

Living Force Campaign

Character Generation Guidelines

Version 1.1, July 2001

The Living Force campaign takes place in the *Star Wars* universe one year after the events of *The Phantom Menace*. Political fallout from the Trade Federation's actions on Naboo spreads through the galaxy, and the Republic begins to crumble. The Cularin system has just joined the Republic, but it must also face its own unique problems.

Like the movies, the campaign is story-intensive. Story arcs take place in one-year periods. Each major story consists of three trilogies (three-part adventures), and one to three supplementary adventures. These adventures will be available for conventions before they're available for home game groups. You can play in the main stories of the campaign without leaving your home.

Supplemental campaign information will be released through the *Polyhedron* magazine, Wizards of the Coast's *Star Wars Gamer* magazine, and on the RPGA website at www.rpga.com. These sources will provide additional material on the Cularin system and other systems in Living Force stories. The Force will be with us.

To make a Living Force character, you'll need a copy of the *Star Wars Roleplaying Game* core rulebook. The guidelines below describe changes needed for a "living" campaign environment. All Living Force characters must comply with the most current version of the *Star Wars Roleplaying Game* core rules and these guidelines (by version number).

Step 1: Ability Scores

Assign your ability scores using the planned character creation method on page 11 of the *Star Wars Roleplaying Game* rulebook. You can also choose to use the standard score package described on that page. Apply species modifiers to ability points after the base scores are determined. Ability points gained from level advances do not use this chart. At every fourth character level, add one point to any one ability.

Because the Living Force campaign strives for a heroic feel, all characters add one ability point at second character level, in addition to the points acquired every fourth character level.

Step 2: Species and Class

Choose a species for your character. The following species are allowed for Living Force characters. Other species are reserved for Gamemaster characters or have not been discovered by the galaxy at large during the time of the campaign.

Star Wars Roleplaying Game rulebook: Human, Cerean, Gungan, Ithorian, Rodian, Sullustan, Trandoshan, Twi'lek, Wookiee.

Living Force Campaign Guide: Tarasin.

Choose any class for your character described in the *Star Wars Roleplaying Game* rulebook.

Prestige Classes: Players may choose the following prestige classes for their characters: Bounty Hunter, Elite Trooper, Starfighter Ace, Officer. Characters must qualify for these classes as described in the *Star Wars Roleplaying Game* rulebook.

Multiclass Restriction: In the Living Force campaign, choosing the path of the Jedi requires complete devotion. Jedi consulars and Jedi guardians who add additional classes after taking up the Jedi class can never again advance as a Jedi, though they retain any Jedi class abilities they have earned in the past. If a character has fewer than seven levels in the Jedi class when he or she abandons it, the character loses the lightsaber acquired at the first Jedi class level. It must be returned to the character's master.

Step 3: Vitality Points

Living Force characters receive vitality points at each class level according to the following table. Add Constitution bonuses to the values in this table.

Fringer	6	Soldier	8
Noble	4	Force Adept	6
Scoundrel	4	Jedi Consular	6
Scout	6	Jedi Guardian	8

Step 4: Skills and Feats

Choose skills and feats for your character. The Profession and Craft skills are deliberately open-ended in the game rules, so these specific rules apply:

Profession and Craft skills do not add synergy skill bonuses to any other skill, nor do other skills add synergy bonuses to Profession or Craft checks unless they specifically say so in the core rules. Furthermore, Profession and Craft skills cannot be used in place of skills described in the *Star Wars Roleplaying Game* rulebook. For example, skill ranks in Profession (starship pilot) or Craft (starship) cannot help you make Pilot or Repair checks.

Profession and Craft skills can be used to generate income for your character (except for the Craft (lightsaber) skill). Because the campaign focuses on story elements, we have simplified the means of generating income, and there are rules for generating income between adventures. Profession and Craft skills can help boost your income when using these rules. You cannot use Profession or Craft skills to generate income by other means. Player characters can craft items from the equipment chapter of the *Star Wars Roleplaying Game* rulebook and sell them to other player characters. Characters cannot craft lightsabers (except as detailed below), ships, vehicles, droids, or any restricted

goods. It is best to derive income from the use of Craft and Profession skills in your character's background, rather than during adventures. (After all, did you see Han, Leia, or Obi-Wan stop in the middle of a movie to make blast armor to sell to their friends?)

Jedi characters (consulars and guardians) must craft their own lightsabers before reaching 7th level. Once the character reaches 6th level in a Jedi class, construction of a Jedi's lightsaber takes place in the background. When a Jedi makes his or her own lightsaber, the old lightsaber is returned to the academy. The lightsaber crafted by the Jedi may be of a color the Jedi wishes, assuming appropriate crystals are available (only blue-green crystals will be supplied by the Academy; other colors will have to be obtained through events). All "loaner" lightsabers are considered to be either blue, green, or purple.

Step 5: Equipment

Starting characters receive maximum credits for their class. Characters can purchase equipment listed in the Equipment chapter of the *Star Wars Roleplaying Game* rulebook, with the following exceptions.

The following equipment is not allowed for player characters: double-bladed lightsabers, stormtrooper armor.

The following items are legally restricted: heavy blaster pistols, any weapon in the heavy weapons group, and thermal detonators. Possession of this equipment is allowed, but characters cannot buy it through normal channels. Permits for these items may be available in play. Legal penalties will be applied during adventures to characters found possessing these items without proper permits. These penalties include confiscation of the restricted item, and a fine being levied equal to the item's value.

Lightsabers are acquired in play or by class choice. They cannot be purchased.

Characters may not purchase vehicles, starships, or droids, except through play opportunities.

Watch how much your gear weighs. We don't usually worry about encumbrance, but if you pack an excessive amount of gear, you will find yourself slowed down.

Step 6: Background

Characters in the Living Force campaign are heroes, not villains. The adventures are centered around heroic experiences. Please do not play villainous characters. The campaign staff will pull characters who begin straying down the dark side path, including non-Force users.

Your character may be of any height or weight allowed for your species. Your character begins at any age between adulthood and old age, as defined in Chapter 6 of the *Star Wars Roleplaying Game* rulebook.

You should determine your character's history up to this point, and you should be able to explain why he or she is in the Cularin system. Character concepts that do not fit this campaign should be avoided.

Character Retirement

Living Force characters that reach 13th character level can no longer be played in the Living Force campaign. Special events for these players may be run from time to time, but the idea of Jedi masters going on adventures does not fit the campaign.

Special Character Opportunities

Paying RPGA members have special options for their characters, as described below. To participate in these options, you must register your character either at an interactive convention event where these opportunities are present, or register online through our character database. If you don't have access to the Web, you can mail a copy of your character and your request to RPGA Network, Star Wars Character Option, P.O. Box 707, Renton WA 98057-0707 USA.

The opportunities are described by type, with notations for character classes that can take advantage of each one. Multiclassed characters can take advantage of any options that any of their classes qualify them for, but each player can only make use of one of these options at a time. If a player has generated multiple characters, only one of them can use one of these options at any given time. All benefits listed below depend on the character being third level in the appropriate class.

These opportunities should be used to encourage roleplaying during adventure play.

Jedi Training

Jedi player characters begin as Padawan learners. Each character is assumed to have a mentor. Until a character becomes a 3rd-level Jedi guardian or consular, his or her mentor is generally assumed to be in the background, training the Padawan between adventures. The mentor can be contacted during adventures, but cannot directly participate. Jedi study as Padawan learners until they reach 7th level.

At the 3rd class level, the Jedi can declare a specific mentor. A Jedi Knight player character may volunteer to mentor the Padawan; otherwise, the Gamemaster plays the mentor. The relationship between the mentor and Padawan must be registered with the campaign staff. A mentor cannot train more than one Padawan.

Force Adept Apprentices

Upon reaching the 3rd class level as a Force adept, a character can attract an apprentice to his or her way of viewing the Force. The apprentice begins as a commoner and adventures with the player character. After five completed adventures in which the Force adept character receives more than fifty percent of the possible experience available per character, the apprentice becomes a 1st-level Force adept. Thereafter, the apprentice acquires experience at the same rate as other characters, but cannot have more than half the class levels that the player character has as a Force adept (rounded down). Thus, a 3rd-level Force adept could have a 1st-level Force adept apprentice. If the same

3rd-level Force adept also had six levels of the scoundrel class, the character could still only have a 1st-level Force adept apprentice. The apprentice only gains levels as a Force adept. Once the apprentice reaches 7th level, he leaves the player character and strikes out on his own.

Regular reports on the apprentice must be submitted to the campaign staff. These reports should be sent when the apprentice reaches 1st level, and whenever the apprentice gains a level. When the apprentice leaves the player character, a full report should be made, so that the apprentice can be integrated into the campaign as a Gamemaster character.

Calling in Exceptional Favors

Noble class characters can call upon favors as a class ability. In the Living Force campaign, certain classes of characters can call upon exceptional favors of different types. All three kinds of favors described below should be governed using the general guidelines for noble favors (as described in the rulebook), with one difference: The DC for a favor should be cut in half.

These favors can be requested by characters of 3rd level and above. A single character can have one of these favors active at a time. The character must use the favor, and report the use and results to the campaign staff, before receiving another such favor (or any other special character option).

Use of these favors comes with a cost. The first time one of these favors is used, the character does not have to repay it. The second time one is used, the Gamemaster character granting the favor can request a favor in return, which the character must try to fulfill. Such a favor should depend on the context, the Gamemaster granting it, and the nature of the current adventure. The favor that the player character must grant should not be directly related to the adventure; in fact, it can be totally unrelated to the adventure. However, it must be something the character has the ability to grant.

Noble Exceptional Favor (Noble Class Only):

Powerful Gamemaster characters in the campaign grant these favors. Examples include the Baron Administrators on Cularin, Nirama (a local crimelord), and Colonel Tramsig.

Scoundrel Illicit Goods Favor (Scoundrel Class Only): This favor is used to acquire a piece of illegal or restricted equipment for use during the adventure. Examples include heavy blaster rifles or thermal detonators for a demolitions or heavy combat mission, special tools for an infiltration mission, or a load of spice for a decoy mission of some kind. Its use should tie to an adventure; the favor cannot be used to enrich the scoundrel character. Whether the character can keep the piece of equipment or not depends on where it came from. In the report on the favor, the player should explain how and why the item was obtained, and the campaign staff will decide whether to certify it or not.

Fringer Extra-System Favor (Fringer Class Only):

This favor can accomplish the same things that the noble or scoundrel versions can, but it is granted by the fringer's contact somewhere in the Outer Rim. Because the source is far away, the time elapsed between requesting the favor and

receiving it depends on the nature of the favor. Information should take about a day to get back to the fringer, while a piece of equipment may take several days or weeks to be brought insystem.

Ships and Droids

Acquisition of starships, vehicles, and droids is controlled by the campaign staff. Upon reaching 3rd level, a player may acquire a ship or droid for one of his or her characters. The ship or droid comes with a debt equal to its cost, which must be paid. Regular payments can be made (so a character can get a ship before being able to afford it), or the whole can be paid in a lump sum. If regular payments are not made, then thugs come to collect the credits owed each time the character is played in an adventure. If payments are not made for a long enough period, the ship or droid is confiscated.

Once the ship or droid has been paid for, the character can make improvements (according to the rules presented in the *Star Wars Roleplaying Game* rulebook) at interactive events.

Heroes of the soldier class can purchase classification four droids, those armed and used for military applications. Characters of other classes can only purchase noncombat droids (classifications one, two, three, and five). Droids that are not classification four cannot be equipped with armaments.

Heroes of the scout class acquire their ships through more legitimate means, and therefore do not suffer the risk of visits from thugs. Scouts also get their ships at a discount.