ultimate Alien Anthology (p.222) specifically lists several prestige classes available to Yuuzhan Vong. Which one is right?

That Jedi Counseling column was actually written before Ultimate Alien Anthology came out, and it was originally meant to address The New Jedi Order Sourcebook only. That being the case, the text in Ultimate Alien Anthology is more definitive, so consider those rules to supersede The New Jedi Order Sourcebook. Still, the officer prestige class is by far the most common prestige class for Yuuzhan Vong, so the sidebar on p.14 is not incorrect so much as it is a simplification.

Splinter shots, from page 54 of The New Jedi Order Sourcebook, seem completely useless. There is no benefit that my players or I can find to using them. They don't do any extra damage, and they can't damage hull points, so, as near as we can tell, they're worse than regular shots, which do the same amount of damage but can damage hull points.

I've actually been examining this issue recently with another player, and after much discussion, here's what we came up with: You take the splinter shots as a full-round action, as though you were making a full attack. If the splinter shots penetrate the dovin basal "shields," you can immediately switch over to full power and fire an ordinary shot — potentially, more than one.

The number of shots it took to penetrate the dovin basal's shields determines how many "real" shots you get. If it takes more than one attack roll to penetrate the dovin basal's shields, you only get one attack at full power. If it only takes one attack roll to penetrate the dovin basal's shields, you get to make a full attack (as though you'd been doing that all along).

This system would avoid the "Why not just shoot at full power?" issue, because this way you're not wasting "real" damage on penetrating the shields. (If you can't penetrate them with splinter shots, it's a moot point anyway.) Gunners with only one attack won't particularly benefit, since their "full attack" sequence is still just one shot.

If a ship making a splinter shot attack is in pursuit of another ship, and the splinter shots get through, the pursuing ship may make a single attack as a free action, as per the usual rules for pursuit. (Jedi Counseling 16)
Power of the Jedi Sourcebook

If a PC has the Starfighter Evasion class ability from the Jedi ace prestige class and the Starship Evasion class ability from the starship ace prestige class, does the PC get to use both abilities (make two opposed Pilot checks to reduce damage) when piloting a starfighter, or does the starship ace ability replace the Jedi ace version?

It’s the same ability (just granted by two different classes); it does not allow you to make two separate checks. That’s why it states that you can only make an evasion check once per round. (Jedi Counseling 42)

Also, the text states that a PC can be familiar with only one ship at a time, even if he has levels in both Jedi Ace and Starship Ace, but do the familiarity bonuses stack?

No, because they’re competence bonuses, and competence bonuses do not stack. (Jedi Counseling 42)

I’ve got the Power of the Jedi Sourcebook, and I’m thinking I might want to play a Tchuukthai Jedi. But I can’t figure out which species in the illustrations are which! Can you provide some kind of guide?

Sure thing, and I’m sorry we didn’t think to provide captions. The illustration on page 66 features, from left to right, an Anx, a Cathar, and a Khommite. On page 67, the aliens are an Arkanian, a Celegian, a Caamasi, and a Draethos (as shown in the image to the right). On page 69 is pictured a Mynreysh, a Lannik, and a Nazzar. Page 70 features the Tchuukthai, a Krevaaki, a Kushiban (on the pedestal), and a Miraluka. The illustration on page 71 shows a Sarkan teacher (in the pit on the right) talking about holograms of (from left to right) a Tsil, a Neti, and a Tirrith. (Jedi Counseling 2)

The Cathar are listed as a Small species. Under Defense, however, the species is not given the +1 size bonus. One of these must be a misprint, but which one?

The species’ size is a misprint. Cathars are Medium-sized. (Jedi Counseling 7)

Why does the Jedi weapon master gain Deflect (extend defense and attack) later than a Jedi guardian or Jedi consular would?

The reason that the weapon master doesn’t get "extend" until so late is that the weapon master is meant to be a stronger offensive character than a defensive one.

In the Jedi weapon master section of the Power of the Jedi Sourcebook, it says that the character gets a bonus weapon group at 4th and 8th level. Is that in addition to the bonus feat the character receives at that level?

That’s a misprint. It’s supposed to say: "The Jedi weapon master gains additional bonus feats at 4th and 7th level." (Jedi Counseling 12)

Why is Combat Expertise a prerequisite for Jedi weapon master? Wouldn’t Combat Reflexes be more appropriate?

We chose Combat Expertise over Combat Reflexes because it’s more of a commitment, and getting into prestige classes should never be a matter of convenience. Combat Reflexes gives an immediate advantage, so there’s no reason not to take it if your character is combat-oriented and has a relatively high Dexterity. Combat Expertise, on the other hand, starts out reasonably okay and gets better with time — and thus, is less of an immediately obvious choice. Therefore, Combat Expertise is a good requirement, because the payoffs lie more in what it will do for you in the future, rather than what it does do for you now.

Can you use the Jedi weapon master’s Rapid Strike class ability without using a full round action? For example: Jedi weapon master Bob attacks at +8/+3. He wants to move in and engage the enemy. Normally, he’d only get one attack at +8. Could he move and then use Rapid Strike to get two attacks at +6?

No. Whenever you choose to make multiple attacks in the same round — for most any reason other than Attacks of Opportunity — it requires a full-round action. So Jedi Bob could move and attack once, or not move and attack three times (at +6/+6/+1). If he had the Heroic Surge feat, though, he could use it to move into position, and then take three attacks as a full attack action. (Jedi Counseling 8)

My character started out as a Force adept. When I met the requirements, I multiclassed to the Force warrior prestige class and now I’ve reached 7th level. Am I now considered a Jedi Knight? The Power of the Jedi Sourcebook says "When the Force warrior’s total Jedi levels (Force warrior levels plus any other Jedi class levels) equal 7, the character becomes a full Jedi Knight and gains a bonus knight feat." Do I need at least one level in a Jedi class in order to be a true Jedi, and do I gain the bonus feat?

Yes, you need at least one level in a Jedi class before you’re considered a Jedi Knight. (Jedi Counseling 28)

If I’m not a Jedi, do I at least get to choose a non-Jedi bonus feat (for example, Burst of Speed), or do I just not gain anything from that Force warrior ability?
If you don't have at least one Jedi level, you just don't gain anything from that Force warrior ability. (Jedi Counseling 28)

When a Force Warrior takes Dissipate Energy as a feat and also has the Defensive Roll class ability, which saving throw is applied first against wound damage?

Whichever the Force warrior chooses. However, if he tries Dissipate Energy first, he can't afterward try the Defensive Roll; he's already let the damage hit him, and Defensive Roll is about changing a hit to a near miss. (Jedi Counseling 13)

Why doesn't the Force Warrior have any of the Martial Arts feats on its bonus list?
The Force Warrior should have Defensive Martial Arts, Improved Martial Arts, and Advanced Martial Arts on its bonus feat list. It appears that these feats were left off because the Revised Core Rulebook wasn't yet published when Power of the Jedi was being written.

Another GM and I are having a disagreement about the extra damage a Force warrior inflicts with his unarmed attacks. He believes that the additional damage comes from the hands being energized with the Force, and so Dissipate Energy could be used to dissipate the additional d6 of damage and the enemy would only take the damage from the unarmed attack itself. I disagree. Who's right?

It's physical damage. Damage only counts as energy damage if it specifically states that it's energy damage. (Jedi Counseling 16)

The skill Battle Influence doesn't seem to do anything useful. Unless your target's fail their saves by 10 or more, they can still attack you — and if you attack them back, the effect ends. Am I misreading this skill?

Battle Influence is designed to get opponents to fight each other, not to make it easier for you to kill them. So, if you attack someone under the effects of your Battle Influence, and they know it's you, then the effect ends on that person. The same thing happens if someone who is apparently one of your allies attacks the influenced character. If you want to continue attacking opponents under the effects of Battle Influence, make sure they have no idea it's you that's attacking them, either by using concealment, or by attacking through the Force. (Jedi Counseling 4)

Under Force Light, the second column in the table is labeled "Damage to Character/Creature." The text, however, doesn't say that it inflicts damage. What is this supposed to be?
The original text seems to have gotten garbled by the font in transition from my machine to the editor's and the editor misinterpreted where the headings were supposed to go. The actual headers are supposed to be:

"Result"
"Will Save for Character/Creature"
"Damage to Dark Side Spirit"
"Effect on Dark Side Sites"

Can Force Light be used to leech Dark Side Points from willing participants? For example, could two Jedi use the skill on each other to drain any Dark Side Points that they have? I know that you can't voluntarily fail the saving throw, but since you always fail on a natural 1, the players could, during their downtime, use the skill over and over, until they'd rolled enough automatic failures to wipe away all of their Dark Side Points. Obviously, this is a blatant exploitation of the rules, but the rules do seem to allow it.

True, the rules do allow it, but as GM, I would only allow those two Jedi to do it once. Using it more often indicates that they have no real desire not to do evil; they've just found a convenient way to cover their transgressions. So, after the first time, I'd rule that the character using Force Light for this purpose gets a Dark Side Point, rather like the common transgression of performing a questionably evil act — in this case, being an accomplice after the fact. (Jedi Counseling 4)

I have a character in my campaign who has been given the nickname "Lightwielder." He often uses the skill Force Light to attack dark sides. When a dark sider tries to use a dark side skill or ability on him, such as Force Lightning, he counters with a wave of Force Light. Do the two opposing waves cancel each other out? Do they go past each other, affecting both characters? Or does the one with the higher roll take precedence, negating the lower roll (which is what I've been doing)?

None of the above. Force Light can't be used to "counter" anything. You should probably read over the skill again, along with Lightwielder's player, to refresh your memories on what the skill actually does. It removes Dark Side Points from dark sides, kills dark side spirits, and reduces the power of dark side sites. That's it. Force Light doesn't stop Force Lightning, Force Strike, Force Grip, or any other offensive skill.

It's also worth noting that skills generally can't be used to "counter" effects as they happen. Even if a character were to ready an action to use Force Light, for example, using it wouldn't change the effect of Force Lightning, Force Grip, or any other skill. The only way this might work is if you readied a skill that dealt enough damage to kill the opponent, or otherwise incapacitated the opponent, before he resolved his own skill use. (For example, hitting him with Force Strike as a readied action, and dealing enough damage to render him unconscious before he could hit you with Force Lightning.)

Obviously, there are exceptions to the "one skill can't counter another" rule — the main one...
then half of their Wisdom score.

Until they reduce their Dark Side Points to less
increase to all Force power and feat checks
the save to resist this power has a DC
Force gives details on how a person who fails
In the Power of the Jedi Sourcebook, Sever

27)

So what happens if the character reduces
his Dark Side Points, and then gains them back? Let's say that Darth Vader is affected by Sever Force, but is subsequently able to reduce his Dark Side Points to 4. Then with the negative effects gone, he goes on a murderous rampage and collects 10 additional Dark Side Points, bringing his total to 14. Does Sever Force resume increasing his DCs for using Force skills and feats? Or does Sever Force need to be used on him again for the DC penalty to be implemented?

The latter. Sever Force loses its hold on the target as soon as the target reduces his Dark Side Point total to less than half his Wisdom score. (Jedi Counseling 22)

If a character becomes entangled with the
Plant Surge skill, is that character considered helpless?

No. The effects of Plant Surge don't fulfill any of the conditions listed in the definition of "helpless." (Jedi Counseling 4)

In the Power of the Jedi Sourcebook, it describes a new Force power that makes plant life instantly grow and try to tangle up the user's target: Plant Surge. The book also describes a species called the Neti as a sentient species of plant. Does Plant Surge affect Neti characters?

Interesting strategy! I wouldn't allow it to increase a Neti's size, but I would allow Plant Surge to make use of a Neti's body to wrap, twist, and entwine around nearby creatures. (Jedi Counseling 20)

Under Force Pilot, I'm a little confused by the wording. "When spending 1 Force Point, you gain an additional 2d6 (for a total benefit of 3d6)." Is that parenthetical text accidental?

The parenthetical is indeed extraneous and should be omitted.

Under Beast Language, it notes that if you have this feat, you can use Affect Mind and Friendship against an animal. Friendship (RCR p.89), however, says, "You don't need to be able to communicate with the target." I'd always assumed this is what Anakin did in the Geonosis arena when he tames the Reek. So, do you need the Beast Language feat to use Friendship on an animal?

No, you don't have to have Beast Language in order to use Friendship on an animal.

In the Power of the Jedi Sourcebook, the feats Cure Disease and Cure Poison work with Heal Another/Self. Can you Heal Another/Self of disease and poison without these feats? If so, what's the advantage of having them?

Remember how poisons and diseases work: They inflict damage to a character's ability scores. Heal Another and Heal Self can repair such
damage, but they don't make the poison or disease go away. Cure Poison and Cure Disease do. (Jedi Counseling 16)

**How long does Sense Surroundings last?**

It lasts for ten rounds (one minute).

**What's the range for Sense Surroundings? In the Miraluka description, it's 1 kilometer. Is the range the same as sight for others?**

Yes, same as sight range. In other words, if you can make the Spot check (based on range and the target's size), you can see it.

**Can the Sense Surroundings ability of the Sense feat allow the Jedi to get a clear picture of their area without line of sight? That is, can you see through walls, or things that people are hiding behind?**

Basically, yes. You can use it to tell where people are in an area. It’s not perfect — it won’t tell you what the person is carrying, or even necessarily what species the person is. But you’d get broad impressions like "someone large is hiding behind that crate" or "several people are lurking in the shadows around us." (Jedi Counseling 7)

**When using Sense Surroundings, can the character see in all directions?**

"Direction" is a tricky subject in d20. Virtually all references to character facing have been removed to account for characters making all those little movements, head turns, etc. in combat. So, in a way, everyone sees in all directions in d20. Thus, no other benefit is gained from Sense Surroundings other than elimination of the concealment, darkness, and blindness problems.

**I've heard that JD Wiker wrote rules for the See Force skill that replace the Sense Surrounding Technique (Power of the Jedi Sourcebook). Is this true?**

Well, partially. JD Wiker has written house rules for a new application of the See Force skill that can be used instead of the Sense Surroundings technique. These are not official changes or errata. Here is the text of his house rules:

---

**See Force (Wis)**

*Force Skill: Requires the Force-Sensitive and Sense feats.*

You can "see" through the Force, by detecting the connection (or lack thereof) of people, creatures, and objects to the Force.

*Check:* By making a DC 10 See Force check, you can perceive everything within a 10-meter radius, even when you are otherwise unable to see or hear. This enables you to move about without stumbling into things, distinguish the location of living beings, and recognize allies (well enough to tell them from enemies, though not well enough to differentiate between multiple allies).

---

Successfully using this ability means that you can subsequently act normally in combat situations. Opponents do not have concealment from you, and you can use Force abilities against them, even if those abilities require you to see the target (such as Drain Energy, Force Grip, and Move Object). See Force does not, however, similarly aid Force abilities that require line of sight, such as Force Lightning or Force Strike.

You lose "sight" of opponents who leave your 10-meter radius, but you automatically note the positions of new opponents who enter the area while you are maintaining the ability.

You can increase the radius of your Force perception by adding +5 to the DC and doubling the vitality cost for each increment:

<table>
<thead>
<tr>
<th>Radius</th>
<th>DC</th>
<th>Vitality Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>10m</td>
<td>10</td>
<td>1</td>
</tr>
<tr>
<td>100m</td>
<td>15</td>
<td>2</td>
</tr>
<tr>
<td>1,000m</td>
<td>20</td>
<td>4</td>
</tr>
<tr>
<td>5,000m</td>
<td>25</td>
<td>8</td>
</tr>
<tr>
<td>10,000m</td>
<td>30</td>
<td>16</td>
</tr>
</tbody>
</table>

**Time:** Using See Force is a full-round action.

**Vitality Point Cost:** Using this ability costs 1 vitality point to make the check (whether you succeed on the check or not), and 1 vitality point each round you maintain it. You can maintain this ability as a free action.

I read through the *Power of the Jedi Sourcebook* again and a question came to my mind: Can Miraluka read? I mean, they use sense surroundings, and POTJS also says that you can compensate for a sense (like eyesight) with the Force. But in one of your "Jedi Counseling" columns, you said that one could only sense beings at large and without any details. So why do they have the skill Read/Write Miraluka?

For the same reason that heroes in a modern-day Earth-based campaign might have "Read/Write Braille." It's logical to assume that a species that cannot see would invent an alphabet by which they can convey nonverbal messages. Presumably, then, written Miraluka is something that is perceptible to a sense other than sight, touch being the most likely. (Jedi Counseling 13)

**What kind details can Miraluka see with sense surroundings? Can they, through the Force, perceive any details on computer monitors, colors, holograms, and so on?**

No. Sense surroundings is similar to sonar; you can perceive the size and location of objects, but not fine details. (Jedi Counseling 17)

Are the Miraluka a playable race? And, if so, is their Force sight negated by Force-deadening powers? With this sight, are they effectively able to see 360 degrees, and thus can't be surprised?
Well, technically, everyone can see 360 degrees; there's no facing in the Star Wars Roleplaying Game. You have an equal chance to Spot something going on behind you as in front of you.

But I get a lot of questions about the Miraluka and their ability to see using only the Force, and it's prompted me to write up some clarifications and rulings (with help from the fine folks on my message boards):

- Miraluka have a species ability to see normally in the Force. That includes being able to make Spot and Search checks, as well as being able to read, write, and otherwise act like someone who can see normally.
- They are affected by line of sight, just like normally sighted beings. The major difference is that Miraluka can "see" in the dark.
- This ability is not the same thing as the Sense application Sense Surroundings (contrary to what it says in the Power of the Jedi Sourcebook, which is why the ability is redefined in the Ultimate Alien Anthology). Sense Surroundings is a pale imitation of the Miraluka "Force Sight" ability.
- To clarify, then, what Sense Surroundings does: It can't give you details. It's more like radar or sonar imaging: You see bright spots where there are living things, and these bright spots are shaped more or less like what they are. So you can distinguish a Wampa from a tauntaun, but not one Wookiee from another Wookiee.
- Sense Surroundings can't detect things that are "invisible" in the Force, like Yuuzhan Vong or ysalamiri.
- The Miraluka's Force Sight ability has this same drawback: Yuuzhan Vong and ysalamiri are "invisible" to them. Inside Yuuzhan Vong structures, where the Force seems to be blocked somehow, a Miraluka is effectively truly blind — just as a Miraluka would be inside the "bubble" created by ysalamiri.

(Jedi Counseling 25)

I know you answered a lot about the Miraluka in "Jedi Counseling" 25, but I have something I'd like you to clarify. You said that Miraluka can "otherwise act like someone who can see normally," but what does this actually mean?

Can they read computer screens? Can they operate starfighters or vehicles? I have a Miraluka player in my group who wants to be a starfighter pilot. Is this possible?

The hardest thing for most people to grasp about the Miraluka is that they aren't really blind. Sure, their eyes don't work, but their Force sight lets them act as though they have normal sight. Actually, it's a little better, since they can "see" in the dark using the Force.

So, to answer your question a bit more directly: Yes, Miraluka can read computer screens and operate starships and vehicles just like someone who uses his or her eyes. (Jedi Counseling 32)

Sorry about beating this topic to death, but I have one more Miraluka-related question. Since their Force sight is always on, can they choose to not use it in order to use Force Stealth? Or must they always be detectable by anyone using See Force?

I think you’re referring to the part of Force Stealth that states: "Using another Force skill solidifies your connection to the Force and makes masking your presence impossible." If so, remember that Force sight is a species ability, not a skill. So a Miraluka can use Force Stealth and Force sight at the same time with no problem. (Jedi Counseling 32)

Does Force Stealth provide any defense against someone using the Sense Surroundings technique? It seems logical that it should — something had to keep Darth Vader from noticing Obi-Wan when they were only 10-15 meters apart, and Sense Surroundings would technically allow him to "look through" the Falcon and see everyone inside.

The thing about Sense Surroundings that unfortunately doesn't carry through very well is that it's rather like thermal imaging: it shows you where living beings are located (if you make your appropriate Spot or Listen check). So, you get the information that there are, for example, ten people in the next room, but not who they are.

If one of them is strong in the Force, that person would show up as "brighter" — that is, more visible through the Force. But if that person is using Force Stealth, his "aura" is no brighter than an average person's.

As for Vader not noticing Luke and the others in the hidden cargo compartments: unlike paranoid player characters, Force-users in Star Wars movies don't switch on Sense Surroundings every time they run into a new situation. The officer told Vader that the Falcon was empty, and Vader was distracted by Kenobi's presence in the Force.

Also, remember that Vader's and Tarkin's plan was to plant a tracking device on the Falcon and let it get away with the Princess — so they could follow it to the Rebel base. Even if Vader had switched on Sense Surroundings, the thought that crossed his mind might have been: "There are people hiding in the hold. No doubt they're here to rescue the princess. That could lead us straight to the Rebel base."

Can a Jedi using the Inspire skill include himself as an "ally," or does the skill only affect other people? The text isn't as clear as some of the similar feats in the core rulebook.
The Jedi can't include himself in the effect; it only affects the Jedi's allies. (Jedi Counseling 14)

Great lightsabers and dual-phase lightsabers can attack targets up to four meters away. Do they still threaten adjacent opponents? I was wondering because most reach weapons in D&D don't threaten adjacent squares.

Yes, great lightsabers and dual-phase lightsabers (with the blade extended) threaten all squares within four meters (including the adjacent ones).

In the Power of the Jedi Sourcebook, the description of Jedi battle armor reads, "In an effort to protect themselves from the dark fury of their foes, the greatest Jedi armormakers developed battle armor that was the best possible protection against a lightsaber blow." But lightsabers ignore the damage reduction of armor when dealing damage to an opponent. The description of Jedi battle armor, then, seems to be entirely inaccurate since lightsabers, in essence, make the damage-mitigating capability of armor null and void. One of my players is pressuring me that perhaps this particular suit of armor's DR should work against lightsabers, but I'm not so convinced. Can you help?

We've gotten this question quite a bit lately, and we've come to the conclusion that the original designer meant for the Jedi battle armor to resist lightsabers, as your player suggests, but that this simply didn't come across in the write-up. Consider this errata. (Jedi Counseling 7)

The Power of the Jedi Sourcebook talks about Jedi armormakers. How would I make a character like that? Would I need a Jedi with some levels of tech specialist, or can I combine them somehow?

Nothing quite so complicated. All it really takes is a Jedi with ranks in Craft (armor). (Jedi Counseling 12)

How do you create or record Jedi holocrons? The Jedi Scholar (Power of the Jedi Sourcebook, pp.24-25) says, "See Chapter Four for rules on creating holocrons." I looked, but I can't find those rules.

At present, there are no special rules for making a holocron. The references in the Jedi Scholar text were overlooked during editing. Thus, for the time being, the answer to your question is "Become a 7th level Jedi Scholar to record a holocron, and become a 10th level Jedi Scholar to create a holocron."

In the Power of the Jedi Sourcebook, it says that the Jedi healer's Luminous Being special ability can restore a person to full health (erasing all wound damage, vitality damage, and ability damage). Can my Jedi healer use this ability to regenerate lost body parts, like an arm or an eye?

Not normally, no. Restoring lost wound points is not the same as regenerating lost body parts, but your GM may choose to allow it under certain circumstances. (Jedi Counseling 14)

According to the Power of the Jedi Sourcebook, Force spirits have to make a Will save every time they manifest. If they fail, that's their last time manifesting before they become one with the Force. What happens if a hero has the Guiding Spirit feat and his spirit fails its Will save? Does he lose the feat?

Force spirits allowed by the Guiding Spirit feat are exempt from this rule. (Jedi Counseling 14)

In the Power of the Jedi Sourcebook, it seems that the XJ X-wing has been greatly toned down in capabilities. The +3 engine bonus it should get to maneuvers and all weapons appears only in its main blasters, and it is no faster than the standard X-wing. (I always assumed it was.) Is this correct?

There's a general assumption that it's faster, and it is indeed a little faster in atmosphere (in terms of kilometers per hour). However, the upgrades to the XJ are more to its weaponry than to its engines, which is why we chose not to upgrade its speed by comparison to the standard X-wing. (Jedi Counseling 7)
The ryyk blade in the *Arms & Equipment Guide* is a bit different than the one that was in *Star Wars Gamer*. It seems like the old one made more sense, though, considering that it was based on *The Essential Guide to Weapons*. Why is the ryyk blade now a small weapon? It's the size of a machete. And why did the weight change?

Between *Star Wars Gamer* #4 and the *Arms & Equipment Guide*, we gave a lot of thought to the ryyk blade, and we realized that it was way out of proportion with the weights of other, similar weapons. A longs word, for example, is only 2 kilograms. So, it made sense to lower the weight. Then, the illustration in *The Essential Guide to Weapons* shows a Wookiee wielding one in either hand. So, to make that a little easier for a Wookiee character to pull off, the designers of the A&EG decided to make ryyk blades Small weapons, meaning that a Wookiee will get the bonus for the off-hand weapon being light. (Jedi Counseling 7)

In the *Arms & Equipment Guide*, the Flame Projectors are missing their Reflex save DC numbers (pages 35 and 36). The text above the flamers states that the Reflex saves vary with the weapon but the individual weapons don't have one listed in the stats.

I checked with the original designers, and it seems that the DCs were accidentally omitted. But here they are:

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Reflex DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Czerka CZ Wrist-Mounted Flame Projector</td>
<td>15</td>
</tr>
<tr>
<td>Mem-Sonn Model C-22 Flame Carbine</td>
<td>13</td>
</tr>
<tr>
<td>Mem-Sonn Model CR-24/Czerka CZ-24</td>
<td>15</td>
</tr>
<tr>
<td>Mem-Sonn Model CR-28/Czerka CZ-28</td>
<td>18</td>
</tr>
</tbody>
</table>

(Jedi Counseling 7)

On page 22 of the *Arms & Equipment Guide*, the Kelvarek Consolidated Arms Dissuader KD-30 states that it initially does 1d10 damage and then 1d4 each round after for 3 rounds or until washed off. I'm confused: Is the damage 1d10 only until the shooter gets through vitality and hits wounds for the acid damage to work? Or does the acid splash on them when they have vitality, therefore doing the extra damage even when they still have vitality?

Technically speaking, the ammunition should not deal additional damage unless it initially inflicted wound damage. (Jedi Counseling 4)

The *Arms & Equipment Guide* says that weapons can be jury-rigged during the customization process and that they have the properties of the weapon before the customizing process was begun. Does this mean that the time and materials spent so far on the customization are lost, or can the customization process be resumed where it was left off?

For example: A Blaster Rifle requires seven days of work (taking 10 on the repair checks) to customize. If, after five days, it is jury rigged to be used, will it take two days to finish the customization, or will the customization have to start again from the beginning, taking another seven days?

What that means is that if you need the weapon to become operational in the middle of a custom job, you can jury-rig it to become functional again — it just doesn't get the benefits of the custom job yet. But it doesn't add any time to the customization; when you go back to customizing it, you pick up where you left off. (Jedi Counseling 8)

According to the *Arms & Equipment Guide*, an exotic weapon can potentially receive one personalization. And in the revised core rulebook, it states that a Jedi who constructs his own lightsaber gets a +1 attack bonus with it. Does this bonus count as a personalization?

No, but a Jedi could, by following the rules in the *Arms & Equipment Guide*, construct a personalized lightsaber. (Jedi Counseling 28)

The jump boots in the *Arms & Equipment Guide* let a character jump 50 meters. But what is the minimum ceiling that the jump boots require to make a move? Can they use either of these to jump down a hallway?

As a rule of thumb for any jump, I'd say that the minimum ceiling is equal to half the distance of the jump. That is, when you jump horizontally, you clear a height equal to half the distance, and if this means you hit something, that's where your jump ends. (Jedi Counseling 10)

Per the second installment of "Jedi Counseling," the area affected by grenades is calculated from the corners, the same as for spells in D&D. But in the *Arms & Equipment Guide*, under flechette guns, it says that a 2-meter-radius flechette round affects the target square and all eight surrounding squares.

Is the *Arms & Equipment Guide* in error, or is it just that flechettes and grenades are handled differently?
The *Arms & Equipment Guide* is in error; measure from the corner. (Jedi Counseling 10)

On page 57 of the *Arms & Equipment Guide*, the SD-9 droid's equipment includes "Shields (DC 6)." I don't understand how the DC of shields works. Is this a typo?

It appears to be a typo; it should read "DR," rather than "DC." (Jedi Counseling 13)

If a character modifies a blaster to increase its range, will this also increase the range of the blaster when it's set to stun? So, for example, would the 4-meter range of a blaster increase to 6 meters?

Modifying the stun setting range should be treated as a separate modification. (Jedi Counseling 13)

There's an item in the *Arms & Equipment Guide* called the Traxes BioElectronics Implant Communicator. It's some kind of subcutaneous comlink. If a Wookiee buys one and has it implanted, would someone talking with him via the communicator hear him speaking Basic? If not, could the Wookiee get the communicator modified to translate Shyriiwook into Basic?

The Traxes BioElectronics Implant Communicator is really just a subcutaneous comlink — not a translator unit, by any means. Certainly, it's feasible to modify one to perform a simple translation task. I personally wouldn't allow it to translate more than one language, though; otherwise it gets a little too large to be subcutaneous and still be comfortable. (Jedi Counseling 14)
Species

I have a question about the term "near-Human." Several species in the book are described as "near-Human," but they have different species traits than a human. Do they get to add the human bonus feat and bonus skill points on top of the listed species traits?

The problem is that the term "near-Human" is a specific game term — it's supposed to mean "so close to Human that there is no difference in game mechanics." That's why, in Chapter 14 of the Revised Core Rulebook, the listing for Humans includes near-Humans.

However, the term "near-Human" has unfortunately been used as "flavor text" due to confusion over its meaning — in other words, the writer was trying to say "closely resembling humans." ("Humanoid" would be one alternative term, but its meaning has been loosened over decades of sci-fi such that it will be applied to virtually any two-armed bipedal creature.)

The confusion may be further compounded by the fact that in the previous version of the Star Wars RPG (by West End Games), a "Near-Human" species could have very different species traits than a Human.

Therefore, this has become a common (and understandable) mistake — one that will take quite a while to completely correct. JD Wiker's advice to anyone who finds this a problem in their games is to locate every one of those faux "near-Humans" and cross out the bit of text that declares them to be near-Humans. In essence, if they have listed species traits that are different from Humans (i.e., anything other than one bonus feat at 1st level, 4 bonus skill points at 1st level, and 1 bonus skill point at every level after 1st), they're probably not supposed to be "near-Human" in game terms. (This isn't an official change until errata is issued, of course, but it should help clear up the source of the confusion.)

Can the phobias of various species — such as the Ubese's xenophobia, the Selonian's agoraphobia, or even the Myneyrsh's technophobia — be bought off with skill points? If not, is there any other way to get rid of them?

The shortest answer is no. You can roleplay around them to an extent, but they're there for a reason. The slightly longer answer is that you could create a special "non-phobic" feat that a character can take to remove the effects of a species phobia, but that's only a suggestion, and not an official change to the rules. (Jedi Counseling 41)

In the Ultimate Alien Anthology, the Anx have a special quality called anatomical awareness. It says, "An Anx who takes the Martial Arts feat deals 1d6 points of damage with an unarmed strike and threatens a critical hit on a natural roll of 18-20."

Is that correct? The damage is normal — 1d6 points because an Anx is a large creature — but the 18-20 critical range is not. That's the critical range normally associated with Advanced Martial Arts. So is this a misprint? If not, and if an Anx took Martial Arts, Improved Martial Arts and Advanced Martial Arts, would its critical range on an unarmed strike be 16-20, 18-20 base, +1 for Improved Martial Arts and +1 for Advanced Martial Arts? Or would it be something else?

It's indeed correct. The Anx's anatomical awareness ability increases the threat range of the Anx's unarmed attacks to 18-20, rather than the usual 20 one gets when taking the Martial Arts feat. (Jedi Counseling 18)

There are rules in the core rulebook for fighting with two weapons, but are there different rules for fighting with multiple weapons? Let's say I'm playing a Codru-Ji character (a species with four arms), and my hero has weapons in all four hands. Do the penalties follow the same guidelines for four weapons as they would for two weapons?

The rules for species with more than two arms usually appear in that species' entry in the Ultimate Alien Anthology. This is certainly the case with the Codru-Ji. You'll probably want to pick up a copy of the book if you intend to use multiarmed species in your campaign, because not every species with multiple arms works the same way. (Jedi Counseling 33)

A player in my campaign wants to play a Defel, from the Ultimate Alien Anthology. I was reading the species traits and was wondering if the "shadow" ability they have applies to gear on the character. Or would that aspect of gear only apply to that made on the homeworld?

A Defel's invisibility comes from its coloration, so anything not actually part of the Defel's body — or made specifically to have the same qualities — would not be likewise rendered invisible. Gear can be designed to share the same properties, at an additional cost of +50%, or +20% if it's constructed by a Defel. This only applies to personal equipment, though — not vehicles or starships. (Jedi Counseling 21)

So, how would gear not in "shadow" affect chances to hit the Defel with the 50% miss chance, the +2 to attacks, hide checks, and so on?
That would depend on how much of the Defel's equipment is not constructed to be invisible. The 50% figure reflects the Defel's full concealment; the less concealed the Defel is because of his equipment, the lower the miss chance due to concealment. You should base the miss chance on what percentage of the Defel's equipment can be seen. (Jedi Counseling 21)

I was making a Shi'ido changeling for a game I'm playing, but I ran into several questions about Shi'ido and their shapeshifting abilities. The Ultimate Alien Anthology says that Shi'ido can imitate clothing, but can they imitate a person wearing armor?

If the armor is one of those types that looks like clothing, sure. Still, a middle-aged Shi'ido can imitate inanimate objects, so I'd allow it for a Shi'ido of that age group or older. (Jedi Counseling 34)

Can a young Shi'ido imitate a droid?

Going by the same logic as the previous answer, I'd say only a middle-aged or older Shi'ido could do so. (Jedi Counseling 34)

Does the mass of a Shi'ido change with his shapeshifting?

No. (Jedi Counseling 34)

Could a middle-aged Shi'ido imitate an empty suit of armor?

Assuming it had the same mass as the Shi'ido, yes. (Jedi Counseling 34)

If the Shapeshift ability allows a Shi'ido to "mimic" other species, does that mean he can imitate only other species that he's encountered, or can he make up a "person" of a particular species? For example, could a Shi'ido just change species characteristics, such as going from blonde to brunette?

Certainly a Shi'ido can use his Shapeshift ability to present any features he likes. But whether or not those made-up features actually fool anyone is the reason for attaching a Disguise check to the process. If you just want to pass for a face in the crowd, you're okay, but if you want to fool someone who's actually paying attention, you need to make a Disguise check. (Jedi Counseling 34)

How do the Shi'ido find each other to mate?

Presumably through their natural telepathy ability. That, or personal ads. But unless your GM intends to make procreation a theme of your campaign, I can't imagine why you'd ever need to know the answer to that question. (Jedi Counseling 34)

In the Ultimate Alien Anthology, the Toydarian species is listed as having a flight speed 18 with "poor" maneuverability. However, in Episode I and Episode II, Watto is clearly able to hover and fly backwards. This would require a maneuverability of at least "good." Should the Toydarian race have Good Maneuverability, since they are basically balloons with wings, or should I simply tell my players that Watto is an exception, not the rule, and that he has the "Improved Flight" feat?

Well spotted! I talked with the developer of the Ultimate Alien Anthology, and we agreed that Watto is not an exception; all Toydarians should have "good" maneuverability. (Jedi Counseling 29)

I'm considering playing a Vor and have some questions about their combat capabilities while airborne. Vors' wings are attached to their arms, so won't that render them incapable of using weapons while in flight since they're using their hands and arms to fly?

That seems reasonable. A Vor would have to land to use its hands or arms for something other than flying. (Jedi Counseling 42)

For that matter, could the Flyby Attack feat count as a bonus soldier feat for a flight-capable race? The feat is designed for aerial combat, so it would make sense for winged soldiers to learn the trick as readily as any other soldier bonus feat.

As an official change to the rules, I don't see that it's necessary. A character gets a minimum of seven feats over a 20-level career. Certainly, a player can spare one of those. (Jedi Counseling 42)

And just to beat the horse to death, could the possession of wings give a character other bonuses? For example, if a character can use his wings freely (isn't overly encumbered, has room to spread them, and so on), could he get bonuses to Jump or Balance checks, or slow himself if he fails?

That's really up to your GM, but it certainly could fall under the rules for the GM granting a +2 circumstance bonus. (Jedi Counseling 42)

I plan on running a Xexto, and I'm a little confused about how having multiple limbs affects combat. For example, with the Two-Weapon Fighting feat, what's the penalty for having two extra arms?

You might want to take a closer look at the Xexto entry in the Ultimate Alien Anthology, since it suggests using the new Multiweapon Fighting feat found in the back of that book — a feat designed specifically to answer this question. (Jedi Counseling 32)

Okay, then what about Rapid Shot? Can my Xexto use Rapid Shot with all his weapons?

No. Rapid Shot allows you one extra shot with a ranged weapon, not one extra shot with each ranged weapon. (Jedi Counseling 32)
What about the multifire and autofire options on blaster weapons? Can I use those settings on all four weapons?

The answer is the same as it is for a character with two limbs using multifire or autofire: You'd get a total of one extra attack (for using multifire) or two extra attacks (for using autofire), but not one extra attack or two extra attacks per arm. (Jedi Counseling 32)

On p.222, the book says that Yuuzhan Vong can take the Beastwarden and Findsman prestige classes. However, both of these classes require the Force-Sensitive feat, and Yuuzhan Vong can't ever be Force-Sensitive. Is this a mistake?

It appears to be a mistake, yes.

Do Yuuzhan Vong characters get Force Points and Dark Side Points?

According to the Ultimate Alien Anthology, Yuuzhan Vong can never gain the Force-Sensitive feat, and they never gain Force Points, though they can gain Dark Side Points. The rules might change in the future (depending on what goes on in the remaining novels in The New Jedi Order series) to allow Yuuzhan Vong characters to gain Force Points and even become Force-users, but for the time being, Yuuzhan Vong do not get Force Points. (Jedi Counseling 26)

Feats

For the Improved Flight feat in the Ultimate Alien Anthology, it says the character gains the benefits of the next higher maneuverability class. Are there specific benefits in game terms for each maneuverability class, and, if so, where are they located?

Maneuverability classes for flying are found in Chapter 14, in the discussion of creatures on page 330. (Jedi Counseling 18)

In the Ultimate Alien Anthology, the feat Improved Flight improves the flier's maneuverability class by one grade. I understand from one of your previous columns how maneuverability classes work, but this raises a new question. Do maneuverability classes apply to vehicles and starships?

No. They have their own rules for how often they can change direction. (Jedi Counseling 19)

Prestige Classes

One of my players has taken the changeling prestige class, from the Ultimate Alien Anthology, for his character. In the last game session, his character changed into a Wookiee, and the player said his character now had the strength of a Wookiee. I told him that the ability didn't work that way. Was I correct?

Certainly. None of the special abilities of the changeling prestige class overcome the shapeshifting restrictions of the basic species — particularly the one that states that changing shape does not grant the species traits of the form a shapeshifter changes to. Since species traits include bonuses or penalties to abilities, changing into a Wookiee doesn't make a character stronger. (Jedi Counseling 22)

And if a character changes into a Vor, could the character fly?

Again, no, for the same reason. (Jedi Counseling 22)

Can the Transformation abilities of the changeling prestige stack?

If you mean from the Minor Transformation to Major Transformation abilities, no. You couldn't combine the +1 bonus on damage rolls from Minor Transformation with the +3 bonus on damage rolls from Major Transformation to get a total +4 bonus on damage rolls. (Jedi Counseling 34)

Transformations are described as offensive or defensive advantages, but I don't see why everything is combat-oriented. Couldn't transformations have a similar benefit to a shadowsuit imitating a panther's stealth, or aid in Listen checks like a bat, or grant some rudimentary flight or scent abilities, or grant a bonus for Spot and/or Search checks for having eyes like a hawk, and all that sort of stuff?

If your Gamemaster allows it, yes. The changeling prestige class isn't designed as a handy way for you to give your character whatever bonus she needs from round to round, but if your GM intends to let you do so, he should use the bonuses provided by the Transformation abilities as a guideline. (Jedi Counseling 34)

Can a changeling imitate a creature or alien species that has more than two arms or legs? If so, do they gain the use of these limbs or the bonuses of having extra limbs?

No, unless the specific species listing states otherwise. (Jedi Counseling 42)

Can a changeling use its impersonation ability at the same time as its transformation ability?

Yes. (Jedi Counseling 42)

Can a changeling use one Minor Transformation at the same time as one Major Transformation?

No. Major Transformation is the improved version of Minor Transformation. Even if you tried to choose different benefits, you're still limited by the rules for Transformation: Choose one benefit. (Jedi Counseling 42)
For the purposes of gaining the feats Sense, Alter, and Control, would levels in the findsman prestige class fit the profile of a Force-using class?

Yes. The findsman must be Force-sensitive to even acquire the prestige class, and he gets Sense for free as a starting feat, so that definitely qualifies. (Jedi Counseling 24)

The telepath prestige class (from the Ultimate Alien Anthology) has a Sense Motive requirement of 3 ranks, yet it is not a class skill for the telepath. Is this an oversight?

It would appear so. Sense Motive should be a class skill for the telepath prestige class. (Jedi Counseling 21)

On the same general subject, the telepath requirement of 9 ranks of Telepathy is waived if the species has telepathy as a species trait. Does this extend to species like the Shi'idio and Quermian, which have a very limited form of telepathy? Or is it only for true telepaths like the Celegian or the Draethos?

So long as the species has the telepath species trait — or some variation of it that's still identified as "Telepathy" — it meets the requirement of the telepath prestige class. So Shi'idio and Quermians qualify. (Jedi Counseling 21)

Are telepath class abilities (such as mind shards, thought bomb, and so on) Force powers or something else? Does Force Defense aid against them?

They are Force powers; Force Defense can help against those that require saving throws. (Jedi Counseling 21)

Can they work on something like the Yuuzhan Vong?

No, no more than any other Force-based mental power affects the Yuuzhan Vong. (Jedi Counseling 21)

The description of the telepath prestige class in the Ultimate Alien Anthology implies that members of nontelepathic species use the Force for their telepathic abilities. Since Mind Shard deals damage, does it cause the user to gain Dark Side Points? What about the other class abilities that could be considered attacks?

Unless an ability specifically states that Dark Side Points result from using it, then no — the user generally does not gain DSPs. Merely causing damage isn't a reliable indicator that an ability is "of the dark side." After all, using a lightsaber doesn't give a Jedi any Dark Side Points, but if the Jedi uses his lightsaber to kill without mercy or torture intelligent beings, that would certainly be cause for Dark Side Points. It's the same way with Mind Shard and similar abilities. (Jedi Counseling 23)

When using the psychic avatar ability of the telepath prestige class (from the Ultimate Alien Anthology), can you use Force Grip through the avatar? I know that it states you cannot manipulate physical objects when using the avatar, but Force Grip has no restriction on distance; all you need is the ability to see the target. The argument we have is that you may be able to Force Grip a target sensed through the psychic avatar because Force Grip will originate from your comatose body.

No — your body is, as you say, comatose. It no longer houses the center of your consciousness; your psychic avatar does. The psychic avatar cannot use skills that manipulate physical objects, and Force Grip counts. (Jedi Counseling 26)

So let's say I'm a telepath, and I can't project my psychic avatar into the next room because I've never been in there. But can I move through walls if I project into a room I know and walk through the wall into a room I don't know?

Certainly. The restriction applies only to where your psychic avatar can initially manifest. Once you manifest there, you can move about and discover new places. (Jedi Counseling 26)
**Feats**

Can you use Agile Riposte while flat-footed or surprised?

No. Agile Riposte only works on the single opponent against whom you’re applying your Dodge feat. As you lose dodge bonuses while flat-footed or surprised, you also lose the benefits of this feat. (This also applies any other time you would lose your Dexterity bonus against your chosen opponent.)

Does the Blasterslinger feat require that you have the highest initiative of everyone in the combat, or only a higher initiative than all your opponents?

Technically, you have to have a higher initiative than anyone, including allies. Of course, your allies could delay their actions until after yours so that you could still get the benefit; so long as they take no action other than delaying.

The Blasterslinger feat says that you can’t use it if you’ve already had a surprise action. Does that mean that it works both when no one is surprised (no surprise round) and when you are surprised (so you haven’t had a surprise action yet)?

Yes. If you have the Blasterslinger feat and you are surprised, roll initiative anyway. If your initiative is the highest, you can use the feat to make a single attack with a blaster pistol even though you’re surprised.

In the event that there is no surprise round (i.e., all opponents are aware of each other), you can still make a single blaster pistol attack as a surprise action immediately prior to your normal actions (assuming you get the highest initiative, of course).

Can High Force Mastery be used with this to make attacks as an attack action rather than a full-round action, thus allowing the character a regular attack as well?

No. High Force Mastery can’t be used to give a character two attack actions in the same round. (Jedi Counseling 20)

I am the GM of a game with a Tchuukthai Force adept who has the Improvisational Fighting feat from the *Hero’s Guide*. Now that he’s got the feat, he wants to throw rocks and trees that are the size of a Human, and I don’t know what kind of damage or threat they should have. The character has a Strength of 25, so he can heft just about anything that’s not bolted down. What should I do?

Start by taking a much harder look at the rules for weight and encumbrance. A character with a Strength of 25 can carry 133 kilograms of weight without being encumbered, but that doesn’t mean he can throw it very far. In fact, I wrote an article for *Dragon* magazine (“PowerFantasy,” *Dragon* #306) specifically about using such tactics. Although it was aimed at Dungeons & Dragons, the same principles apply.

When the Tchuukthai wants to throw a rock or a tree at a specific target, he must first make a ranged attack roll against the target, then make a Strength check to see if he can actually move the rock or tree the intended distance. The base distance for throwing an object is 2 meters +1/2 meter for every 2 points by which your Strength check result exceeds 10. Then compare the thrown object’s weight with your load rating:

- Less than your light load but more than 1/3 your light load: 3x base distance
- Less than your medium load but more than your light load: 2x base distance
- Less than your maximum load but more than your medium load: 1x base distance
- Less than the maximum weight you can lift off the ground but more than your maximum load: no more than 2 meters

So, realistically, a character with a 25 Strength (a +7 bonus) is going to get Strength check results from 8 to 27 (1d20 +7) for base distances of between 2 meters to 6 meters. (27 minus 10 equals 17; 17 divided by 2 equals 8.5, rounded down to 8; 8 half-meters is 4 meters; and 2 base meters plus 4 "earned" meters is 6 meters.) Comparing that to the chart above, that 25-Strength Tchuukthai could throw a 43- to 133-kg object up to 18 meters; a 266-kg object up to 12 meters; and a 400-kg object up to 6 meters.

Anything else, and he’ll be lucky to get it out of his own square. Now, assuming that a rock the size of a Human weighs at least four times as much as a Human (or about 400 kg), and a tree the size of a Human weighs about twice as much as a Human (or about 200 kg), the Tchuukthai’s distances are beginning to look pretty weak. And, in most cases, it’s going to take both hands, and a full-round action, to throw something that large.

The real question, though, is damage. In my article, I suggest that the damage should equal 1d6 per 100 kg of the object’s weight, plus the thrower’s Strength modifier, and you can add falling damage if the target is at an appropriately lower elevation. You might want to up that damage to 2d6 per 100 kg for wooden objects, and 4d6 per 100 kg for stone or metal objects. As for threat ranges—well, unless it’s a particularly pointy bit of tree or rock, the standard “20” should do. (Jedi Counseling 33)
When a character uses the Kinetic Combat feat (as described in the Hero’s Guide), her weapon acts as if she were attacking with the weapon in her hands. Does this mean that her Strength bonus should be added to attack and damage rolls?

You can do anything with a melee weapon using Kinetic Combat that you can do with a melee weapon in your hands, including adding a Strength bonus (or subtracting a Strength penalty).

(Clarification: If you have Weapon Finesse, you can add your Dexterity modifier instead of your Strength modifier to attack rolls, just as in normal melee combat.) However, there are a few exceptions:

- Your number of attacks with a melee weapon using Kinetic Combat is not based on your BAB, but on your ranks in Move Object. (See the feat description for details.)
- You cannot use any ability that requires the melee weapon to actually be in your hands, such as the Lightsaber Defense feats.
- The melee weapon being manipulated via Kinetic Combat does not threaten adjacent squares.

(Jedi Counseling 43, clarification added)

**Can you use sneak attack with Kinetic Combat?**

Yes.

**What is the vitality point cost for the Kinetic Combat feat?**

We seem to have left that part out. Using the Kinetic Combat feat to wield a lightsaber costs 1 vitality point per round — unless, for some reason, the lightsaber weighs more than 5 kg, in which case it costs correspondingly more (as per the vitality point cost listed under the Move Object skill in the revised core rulebook). (Jedi Counseling 20)

**How many weapons can I wield at once with Kinetic Combat? My character wields two light sabers using the Two-Weapon Fighting feat, and I'd like to use both using Kinetic Combat.**

Kinetic Combat only allows you to control one weapon at a time, regardless of what other feats your character has. Note that you may not use a double weapon to gain extra attacks, either. (Jedi Counseling 20, clarification added)

**If you attack an opponent's weapon using Kinetic Combat (with or without the Sunder feat), does he get an Attack of Opportunity against your lightsaber?**

Yes. The lightsaber is physically within reach of an Attack of Opportunity, and it is a valid target for an Attack of Opportunity, so the opponent can strike back. Note that you cannot use Kinetic Combat to make an Attack of Opportunity yourself, however. (Jedi Counseling 39)

How about if you attempt to disarm an opponent with Kinetic Combat?

Same answer — unless, of course, you have the Improved Disarm feat. (Jedi Counseling 39)

When using Kinetic Combat from the Hero’s Guide, do you no longer benefit from the Lightsaber Defense feat?

Using Kinetic Combat isn’t the same as wielding the lightsaber in your hands. While using it, you can’t make use of Lightsaber Defense (and the related feats), you can’t deflect blaster shots, and you can’t combine it with feats that increase your number of attacks. It doesn’t create a “virtual you”; it simply lets you use Move Object to attack things with your lightsaber. (Jedi Counseling 21)

When using the Kinetic Combat feat, is the weapon used considered unattended for saves against Drain Energy and attacking the item?

No, the item is considered “held,” despite the fact that it’s not in your actual hands. The same goes for objects you pick up using Move Object. (Jedi Counseling 27)

When using Kinetic Combat, does the square the weapon is in threaten the area, and can you make attacks of opportunity?

No and no. Kinetic Combat is really just a way of attacking at a distance with a melee weapon. (Jedi Counseling 27)

Can you use the Redirect Attack feat from Hero’s Guide to redirect an attack back at the original attacker, since he is adjacent to you and within reach of the attacker (himself)?

No. The wording of the feat should probably point out that the original attacker is not a valid target. (Jedi Counseling 27)

What effect does the High Force Mastery feat have on the Spellcaster feat?

High Force Mastery combined with Spellcaster reduces the activation time to an attack action, and the vitality cost is reduced by one before being doubled. (Jedi Counseling 22)

Here’s a question about the Ranged Disarm feat in the Hero’s Guide. It allows you to use the disarm action with a specific ranged weapon. Now, if you are trying to disarm an opponent who is holding a ranged weapon, you use the “Attack an Object” rules rather than the Disarm rules (which you can do whether you have the feat or not), so is the Ranged Disarm feat meant to be a feat specifically designed to shoot melee weapons out of people’s hands? That seems like an unnecessarily narrow focus for a feat, especially considering the usual emphasis on ranged weapons in the game. Not to mention that it doesn’t make much sense. Have I misunderstood the intent of the feat?
Not exactly — you’ve misunderstood how disarming a ranged weapon works normally. When the rules talk about “Attack an Object” and mention the ranged weapon falling to the ground if your attack succeeds, that refers to making a melee attack against the weapon. That’s not saying that you can accomplish the same thing with a ranged attack. So the Ranged Disarm feat lets you use the disarm action against a ranged or melee weapon up to 10 meters away — with the same ultimate effect as if you’d used a melee weapon to disarm the opponent. (Jedi Counseling 24)

When using the Spirited Charge feat from the Hero’s Guide, you triple your Strength x 1.5 damage bonus. How do these two bonuses combine?

First, you’re misreading the Spirited Charge feat a bit. It doesn’t triple your Strength — it triples the damage (with a polearm). But, to answer the overall question, you’d calculate the total damage (damage roll + 1.5 x Strength), then triple the result. (Jedi Counseling 41)

Is the damage bonus from Strength, mastercrafted weaponry, or the Weapon Specialization feat multiplied as well?

Yes, though you wouldn’t multiply extra damage dice, such as the sneak attack damage dice of the bounty hunter prestige class, for example. (Jedi Counseling 41)

Superior Combat Expertise is listed as a bonus feat for the Jedi Guardian, but the Jedi Guardian doesn’t even get Combat Expertise. Is this a mistake?

Yes. Superior Combat Expertise should be a bonus feat for the Jedi Consular, not the Jedi Guardian.

I noticed an extremely nice feat in the Hero’s Guide — Up the Walls. It says you can use movement actions in conjunction with the feat, but can you jump? I’m thinking of all those movies where someone runs directly at a wall, then runs up it and jumps off into a flip.

Any time you use a movement action that takes you away from the wall while using Up the Walls, you leave the wall and return to the ground. You could use a jump to do so, but what you’re describing is more like an aspect of the Tumble skill, since ordinary people — well, ordinary people who are both coordinated and in good shape — can do it, without using the Force. (Jedi Counseling 24)

In the Hero’s Guide, the feat Up the Walls states: “You can take part of one of your move actions on a wall...” Does this mean that a character can only move on a wall for a single move action? For example, could the character spend both move actions moving along the same wall: 2 meters to get on the wall, move about 16 meters, then 2 meters to get off? If Up the Walls is good for only one move, it is very limited.

Up the Walls is only useful for short bursts of movement; it’s not meant to let you stay up there for long periods. So, yes, a character could move on the wall only for a single move action at a time — though he could, if he were moving twice in the round, use the ability again as his next move action. He still has to “touch down” at the beginning and end of each such move, though. (Jedi Counseling 37)

Can Up the Walls be combined with Burst of Speed? It is a prerequisite, after all.

No, for the reasons stated in the previous answer. Think of it this way: Burst of Speed lets you move fast enough to run up the wall during a round, just not fast enough to stay up there for the whole six seconds. (Jedi Counseling 37)

Weapon Specialization doesn’t have a range limit, but the elite trooper’s class feature of the same name is restricted to 10 meters or less. Is this a mistake?

Yes. The Weapon Specialization feat should have a maximum range of 10 meters. Also, there’s a typo in the last sentence — it should read: “A soldier may select this feat as one of his soldier bonus feats.”

Martial Arts Feats

I recently tried to create a Gamemaster character for my campaign using the Martial Arts Master prestige class from the Hero’s Guide, but I ran into a little difficulty. The requirements for the prestige class are so demanding that I couldn’t give the character a level in the prestige class before 13th level. The problem lies in the feats required as prerequisites for the prestige class: Advanced Martial Arts, Martial Arts, Improved Martial Arts, and at least two martial arts expertise feats. The two martial arts expertise feats also mean that the character must have the prerequisite martial arts style feats. That is a total of seven feats! Any chance of seeing an official errata on this?

When we designed the martial arts mastery feats for the Hero’s Guide, we intended to note that both soldiers and Force warriors get the martial arts feats from the Hero’s Guide on their bonus feat lists. (Jedi Counseling 26)

Let’s say you have a character with a 17 Strength, all three Martial Arts feats, Echani and Echani Expertise, and Heroic Surge. Can the character use Heroic Surge at the beginning of the round to start a grapple, then use the remainder of the round to perform a coup de grace (as outlined under Echani...
Expertise), potentially killing his opponent in one round? 

Well, yes. And it's a great combination, provided that it works. Remember, if your character fails to hit and kill the target, the target automatically escapes, so it's not entirely risk-free. (Jedi Counseling 30)

The description for the Echani Martial Arts feat in the Hero's Guide grants an increased threat range against prone targets, specifying "when making melee attacks." Should this be "when making unarmed melee attacks"? All of the other Martial Arts feats specify that characters have to be unarmed to gain the benefits of the feat (including the other two Echani feats.)

Yes, Echani Martial Arts should specify "unarmed melee attacks." (Jedi Counseling 42)

Does Teräs Käsi ignore all DR, or only the damage reduction of personal armor? 

It ignores all DR, even for creatures, objects, vehicles, and starships.

In the Hero's Guide, the Teräs Käsi Expertise feat states, "You are able to block melee weapons with your bare hands." Does this include lightsabers?

Yes. Lightsabers are melee weapons, and the actual mechanics of the feat don't specify "non-energy melee weapons." (Jedi Counseling 29)

The Teräs Käsi feat allows you to block a single melee weapon attack. Could a person wearing something like cortosis armor use the feat to hit the blade of a lightsaber and deactivate it without taking any damage?

Yes, that's a reasonable interpretation of the two rules. (Jedi Counseling 43)

Lightsaber Form Feats

The rules for lightsaber form feats allow you to only use one at a time. When do you switch from one form to another?

You can choose to use one of your lightsaber form feats at the beginning of your turn in the initiative order. That feat stays in effect until your action next turn, at which point you may switch to a different form.

Archetypes

The Hero's Guide gives the archetype example of the Jedi wanderer, which my group thinks is really cool. But this has created a split at our table. Half believe it's an example for creating unique heroes, and the other half think it's a concrete class with no flexibility, since Jedi cannot multiclass. Which interpretation is correct?

Honestly, I don't think either is entirely correct, but the first interpretation comes closest. The archetypes are suggestions on how to build a certain type of character — in this case, a Jedi who is on a grand tour of the galaxy. Players have some flexibility to change the specific order in which they take the Jedi consular and scoundrel classes, and GMs have some flexibility in that they can use the Jedi wanderer (or any archetype) to build their own archetypes: perhaps "Jedi nomad" with levels of Jedi guardian and scout, for example.

But remember that the actual rule about Jedi and multiclassing is that Jedi consulars can't multiclass into Jedi guardian, and vice versa. If the campaign is set during the Rise of the Empire era or before, it's somewhat reasonable to say that Jedi can't stop being Jedi at all, ever, but that's a rule of the Jedi High Council, not the game. (Jedi Counseling 25)

On page 21 of the Hero's Guide, under the "Make it Fit" variant, it simply states that the Outlaw Tech can fit parts for larger vessels into smaller ones. What exactly does this mean in game terms? There seem to be no rules to support this or provide any benefit other than game color.

The Outlaw Tech's "Make it Fit" ability overcome a limitation discussed in Starships of the Galaxy, on page 11: "Many weapon systems are designed for ships of a specific class (that is, starfighter, space transport, or capital ship). Placing one of these systems on a smaller class ship requires additional bracing, more power, and larger redesign requirements. Thus, some weapons cost double the listed emplacement points when installed on a smaller class ship." The "Make it Fit" ability allows the Outlaw Tech to put weapons on a ship one size category smaller than the category for which they were intended, without paying the additional emplacement point cost. (Jedi Counseling 39)

In the Hero's Guide, the shipjacker archetype has a variant ability to hotwire starships, which is listed as "Hot Wire (2nd level)." The text goes on to say that it replaces the scout's Trailblazing feature, but Table 2-9 shows that the shipjacker doesn't get Trailblazing until 5th level. Does this mean that, at 2nd level, a shipjacker gets Hot Wire (in addition to the scout's starting feats and bonus feat), and at 5th level, gets nothing?

No. That "2nd level" reference is an error. It may have been taken from the original text, which referred to the scout's 2nd-level ability of Trailblazing. The shipjacker can't get this variant ability until 5th level, when he's taken his second level of scout. (Jedi Counseling 29)
Prestige Classes

I have a question about the Hero's Guide. I don't understand how the Infiltrator's Uncanny Hide ability works. Supposedly, you can try to hide if caught unaware in a surprise round, assuming you are not being directly observed. If I'm reading this right, it means the Infiltrator can hide when she doesn't know she is being attacked by people who haven't seen her yet.

So, how come you can only hide when unaware? (I assume that if you are aware you can just use your action to hide normally, but then you also need to win initiative. Right?) And I honestly can't think of many scenarios where you would be surprised by anyone who isn't directly observing you — and if they are not observing you, what's stopping you from hiding? I'm especially confused, considering that this is a level 10 prestige class special ability.

The Infiltrator's Uncanny Hide ability is one that certainly challenges people's perceptions about how the surprise round works. Let's take a look at the Surprise rules on page 151 of the revised core rulebook.

First, being aware of your opponents in the surprise round doesn't necessarily mean that you're looking at them. You can become aware of opponents by making a Listen check.

Second, even if you become aware of your opponents with a Spot check, there's a difference between "aware" and "directly observing." Say you make your Spot check and notice a group of four characters coming toward you. During the surprise round, you attack one of them in melee combat. Now, the one you attacked is the only one you're directly observing. You're aware of the rest of them, but you're not directly observing them. If one of them is a 10th-level Infiltrator, she can wait until you (and all your companions) are busy with other opponents to declare that she is using her Uncanny Hide ability. (Jedi Counseling 24)

I've been reading the Hero's Guide, and I have a question about the Lord of the Expanse prestige class. According to the chart, at 2nd level, a Lord of the Expanse gets the minion special ability, but in the text it says that you get minions at 4th level. Which is correct?

The table is correct. Lords of the Expanse get the minions special ability at 2nd level. (Jedi Counseling 25)

In the priest prestige class, Influence is listed both as a prerequisite and as a bonus feat. Which one is correct?

Influence should be a prerequisite. Delete it from the bonus feat list.

The sharpshooter prestige class from the Hero's Guide seems just a little different from the one that was in Star Wars Gamer #10.

Now my sharpshooter isn't quite as good as he used to be. For instance, it now takes a full round action to use ranged sneak attack. Do we have to use the new version of the sharpshooter?

Well, obviously, you never have to use any of the rules in the rulebooks and sourcebooks. As always, that's between you and your gaming group. But I noticed that the sharpshooter had changed as well, so I contacted the editor and the original designer, Gary Sarli, and we worked out a couple of solutions to make the sharpshooter every bit as good as it was before:

• Using the sharpshooter's ranged sneak attack ability no longer requires a full-round action, but the ability only applies to one attack that the sharpshooter makes during a given round.
• If you use the Aiming rule (from page 133 of the Hero's Guide), you can begin aiming before combat begins, at your GM's discretion. Obviously, you can't begin to aim if you don't have your weapon ready. But if you're in position, with your weapon pointed at a specific 2m x 2m square, you should be able to use the Aiming rule.
• If a sharpshooter has begun aiming before combat and fires his weapon during the surprise round, the sharpshooter is allowed to add his sneak attack damage.

(Jedi Counseling 22)

That covers the ranged sneak attack. But what about the rules for the targeting scope? No other improved weapon sight requires a full round to use. So why does the targeting scope?

We discussed that question as well, and agreed that it was an unnecessary addition to the rules. Use the original text from Star Wars Gamer #10: "Using a scope mounted on a readied weapon is a free action that can provoke an attack of opportunity." (Jedi Counseling 22)

In the web enhancement, the Holovid Star prestige class mentions some feats that I can't find. Are they in another book?

Actually, no; they were feats that were cut from the Hero's Guide for space reasons. Ignore them.

Factions

How do you figure out Sympathy for a high-level character (either an NPC or a PC when adding the new Sympathy rules to an existing campaign)?

In most cases, Sympathy isn't necessary for a character unless it is either integral to their background or a requirement for a faction-specific feat or prestige class. In those cases, I'd suggest a Sympathy bonus of +1 per 5 character levels (or the necessary minimum for a given feat or prestige class, if it's higher). Apply this Sympathy bonus to
the single faction with which the character is most associated.

If your Sympathy score affects your Reputation checks with a given faction, does this higher Reputation bonus allow you to have more followers? I'm thinking that an Imperial Moff, for example, may have an extra few followers within the Empire — a personal staff or government-supplied bodyguards, if nothing else.

That's really up to the GM. I would say that your Sympathy bonus should not be applied to attracting followers (or figuring out the number you may have) unless both you and the followers are members of the same faction. Your GM could even require that all your followers be a member of that faction, but that's really something to be decided on an individual basis.

Combat
The last paragraph under Suppression Fire mentions a —1 penalty for a suppressed character, but I can't find it explained anywhere else.

It looks like that line was accidentally cut from the text. This should be added onto the end of the third paragraph: "Additionally, any characters within the threatened area suffer a —1 penalty to attack rolls while subject to suppression fire."

Suppression fire says that it forces your opponent to "keep his head down" — does that mean he has any kind of penalty to Spot checks? I would think that suppression fire would be a good way to make your enemy go to ground so that your allies can reposition themselves unobserved.

Well, first, anyone trying to make a Spot check during a battle should have a —5 penalty to their check (see Revised Core Rulebook p.99) — being targeted by suppression fire certainly qualifies. Further, consider that a Spot check can be either a reaction (i.e., the GM tells you to make a Spot check to notice something specific when you aren't actively looking) or it can be a full-round action (i.e., you tell the GM that you want to actively watch the situation around you). Your GM would be within his rights to say that you're too distracted to notice anything but the obvious when you have blaster fire pulverizing the area around you. In this case, he simply wouldn't give you any "free" Spot opportunities (i.e., he wouldn't call for any Spot checks), and you wouldn't be able to see anything without declaring that you're using Spot as a full-round action — that, of course, would draw an attack of opportunity (see Revised Core Rulebook p.152, Table 8-2: Actions in Combat). In other words, if you don't "keep your head down" and try to make Spot checks anyway, you would be provoking an attack of opportunity from the character using suppression fire. In the end, though, that's the GM's call.

Does Combat Reflexes allow you to make more attacks of opportunity with suppression fire?
Yes. You may make up to your normal number of attacks of opportunity when using suppression fire — one for most people, or 1 + Dex bonus if you have the Combat Reflexes feat.

The Force
My group has just thrown the Hero’s Guide into our game, and I’m ashamed to admit I was the first to try to flagrantly abuse the seeming oversight of the Empower and Maximize Force techniques by applying them to a Heal Self check. The increased VP cost amounts to none with a successful check. Is this intentional? Have you got a handy fix?

No, it wasn’t intentional. The idea was that when multiplying the vitality cost with the Force techniques, the minimum cost is always considered 1. So using Empower Force and Maximize Force together on Heal Self has a vitality cost of 6. (Jedi Counseling 22)

In the Hero’s Guide, Split Force says you can split a Force skill to use against two targets rather than one, with a vitality cost of x2. It then states it can be split even more but doesn’t mention the vitality cost. I decided that the number of targets should be the multiplier for the vitality loss. So a skill split once to use against two targets would have a vitality cost of x2, split twice to use against three targets would have x3, split three times to use against four targets would have x4, and so on. Is this how it’s supposed to work?

Close. For each time you double the vitality cost for Split Force, you can add one additional target. So splitting once for two targets is x2 vitality, splitting twice for three targets is x4 vitality, splitting three times for four targets is x8 vitality, and so on. (Jedi Counseling 39)

The Maximize Force technique states that "all variable, numeric effects are maximized." Does that mean that when a character uses this technique, he is considered to have rolled a 20 and that all dice of the power are maximized? Or does he still roll the d20, and only then are the dice maximized?

It’s only the effects that are maximized. The skill check is not an effect. So, if you were making a Heal Another check, for example, you’d still make the skill check, but the die roll for the amount of vitality, wounds, or ability points restored would be treated as though you had rolled the maximum. (Jedi Counseling 41)
**Equipment**

Can a character use the discblade as a melee weapon without a penalty if he has the appropriate Exotic Weapon Proficiency feat? Or would it incur the -4 penalty for using a ranged weapon for melee purposes?

It would incur the usual -4 penalty, just as throwing a lightsaber incurs a -4 penalty. The discblade is meant to be thrown, not wielded in melee, so even being proficient with throwing it doesn't negate the penalty for using it in a nonstandard way. (Jedi Counseling 37)

**Cybernetics**

My character has picked up some cybernetic legs — specifically, the baseline leg package. But I don't understand the side effect of joint damage. The Hero's Guide says that my character suffers 2d4 points of damage per use. Is that for each time my character moves? Or is it only when he moves more than 10 meters? The same question applies to the improved legs package and the advanced legs package.

Neither, actually, though the second answer is closer. The damage only applies when your character uses the additional base speed. That is, if you decide to move 11 to 12 meters as a single move, your character suffers the listed damage. However, if you moved 11 or 12 meters in the course of a double move or a run, you wouldn't suffer the damage. But a double move of 21 to 24 meters over a full round would also cause your character to take the damage, because he's increased his base speed, as would running 41 meters or more in a full round. (Jedi Counseling 20)

My group is having trouble nailing down the exact impact of cybernetics on using the Force.

Is the -2 penalty per cybernetic component applied to Force Points only? Or was the intention that the -2 per component is per die on a Force Point, so that someone who has a -2 per die (for one component) would be -6 on a 3d6 Force Point?

Or is the -2 supposed to apply to all Force-related rolls: skill, feats and Force Points?

The intent behind the penalty for cybernetics is that it applies only to Force Point rolls — not skill checks, not saving throws, not attack rolls, and not ability checks (though, of course, each of those will be indirectly affected if you're using the Force Point to augment those rolls). So, whenever you spend a Force Point and you roll your Force dice, you count up your cybernetic components and apply a -2 penalty to the total of the roll per cybernetic component.

So, for example, let's say you have a character with four cybernetic components, for a total penalty of -8. Your character is a 7th-level Jedi consular, which means you get 3d6 Force dice when you spend a Force Point. So you roll your dice and get a dead average result — 11 — from which you subtract 8, for a final total of 3. (Jedi Counseling 32)

In the Hero's Guide, it lists a rather hefty penalty to Force skills for using cybernetics. For every cybernetic component a character has, there is a -2 penalty to all Force Skills. So, Luke Skywalker has a -2 to these due to his hand. How large a penalty would you imagine Darth Vader has? Since it is generally accepted that he is "more machine now than man," I imagine that he would probably have to concentrate just to use the Force to lift a pencil. I understand that the rules are optional, but their application doesn't make any sense when you take this into account.

Actually, that's not what the rules say. Take another look. The rule on page 128 of the Hero's Guide states that "Each cybernetic component . . . results in a -2 penalty on Force dice results." Force dice refers to spending a Force Point, not making a check using a Force skill. That's something completely different. So Luke Skywalker only takes a -2 penalty when he uses a Force Point. (Jedi Counseling 37)

Do cybernetic limbs use power sources to function, and, if so, can cybernetic limbs be affected by Drain Energy? If so, what category for vitality cost would they fall under?

Cybernetic components do indeed use power sources, but they draw so little energy that they don't need to be replaced all that often. For the purposes of Drain Energy, cybernetic components should be treated like lightsabers or vibro weapons: They use an energy cell. (Jedi Counseling 37)

**Templates**

In the Hero's Guide web enhancement, does the Spice Addict template allow a character to use Telepathy without the necessary prerequisites, or only Empathy?

The Spice Addict template only allows a character to use Empathy untrained and without the Force-Sensitive feat. The bonus to Telepathy only applies if the character is already capable of using the Telepathy skill.
In the *Galactic Campaign Guide*, Table 1-1: Hit Locations appears to be missing columns. The text on page 39 states that it gives the Defense bonus for a called shot and additional effects if the location is hit. However, the table itself has only "d10" (for random determination, I believe) and "Hit Locations" columns. Could you please provide the full table?

Actually, it's not that Table 1-1 is missing information; the text mistakenly refers to Table 1-1 when it should refer to Table 1-2 — which does, in fact, list all of the Defense bonuses applicable for aiming at a specific body part. (Jedi Counseling 31)
Miscellaneous

Jedi Counseling Column

Sometimes the answers you give in the "Jedi Counseling" column cause as many disagreements as they solve, because if someone in the group disagrees, they say that your responses are not official rules but simply suggestions, optional variants, or subjective interpretations. Please tell us: Should we consider the answers in your column to be official rules?

Yes, my answers are considered official. There are times when I'm just making suggestions — which are usually pretty easy to spot, because I generally say "my suggestion would be" — but I'm one of the designers of the game, and I'm in contact with the other designers of the game. "Jedi Counseling," contrary to what some people believe, isn't answered by a group of help-desk employees, but by someone who participated on the design decisions for most of the roleplaying game books. (And if I wasn't in on the decisions, I can usually reach the people who were and find out what they intended.)

That all being said, it is true that once you plunk down your money, the game is yours. So if I rule, for example, that all Jedi must eat only tofu or turn to the dark side, you're free to rule otherwise in your own campaign, as long as you and your players agree to play by the same set of rules. If your group's default, though, is "We'll go by the official rulings," then you're in the right place. (Jedi Counseling 36)

2nd Printing

One of my newer players was advancing his character into the soldier class, and he said that what attracted him was all the extra feats he got. I pointed out that the rules state that he gets only one feat, and I showed him that rule on page 65 of the revised core rulebook. But then he showed me his copy of the revised core rulebook, and on page 65, it says that a character multiclassing into a new class gets all the starting feats.

We were really confused, because both books are otherwise identical: same cover, same layout, and so on. They even say that they're the same printing. So, in addition to "Which book is correct?" I think the bigger question is: Has there been a second printing?

There has indeed been a second printing, and it sounds like your player has it. Wizards of the Coast sold through the original printing of the revised core rulebook and decided to take the opportunity of the second printing to fix some of the errata and typos. Unfortunately, for some reason, the version number is the same, so it's a bit confusing as to which book is which.

But you can tell the difference by checking the multiclassing rule on page 65, which is just one of the differences. Oh, and your friend's version is the correct one.

We recently posted to the Star Wars Roleplaying Game website the full list of everything that changed with the second printing. You can also find a copy of this list in the appendix at the end of the FAQ. (Jedi Counseling 16)

Update to 3.5 Rules

My group also plays Dungeons & Dragons and with the arrival of D&D 3.5, many of the rules have changed. Since Star Wars and D&D are both d20 system games, is Wizards of the Coast planning to incorporate any of the changes to the rules in the other d20 games? Mainly, we're concerned with the combination of skills into broader categories and feats such as ambidexterity, which was cut from D&D but is still in Star Wars.

It is possible that Wizards will one day update the Star Wars Roleplaying Game to reflect the recent changes to Dungeons & Dragons. But until that day comes, you can continue using the existing Star Wars rules. If in the meantime, though, you wish to adapt the D&D 3.5 rules to Star Wars, you'll have to put together your own conversion system. (Jedi Counseling 26)

Above 20th Level

Is Wizards of the Coast ever going to release an "Epic Level Handbook" for the Star Wars Roleplaying Game?

Wizards has announced no intention to do so. The major stumbling blocks are that the most powerful characters in the Star Wars universe are themselves 20th level. Some people see that as a mistake, though, saying that characters like Yoda, the Emperor, Mace Windu, Darth Vader, and Luke Skywalker (circa The New Jedi Order era) should be higher level. There's a certain amount of logic to that argument, but not enough to justify a sourcebook to support a handful of nonplayer characters.

Many people who ask about an epic-level sourcebook for Star Wars really just want to have characters advance beyond 20th level. But nothing in the Revised Core Rulebook says that you absolutely can't; it's your campaign, after all. Just extend Table 3-1: Experience and Level-Dependent Benefits; the progression is fairly clear.

If, on the other hand, what you really want are epic-level feats, you're probably best served by simply converting feats from the Epic Level Handbook for Dungeons & Dragons. (Jedi Counseling 13)
Eras of Play

It seems like WotC has turned their backs on the New Republic Era. Other than the section at the end of the Rebellion Era Sourcebook, this period seems to be largely ignored. What's the deal?

We're not "turning our backs" on the New Republic era. We've addressed it here and there, in bits and pieces, and we've even suggested a "New Republic Era Sourcebook" to Lucas Licensing once or twice. If it makes you feel any better, there's some NR-era content in The Power of the Jedi Sourcebook, including a few Jedi Academy NPCs and the Jedi Academy itself.

What if you're running a campaign and the "heroes" want to hunt down Luke Skywalker and the gang at the Battle of Yavin? Normally, I'd say it would be okay, but I want to stay true to the Rebellion Era. The characters in question have been Rebels before, but they haven't even met Luke or any of the other famous people in the story. What would you do in a situation like this?

Keeping the players from metagaming can be difficult when they're caught up in the excitement of their characters' potential to change the future history of the Star Wars universe. I can offer two tips.

First, don't let the players plan on events that they have no idea will happen. If the Battle of Yavin hasn't yet occurred, and none of the characters have any reason to suspect that there's a Rebel base on Yavin's moon, or that it's going to be targeted by the Death Star (which is a secret battle station, after all), don't let them just fly off to the Yavin system for no apparent reason.

Second, give them incomplete information, and let them draw inaccurate conclusions. Tell them that they know where the Rebel base is, and let them set a course for it, go into hyperspace — and ultimately set down on Dantooine, fooled just like Grand Moff Tarkin was. (Jedi Counseling 27)

Non-Player Characters

Why is Jacen Solo's vitality score only 46? As a Jedi guardian, even if he had dead average vitality die rolls of 5 at every level, he would have 54 VP (adding in his Constitution bonus!)

It looks like his vitality wasn't updated when he was leveled up for The New Jedi Order Sourcebook. Good catch. He should have 59 vitality points. (Jedi Counseling 8)

I've gone through several characters in the rulebook and discovered that their skill points don't tally up correctly. Should this be considered errata?

Possibly — but likely not. You have to realize that when we create characters for the game, we don't necessarily build them optimally. We try to build them as though they advanced level by level, according to our sources on what they did at various times in their lives. That means that they sometimes pick up skills as cross-class skills, and, therefore, spend more on their skill points than they would have if we'd just created them "all levels at once." So if you've noticed a small discrepancy in skill points, it's probably just a
symptom of how they were created. Other numbers, though — such as number of feats, attack bonuses, and save bonuses — are more "hard," and if you notice any discrepancies there, chances are there was a miscalculation, and we'd appreciate finding out about it. (Jedi Counseling 8)

Reputation

Do you gain Reputation from heroic actions in the Revised Core Rulebook?

No. Reputation is now more useful because it provides a direct skill bonus when it comes into play, so we decided to make it strictly level-based. You'll notice that we lowered the Reputation requirements for some prestige classes to make up for this.

My character is 8th level and has a Reputation score of 7. He tries to attract some followers and ends up with a 2nd-level tech specialist, a 2nd-level scout, a 4th-level diplomat, and a few 1st-level thugs.

Do those followers gain experience? And, if so, what happens if their total levels exceed my character's Reputation score? Would some of them leave his service? Or would he just be unable to attract more followers? The easiest solution seems to be that followers either don't gain experience, or they gain it at a reduced rate.

Followers do gain experience, but, as you suggest, they only get half of what the rest of the heroes get. When calculating experience, include the follower(s) when you divide by the number of heroes, then cut the followers' share in half, and divide up the remaining half among the heroes.

Followers gaining experience at this rate aren't terribly likely to add a level before the hero's Reputation goes up. But if they do, yes, they'll take their leave of his service.

By the way, it's worth noting that a character doesn't technically get to roll to attract followers until 10th level. This restriction is ignored by many groups, however, so feel free to do so. (Jedi Counseling 15, clarification added)

I ran an adventure where one of the characters was in an arena duel that was seen by 90 percent of the planet's population (because it was broadcast). The character won the fight, and as part of the story, he became famous all over the planet — as recognizable as one of the world's top-tier athletes. As a reward, I gave him a +5 bonus to his Reputation score. Was this within the rules?

You might want to reconsider the size of that bonus. Given the way Reputation works in the revised core rulebook, a +5 bonus to Bluff, Diplomacy, Entertain, and Gather Information checks is a huge bonus.

But the more important question is how to handle characters gaining recognition throughout a planet's population — if not an even larger area. One idea would be to give the hero the equivalent of the Fame feat (a +3 bonus) until he leaves the area. He might be famous now, but if he takes off soon after the arena duel, he'll quickly fade from the public's perception. If the character wants the acclaim to continue even after he's moved on to another sector of the galaxy, he can always take the actual Fame feat the next time he gains a new featslot. (Jedi Counseling 19)

Star Wars Galaxy

Is Naboo still around after the Rise of the Empire?

Naboo is still around. Aside from a period of Imperial occupation, it didn't change much during the Emperor's reign. Whether it changed after the Battle of Endor remains to be seen, but it's unlikely.

I'm having a bit of trouble reconciling the galaxy map in your Revised Core Rulebook with "GASP" — Generally Accepted Star Wars Principles. It seems as though planets exist on your map where they didn't before. And worse, some planets are clearly in the wrong place. Can you help me understand what kind of fact-checking and approvals went into creating your map?

Mapping the Star Wars galaxy is a process of constant evolution. We are always discovering new planets, and when these new planets are added to the map, the location of other planets may need to be shifted slightly. Here's a list of known issues with the map provided in the Revised Core Rulebook:

Saccoria should be located next to Corellia.

Onderon should be located in the Inner Rim.

Nar Shaddaa should be on the border of the Mid and Outer Rim.

We're constantly updating our information to ensure that future maps are as accurate as possible. If you think you know of an additional discrepancy on the Star Wars galaxy map, you can try posting a question to one of the VIPs at the message boards on starwars.com. (Jedi Counseling 14)
Appendix: Revised Core Rulebook Errata

Wizards of the Coast has sold through the original printing of the Star Wars Roleplaying Game revised core rulebook. When we went back to press for the second printing, we took the opportunity to fix a few errors and typos. These corrections represent official changes to the game rules, and this supplement contains the complete list of improvements.

Unfortunately, the small print of the second printing doesn't identify it as such. So how can you tell if you have the first printing or the second printing? Simple — if your book contains any of the revised information below, it's the more current second printing, and thus the official rulebook. If your book is the first printing, be sure to keep these improvements handy so you'll know what information has changed. (Source: WotC Star Wars Roleplaying Game website)

Page 33
Under the “Wookiee Rage” ability, Expertise should be Combat Expertise.

Page 46
Under the scoundrel’s Class Skills list, the key ability for Gather Information should be Cha, not Int.

Page 51
Under the soldier’s Bonus Feats list, Expertise should be Combat Expertise.

Page 58
Under the Jedi consular’s Bonus Feats list, Expertise should be Combat Expertise.

Page 64
The entire section titled “Starting Feats” should be deleted.

Page 65
In “Adding a Second Class,” the bulleted line “Starting feats (select only one of the starting feats)” should be deleted.

Page 65
In the section titled “How Multiclassing Works,” third paragraph, the line “She selects one of the soldier’s starting feats; receiving all of a class’s starting feats is a benefit reserved for beginning characters only” should be replaced with “She gets all of the soldier’s starting feats.”

Page 85
Enhance Ability skill description: Taking 20 on an Enhance Ability check costs 60 vitality points (not 40 vitality points, as indicated).

Page 85
Enhance Senses skill description: Taking 20 on an Enhance Senses check costs 60 vitality points (not 40 vitality points, as indicated).

Page 91
Heal Another skill description: A result of 20—24 on the Heal Another check restores 1d4+1 wound points (not 1d4+12, as indicated).

Page 92
The Hide skill header should be black, not pink (it’s not a Force skill).

Page 92
Illusion skill description: The line that says “A successful saving throw against a Force illusion reveals it to be false, but does not dispel the illusion” should be changed to “A successful saving throw against a Force illusion reveals it to be false and dispels the illusion.”

Page 93
Jump skill description: The last line should read as follows: “Time: Jump is a move action.”

Page 107
Dissipate Energy feat description: The DC for the Fortitude save should be 10 + the amount of damage inflicted. If the save is successful, you don’t take any damage and you gain 1 vitality point for every 2 points of wound damage (note the specification of wound damage).

Page 108
Exotic Weapon Proficiency feat: Delete the prerequisite of “base attack bonus +1.”

Page 115
Shot on the Run feat: Under Benefit, delete the last sentence that reads “Moving in this way does not provoke an attack of opportunity from the defender you are attacking.”

Page 133
In the Lightsabers and Damage Reduction sidebar, insert the word “personal” in front of the word “armor” in the first line, so that it says: “Lightsabers ignore the damage reduction of an object and the damage reduction of personal armor when dealing damage.”

Pages 227—234
The following changes apply to all starships in this section: Double all of the starship DRs for shields and hull points (for example, a starship with DR 5 gets DR 10 instead). For all weapon range
modifiers, use Table 11—8 instead of the range modifiers listed for each weapon.

**Page 268**
Dark Side Devotee prestige class: Add Intimidate (Cha) to the dark side devotee’s list of Class Skills.

**Page 274**
Jedi Investigator prestige class: Add Search (Int) to the Jedi investigator’s list of Class Skills.

**Page 280**
Starship Ace: Under Requirements, a starship ace needs 9 ranks of Pilot, not 10 as indicated.

**Page 291**
Table 12—26: Acid Damage should be changed as follows:
- Mild acid deals 1d6 damage (attack) or 2d6 damage (total immersion).
- Potent acid deals 2d6 damage (attack) or 4d6 damage (total immersion).
- Mild acid deals 3d6 damage (attack) or 6d6 damage (total immersion).

**Page 291**
Table 12—26: Acid Damage should be changed as follows:
- Mild acid deals 1d6 damage (attack) or 2d6 damage (total immersion).
- Potent acid deals 2d6 damage (attack) or 4d6 damage (total immersion).
- Mild acid deals 3d6 damage (attack) or 6d6 damage (total immersion).

**Page 306**
Under Droid Repair: The last sentence of the Shutdown description currently reads as follows: “Shutting down an unwilling droid—an opponent in combat, for example—is not possible.” It has been changed to “Shutting down an unwilling droid—an opponent in combat, for example—first requires a successful attack roll, then a successful Repair check (DC 10).”

**Page 373**
Destroyer Droids & Autofire sidebar: Replace the second column in the table as follows:

<table>
<thead>
<tr>
<th>Second Blaster</th>
</tr>
</thead>
<tbody>
<tr>
<td>+7</td>
</tr>
<tr>
<td>+5</td>
</tr>
</tbody>
</table>