

LIVING FORCE CAMPAIGN

HERO CREATION GUIDELINES

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Living Force

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 RPGA's *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.

Making a Hero

To make a Living Force hero, 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 heroes must comply with the most current version of the *Star Wars Roleplaying Game* core rules and these guidelines (by version number).

Instead of following the steps outlined below, you may select one of the Fast-Track Character Templates from the main rulebook. The templates are complete characters, so you can select one, name the character, skip to Step 6 below, and start playing. Character templates should not be modified. If you want a hero that's slightly different from one of the templates, follow the instructions below instead.

Step 1: Ability Scores

Assign your ability scores using the planned 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 hero level, add one point to any one ability.

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

Step 2: Species and Class

Choose a species for your hero. The following species are allowed for Living Force heroes. Other species are reserved for Gamemaster characters, have not been discovered by the galaxy at large during the time of the campaign or have been disallowed by the campaign staff after careful consideration.

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

Living Force Campaign Guide: Tarasin.

Secrets of Tatooine: Jawa

Alien Anthology: Aqualish, Bimm, Chagrian, Devaronian, Elomin, Gran, Ortolan, Snivvian, Ugnaught, Woostoid, Zabrak

Additional species may be made available via special campaign opportunities.

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

Prestige Classes: Players may choose the following prestige classes for their heroes: Bounty Hunter, Elite Trooper, Starfighter Ace, Officer* (*SWRPG* Core rulebook), Big Game Hunter, First Contact Specialist (*Alien Anthology*), Blockade Runner, Deep Space Pilot, Master Gunner*, and Naval Officer* (*Starships of the Galaxy*). Heroes must qualify for these classes as described in the *Star Wars Roleplaying Game* rulebook. Classes marked with a * may be further regulated by LF metacampaign personnel.

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 hero has fewer than seven levels in the Jedi class when he or she abandons it, the hero loses the lightsaber acquired at the first Jedi class level. It must be returned to the hero's master. All Jedi heroes are Padawan Learners at the Almas Jedi Academy until such time as they achieve the level of Jedi Knight (at 7th level). Jedi heroes create their lightsabers between sixth and seventh class level, and are not provided the materials or opportunity before that level.

Step 3: Vitality Points

Living Force heroes receive maximum vitality points at first hero level and at each class level according to the following table. Add Constitution bonuses to the first level vitality points and 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 hero. Feats from the *SWRPG* core book and from *Starships of the Galaxy* are acceptable. 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. 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 hero. 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 heroes can craft items from the equipment chapter of the *Star Wars Roleplaying Game* rulebook and sell them to other player heroes. Heroes cannot craft lightsabers (except as detailed below), ships, vehicles, or droids. It is best to derive income from the use of Craft and Profession skills in your hero'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 heroes (consulars and guardians) craft their own lightsabers before reaching 7th level. Once the hero 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.

Step 5: Equipment

Starting heroes receive maximum credits for their class. Heroes 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 heroes: double-bladed lightsabers, stormtrooper armor.

The following items are legally restricted: deluxe security toolkits, vibro-axes, heavy blaster pistols, any weapon in the heavy weapons group, and thermal detonators. Possession of this equipment is allowed, but

heroes cannot buy it through normal channels. Permits for these items may be available in play. Legal penalties will be applied during adventures to heroes found possessing these items without proper permits.

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

Heroes 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

Heroes in the Living Force campaign are heroes, not villains. The adventures are centered around heroic experiences. Please do not play villainous characters. Villainous characters will acquire Dark Side points, and those who acquire sufficient Dark Side points to be considered Dark Side characters are removed from play. (see p. 159 of the *Star Wars Roleplaying Game* rulebook for a description of the process) No elements of the *Dark Side Sourcebook* are available for Living Force heroes to utilize.

Your hero may be of any height or weight allowed for your species. Your hero 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 hero'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.

Hero Retirement

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

Special Hero Opportunities

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

The opportunities are described by type, with notations for hero classes that can take advantage of each one. Multiclassed heroes 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 heroes, only one of them can use one of these options at any given time.

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

Jedi Training

Jedi player heroes begin as Padawan learners at the Almas Academy. Each hero is assumed to have a mentor. Until a hero becomes a 3rd-level Jedi guardian or consular, he or she is generally assumed to be trained between adventures by a rotating staff of mentors at the Academy. Jedi study as Padawan learners until they reach 7th level.

At the 3rd class level, the Jedi can obtain a specific mentor. A Jedi Knight hero may volunteer to mentor the Padawan; otherwise, the campaign staff provides a mentor, to be played by the Gamemaster. The mentor can be contacted during adventures, but cannot directly participate. The relationship between a hero 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 hero can attract an apprentice to his or her way of viewing the Force. The apprentice begins as a commoner and adventures with the player hero. After five completed adventures in which the Force adept hero receives more than fifty percent of the possible experience available per hero, the apprentice becomes a 1st-level Force adept. Thereafter, the apprentice acquires experience at the same rate as other heroes, but cannot have more than half the class levels that the player hero 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 hero 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 hero 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 hero, 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 heroes can call upon favors as a class ability. In the Living Force campaign, certain classes of heroes 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 heroes of 3rd class level and above. A single hero can have one of these favors active at a time. The hero must use the favor, and report the use and results to the campaign staff, before receiving another such favor (or any other special hero option).

Use of these favors comes with a cost. The first time one of these favors is used, the hero 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 hero 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 hero 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 hero 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 hero. Whether the hero 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 heroes. The ship or droid comes with a debt equal to its cost, which must be paid. Regular payments can be made (so a hero 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 hero 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 hero 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. Heroes 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.

Guidelines for Ethical Play in Living Force

In the Living Force campaign, we expect that you will conduct yourself in a manner suitable to group cooperation and group enjoyment. Specifically:

PLAYERS

1. Contribute to the fun of the whole group when playing. Don't play in a style that detracts from the fun of the game.
2. Play fairly and honestly.
3. Be considerate of others, and their right to enjoy the game as much as you do.
4. Follow the spirit of the rules, as well as the letter of the rules.

GAMEMASTERS

1. You are the gamemaster. It is your job to run the game. You are not playing against the players. Their fun is your top priority.
2. All players should be treated equally and equitably, by you and by other players.
3. Run games in a professional manner. Remember that you represent the RPGA and the campaign to your players.
4. Abide by the expectations that apply to the players.

ADMINISTRATION

1. Respond and communicate in an articulate and timely manner.
2. Uphold the authority of our gamemasters, and do not overrule them without careful investigation.
3. Abide by the expectations that apply to the players and the gamemasters.