STAR WARS

TALES OF THE DURELIUM DEWBACK

A STAR WARS LRP SYSTEM

A long time ago, in a galaxy far, far away…

After the collapse of the EVIL EMPIRE at the Battle for Endor, the Rebel Alliance formed the NEW REPUBLIC, in an attempt to restore law and order to the Galaxy.

Throughout the Galaxy citizens try to return to normality without the threat of Imperial Forces over them, and on the remote world of TATOOINE, an ex-smuggler has set up a small cantina called the DURELIUM DEWBACK.

The "Dewback" is a meeting place of a multitude of people, from all races and professions. Drinking, dancing and Sabacc can be enjoyed here, but the main pursuit is storytelling. Tales are told by patrons of heroics during the Galactic Rebellion, Clone Wars and even before.

So if yours is a story of fighting Diagnoga's on the Swamp World of Vordan, battling Tusken Raiders in the Dunes of Tatooine, or running Spice past the Imperial Blockades around Kessel, then maybe you should sit down with your Ruby Biels, and make your story one of the…

TALES FROM THE DURELIUM DEWBACK

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"If there's a bright centre to the universe, you're on the planet that it's farthest from." - Luke Skywalker

Welcome Aboard

The Tales of the Durelium Dewback is a live role-playing campaign based in the Star Wars Universe predominately set in the era of the Empire, which is depicted in Star Wars: A New Hope, Empire Strikes Back and Return of the Jedi. The rules are designed to be simple, yet effective, and allow players to interact with each other.

This system, unlike other published Star Wars system, does not rely heavily randomising factors, such as cards, dice or paper, scissor, stone, which break up the action, and lose a little of the game's atmosphere.

Combat uses a point and shoot technique for ranged attacks, and standard "hitting" with melee weapons. Once again it is designed to be quick, and fought over close quarters, keeping the Star Wars gunslinging feel.

In Tales of the Durelium Dewback (or ToDD for short) you portray a character with their own goals, ambitions and mannerisms. Such a character should be plausible to the Star Wars Universe, but otherwise the character you play is entirely up to you.

So What is Live Roleplaying?

Live Roleplaying is an extension of normal table top roleplaying. But instead of sitting around a table rolling dice you actually dress like your character and enter an real environment where the gaming world has been created using set dressing and props. The people you meet are all played by real people, and you can interact however you feel appropriate.

Hopefully most of you reading this will be familiar with Live Roleplaying, but if not, feel free to contact us for more information.

Safety

Safety is paramount in Tales of the Durelium Dewback. Please consider both yourself and others whilst on an event. Any unsafe behaviour will not be tolerated, and continued dangerous activity will result in been expelled from the system. It's always nice when everyone can go home in one piece.

YODA

On every event you will see people wearing yellow tabards. These are the event's referees. In the Tales of the Durelium Dewback such a person is known as a "Yellow Official Directing the Action" or YODA for short. YODAs are the only people qualified to answer any questions regarding the event or system. Frequently a YODA will be playing an NPC, but will still be identified as a YODA by the yellow sash they are wearing either on their arm or around their waist.

If you have any problems or queries on the event please seek out a YODA and he will attempt to resolve your issues as soon as possible.

YODA's Hut is a location, defined at the start of each event, that is permanently out of character. Sometimes a busy YODA will direct you to the Hut.

Rule One

The biggest rule of ToDD is to have fun. We want to make sure everyone enjoys themselves. If you find yourself not having fun come and talk to YODA and we will try and resolve any problems you are having.

Questions

If you have any questions regarding Tales of the Durelium Dewback please contact us at *dureliumdewback@clonetrooper.com*. We will be happy to answer any questions.

Greetings gentle-beings.

I am Feedlos. Yes I am indeed a Rodian, how very observant of you, and no, I am not a Bounty Hunter. I am a ambassador for my people. A shining beacon of light for.....*ahem*...

...I digress. I have been asked to assist you during your tour of the Durelium Dewback. As you read through this manual, I will occasionally interject with helpful information and hints regarding the data you are currently looking at. I do hope you find my words most helpful...

2 CHARACTER CREATION
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"Aren't you a little short for a Stormtrooper?" - Princess Leia Organa

Every player needs to create a character. Your character is your alter-ego in the Tales of the Durelium Dewback Universe.

It is often more enjoyable if a few of you get together and create a small group with a common overall aim. This helps to get you all started. However, it is preferable that you don't create a group of more than four or five people, to avoid a "faction" forming and dominating the event. If you play solo, that is fine too. Either way you will all soon make allies and, undoubtedly, a few enemies, as well.

Concept

Your character concept is important. If you are stuck for ideas watch the movies, read a Star Wars book or play a game. Failing that, contact the Durelium Dewback crew and we will try and help. There is plenty of inspiration out there.

So what line of work would be interesting and perhaps prosperous? Well, here are a few options.

Bounty Hunters. A solo or small group of Bounty Hunters is one to be feared. With all the dubious individuals out there, I am sure you will always have a bounty or two to collect. You just better make sure you can do your job. A dumb Bounty Hunter is a dead Bounty Hunter...just look at my poor cousin Greedo.

Traders. There are many credits to be made buying and selling goods, either legally or illegally. The trick is finding the contacts, keeping your ship running and avoiding being caught (smugglers only). Alternately you may own a large manufacturing facility and wish to find ways to move and sell your wares.

Performers. Entertainers are welcome around the galaxy. A small group of singers and musicians can become popular very quickly, and the credits come rolling in. Just beware if a Crime Lord takes a liking to your newest single. You may find yourself with an unwanted contract.

Agents. If you are highly dedicated to either the Empire or the Rebel Alliance, then perhaps you should become an agent. Agents often go deep undercover for their cause, attempting to hamper the efforts of their foes. Very dangerous however.

Heroes and Villains

In Star Wars there are very few "grey" characters. Most are either Good or Evil. Just look at Han Solo as an example. An ex-Imperial Officer, deserts his duty and the Empire to save Chewbacca. He appears to abandon the Rebels at the Battle of Yavin, only to come to the rescue and assist in the Death Stars destruction.

All players, and some major NPCs are considered to be either Heroes or Villains. Heroes and Villains have a couple of advantages over a regular person. Firstly they can have Vitality, which is their heroic essence allowing them to avoid injury longer. Secondly, when the do drop to the floor due to damage, they can receive the benefits of a Medpac or other healing to get back up again.

A player can choose to be either a Hero or Villain at character creation. It is possible, through some serious roleplay to alter this, such as a repentant bad guy.

The only real game affect of being a Hero or Villain is how the design team view your character.

Allegiance

You allegiance affects whether you are a Hero or Villain, as well as how the design team integrate you into the main campaign of the battle between the Empire and the Rebel Alliance.

Empire

The Empire is now the ruling power in the galaxy. The Empire is ruled by Emperor Palpatine. It is Militarist, Xenophobic and Merciless.

Rebel Alliance

The Rebel Alliance is struggling to restore freedom to the Galaxy from the Tyranny of the Empire. This is no easy task now that the light of the Jedi is all but extinguished.

Independent

There are those that try not to get embroiled in a massive war across the galaxy. Such independents only care about their own survival.

Your allegiance does not automatically mean you are a member of that faction, just that you are at the very least sympathetic to their cause, and are likely to assist them where possible.

A character allied to the Empire tends to be a Villain, where as an ally of the Rebels is a Hero. Independents can quite easily be either a Hero or Villain.

Race

Your next decision is to decide which race or species your character is from. The Star Wars Galaxy is littered with hundred of different species. You are free to play any race that will fit in the campaign, as long as you are able to create the necessary costume to look like a member of that species.

Below is a brief list of races. If you wish to play a different race that one here, it is important you notify us before the event, so we can ensure the mechanics of any racial benefits or disadvantages have been incorporated into the Tales of the Durelium Dewback rules.

When you book in your character for the first time you will receive a racial handout, which contains further information on the species homeworld, background and culture, as well as any special game rules they may have.

Human

Humans are the most prolific race in the Galaxy, and can be found almost anywhere. They are a versatile people, capable of learning any skills with equal ease.

Rodians

Rodian culture is built on hunting. Rodians live for the thrill of the hunt, be it for survival, recreation or cold hard credits. Their upbringing tends to make Rodians violent but dedicated people.

Sullustans

Sullustans live in huge underground cities and virtually all native Sullustans work for the Megacorporation known as SoroSuub. Sullustans are friendly, outgoing, but also hard working.

Bothan

Bothans are the masters of information gathering. In their society the measure their own power and wealth by the knowledge they possess. Bothan's excel as spies, but their thirst for information can sometimes make them manipulative or untrustworthy.

Twi'leks

Twi'leks tend to be a sly, calculating people. They have a lust for power or profit, but always prefer subtle ways to achieve their goals, rather than direct confrontation. Twi'leks have amassed a great wealth through the slave industry.
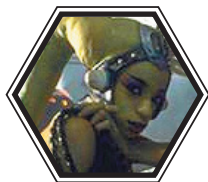
Wookies

Wookies are renowned for their battle prowess. Fearsome warriors and loyal companions, Wookies make excellent allies or dreaded foes. They have a strong honour system which guides their actions. With the Empire's rise to power Wookies have become a rare sight in the Galaxy.

Zabrak

The Zabrak love to explore the galaxy, and were one of the first races to colonise other planets. They are proud and headstrong with a strong sense of adventure.

After looking at the images above, you should recognise most of these races, and should have a pretty good idea what they look like. Costume requirements are in Chapter 8: Costume.

When you receive your racial handout please make note of the frequency of your race. Frequency is categorized as either Common, Uncommon, Rare or Unknown. Your race's frequency affects certain skills, and how likely people are to have knowledge of your race's culture, history and biology amongst others.

An Introduction to Skills

Once you have decided upon your race you have to decide which skills and advantages you wish to begin play with.

Skills are broken down into eight categories, but you are free to pick from any, with the exception of Force skills. All skills have four levels of prowess. The lowest grade is Apprentice. All characters start at this level when then learn a new skill and it represents a basic understanding.

The next grade is Experienced. This represents a knowledge of the skill equivalent to a trained professional, and is the most common skill level found.

After Experienced comes the Veteran level. Veterans have been plying their skill for a long time, and can do some pretty impressive feats.

The final grade is Master. Such skill is legendary, and rare. One who has mastered a skill can perform some unique tasks, and people will come from far and wide to learn under them, should word of their abilities spread.

The skills are further described in Chapter 3: Skills, and it is worth having a good look through before deciding which ones you wish to take.

Don't worry if you end up not selecting a skill you want, as it is quite easy to learn any skill (with the exception of Force skills) at an Apprentice level at a later stage.

> **"**
> *Watch your step. This place can be a little rough*
> **"**

An Introduction to Advantages

Some characters may also start with an advantage or two. Advantages are selected during Character Creation, but are not skills. Advantages are some form of extra benefit the character has, be it a material possession, such as a starship, or a friend, mentor or ally in a certain organisation.

An advantage can either be Major or Minor. Major advantages have a much stronger benefit to your character, but as a consequence you will begin play with less skills. Minor advantages are less impressive, but are useful nevertheless.

Be warned though. Many advantages have some negative aspects as well.

For example, you may own a ship, but you probably owe a load of credits on it to some over bloated slug of a Crimelord on some backwater desert world. Or, if you are Force Sensitive, you are going to have Bounty Hunters and Imperial Inquisitors breathing down your neck quicker than you can say "These aren't the droids your looking for."

Advantages are described after the Skills.

> Which skills you select should reflect your concept you decided upon earlier. If you are a Bounty Hunter you are going to want to take Solider skills like Pistol or Rifle. Traders should take Business, Performers should select Professional Musician or Dancer and Agents Stealth and Subterfuge.
>
> But don't worry if you are still not sure, just learn the ones you like the sound of. You can always find someone to teach you, or you can even start learning by yourself, though it takes a bit longer.

Selecting Skills and Advantages

During character creation you have three points to spend on skills and advantages. You may only purchase skills at Apprentice level at this time. The costs are as follows:

Skill (Apprentice)	1 point
Minor Advantage	1 point
Major Advantage	2 points
Any *ONE* Professional Skill (Apprentice)	0 points

Starting Equipment

Once you have selected your skills and advantages, if any, you can begin equipping yourself out. A new character begins with 1000 Credits (more if they have the Credits advantage) to spend on equipment. Credits are the main currency used in the Star Wars Galaxy.

A full list of available equipment is listed in the Equipment section.

If there is some equipment not listed, or due to your background, you should possess a certain item, contact us before the event and we will see what we can do.

Hits and Vitality

Your Hits and Vitality are important in combat situations, as well as any potentially hazardous encounters.

Hits represent your physically toughness and ability to withstand damage. Vitality is a measure of your heroic verve and knack for avoiding being hit.

Only Heroes and Villains have Vitality, but everyone has Hits.

Starting values vary depending on race, and you will be told what they are for your race only when you create your character, but as a comparison an "average" heroic being will have two Hits and two Vitality.

Further information on losing and regaining Hits and Vitality are found in Chapter 4: Combat.

Force Code

Your Force Code is used to check your resistance to any Force Powers that target you. Normally the Force Code is just one letter, either A, B, C, D, E or F. Your Force Code changes at the beginning of each event, so make sure you know the current code.

When someone targets you with a Force Power (such as a Jedi Mind Trick) they will declare several letters after the powers name, ie Jedi Mind Trick A, B, D. If they list your Force Code you are affected by the power. Should you be one of the rare characters with two or more Force Codes then ALL of your codes must be listed for you to be affected.

During the Rebellion Campaign the Force is extremely rare, and so it is unlikely you encounter any Force Powers, but please make sure you know your Force Code, just in case.

Finishing Touches

All that remains is to name your character and write a brief background.

Tales of the Durelium Dewback is reasonably strict on names, and your character can not have a name that bares any resemblance to any existing Star Wars Character. It must also fit the Star Wars Universe, so no John Smiths please.

Your background is important as we base many of the plot lines on an event around the backgrounds supplied. If you are part of a group it is worth making sure your background fits in with them as well.

Character Identification

When you create your character for the first time, you will receive a laminated character card. This card has two purposes. Out of character you can take it to a YODA to prove your identity should you need to discuss anything. In character this card represents your identification card. Many Imperial Officials request it when checking licences and other legal paperwork. It is possible to get "forged" Identification cards, but it is always your character's true Character Identification Card you need to show to a YODA.

This is an example card that we stole off some whining kid in a cantina. It displays your name, with your species underneath. The last four numbers and the letter after the full point (in this case 0009.A) is your character's ID number. All your characters will share the same four digits. A will denote your first character, B your second and so on.

As for the other eight digits, well all I can tell you is that they do mean something to some characters, but you will have to find out yourself what that is.

Character Advancement

After an event a character is awarded Experience Points, which may be spent during Downtime to learn new skills or advance existing ones.

Experience Points (XP) is awarded as follows:

Surviving the Event	2xp per day
Costume	1xp
Drama	1xp

A Good Costume is one that is fitting for the Star Wars Universe and meets the minimum requirements for your species.

Drama is awarded if you managed to play your character in an appropriate Star Wars Action style, such as diving for cover, realistic weapon blows and character dialogue.

"I am See-Threepio, Human-Cyborg Relations, and fluent in over six million forms of communications" - C-3PO

Skills are an important part of your character. Your character's skill enable him to perform heroic feats from combat to slicing to sticking your comrades back together.

Advantages are extra benefits a character begins with, at the expense of some skills. Advantages can give a character more Credits, his own ship or a link to the Force.

There are eight skill pools in Star Wars LRP. Every pool (except one) has four skill within it. Each of these skills has four levels to it - Apprentice, Expert, Veteran and Master.

The only exception to this is the Professional skill pool. This pool deals with "mundane" skills that a character may have learnt that do not need rules to be applied to the system mechanics. These skills give a background on the character, for giving additional depth for roleplay purposes and provide a means for a character to make a few credits during downtime. Professional skills include careers such as Musician, Dancer, Miner and Gambler.

As mentioned earlier during character creation a player may only buy the first level of any skill (ie the Apprentice level). He may freely select skills from any skill pool except the Force.

Keep in mind you may wish to buy some advantages as well, so it might be worth having a quick look through the advantages now.

The following is a complete list of common skills that can be learnt. Other skills other than those listed do exist, but you must find out about those from the many people you may encounter during an event.

Skills marked with an '*' have their own hand-outs which are only given to you when you create a character with that skill, thus keeping some mystery about how some things work.

Using such knowledge from a previous character with a new character without that skill is bad form, and will result in a telling off by YODA.

DIPLOMAT

> *I do believe that they think I am some sort of God*

There have been, and always will be many wars in the Galaxy. But if it weren't for Diplomats there would be more...a lot more. Diplomats often make the first contact, and so the impression they give has to be right. Knowledge is a powerful weapon for good or ill.

BUSINESS*

The Business skill is used to evaluate items. All items have associated lammies. With the Business skill you will be able to estimate the value of the item by looking carefully at the item itself and it's lammy. The more skilled you are at Business the more accurate the evaluation will be.

CULTURES

A character with the Cultures skill knows the etiquette, traditions and customs of the various races of the galaxy. An Apprentice will know how to act in the presence of any Common race. As their Culture skill grows they gain insight into more obscure Cultures. At Experienced level the character knows about Uncommon races, Veteran gives an understanding of Rare species, and a Master of Cultures will have knowledge of Cultures long since forgotten.

KNOWLEDGE

Each time a character purchases the Knowledge skill they must select a subject, such as Imperial Law, Crime Lords or Jedi Lore. The character then knows useful information about the subject.

At Apprentice level you will know rudimentary knowledge of this field, such as key figures and well known facts.

As your skill increases the information you possess will become more and more specialised and obscure.

A YODA will decide what you do and do not know, and in addition you may be given relevant information prior to an event if your field of expertise may be important during it.

Languages

A character with languages can understand, and, if possible, speak, the languages of the Galaxy such as Rodese and Ryl. All characters, unless the player chooses otherwise, can understand/speak Basic and their native tongue. Should a character be of a race that is not common, such as Wookie, then the player may choose another character to be able to understand them speak during character creation.

Each level of Languages allows you to understand all species of a specific frequency, as shown below:

Apprentice	Common
Experienced	Uncommon
Veteran	Rare
Master	Unique

Force

> " *A Jedi can feel the Force flowing through him* "

The Force is a mysterious entity, one which many people never fully understand. During the glory of the Old Republic powerful, yet noble beings, known as the Jedi wielded the Force to maintain peace in the Galaxy. The Sith, practitioners of the Dark Side of the Force, changed all that, and by the time of the Rebellion very few Jedi remain alive and all remain hidden from the hateful eyes of the Empire. It is difficult to learn Force skills, and as such, they are the only skill pool that may not be freely accessed during character creation or advancement during Downtime. To learn the ways of the Force you must first have the Force Sensitive advantage. Then you must find someone willing to teach you. A very difficult task during the time of the Empire's reign. Should you find such a mentor, you will receive a hand-out giving you more information on the ways of the Force.

Alter*

A character that has learnt Alter, has learnt how to begin to manipulate the Force around them. At this stage of learning a character may move small hand held objects up to one metre. The character may also begin to learn Alter based Force abilities.

Control*

A character has learnt to Control the Force. He may enter a Hibernation Trance, which makes it difficult to be sensed. Also he only requires 10% of the air normally required, and no food and drink, while in the trance. When entered the character must declare what will break him out of the trance, otherwise he will remain permanently in a coma.

The character may also begin to learn Control based Force abilities.

Lightsaber*

The character has learnt how to wield the Lightsaber without cutting his own limbs off. The character may strike with the weapon every three seconds, as opposed to five seconds for an untrained character.

Sense*

The character may Sense the Force. He may now get an uneasy feeling when a great presence in the Force is nearby.

The character may also begin to learn Sense based Force abilities.
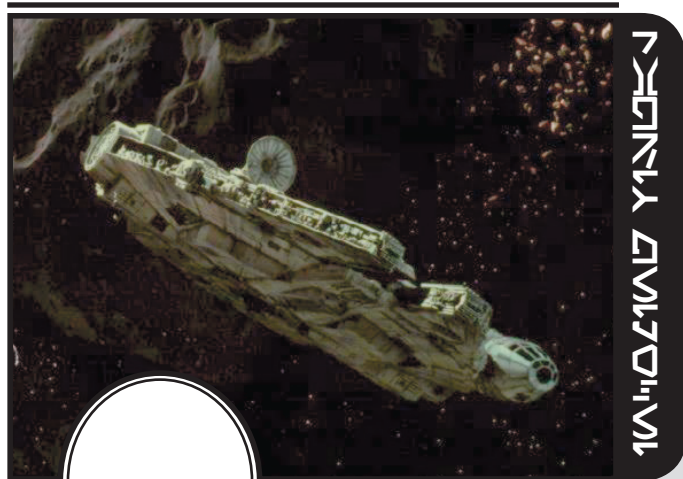
Medic

> " *I've got to save you.*
> *You already have, Luke* "

It is a big Galaxy out there, with many worlds full of hidden dangers. When someone gets hurt those with medical knowledge step forward to heal their people and comrades. See Chapter 4: Combat for more information on taking and healing damage.

First Aid

First Aid allows a character to use a Medpac on themselves or another character. The time take to use a Medpac depends on the First Aiders skill level:

Apprentice	5 minutes
Experienced	2 minutes
Veteran	1 minute
Master	30 seconds

After the time has elapsed the injured character's Death Clock stops counting down. The First Aider may then consult the Medpac Healing Chart to discover the severity of the wound. After this the First Aider may well need the Treat Wounds skill to deal with the injury they have diagnosed.

Surgery

A character with Surgery may operate Bacta tanks.

Bacta tanks are used on an event to speed up the recover of badly injured characters. Some injuries, such as broken limbs, will only heal during Downtime without the assistance of a Bacta Tank. A character with Surgery multiplies the basic time to heal the wound in a Bacta Tank as follows:

Apprentice	x3
Experienced	x2
Veteran	x1
Master	x1/2

Remember that without the Surgery skill a character cannot operate a Bacta Tank at all.

Treat Wounds

Where as First Aid is used to diagnose an injury, Treat Wounds is used to attempt to patch the wound up, and get the character back on his feet.

Each entry on the Medpac Injury Chart has a number in a black circle. This is the required Treat Wounds level to treat the injury successfully:

0	*No skill*
1	**Apprentice**
2	**Experienced**
3	**Veteran**
4	**Master**

If the character does not have the requisite skill level it is possible to find another character that does.

In addition anyone with Experienced Level Treat Wounds may, once a day, discard the first result for the type of wound on the Medpac Injury Chart, and generate another result. The second result must be the one used, even if it worse than the first.

Anyone with Veteran level may discard the first result twice a day, and a Master can generate a new result three times a day.

Finally, Treat Wounds may also be used to heal Hits back to their starting level. Each character may only be healed in this manner once a day. The time taken to heal each wound is as follows:

Apprentice	10 minutes
Experienced	5 minutes
Veteran	2 minutes
Master	1 minute

Should the healing process be interrupted for any reason, the character may only continue to receive treatment if the healing continues within 10 minutes of the previous attempt.

Xenobiology

Without Xenobiology, a character can only use the Treat Wounds skill on characters of their own race. Xenobiology allows you to be able to use you treat the wounds of different species. Each level lets you treat the injuries of all races of a certain frequency.

Apprentice	Common
Experienced	Uncommon
Veteran	Rare
Master	Unique
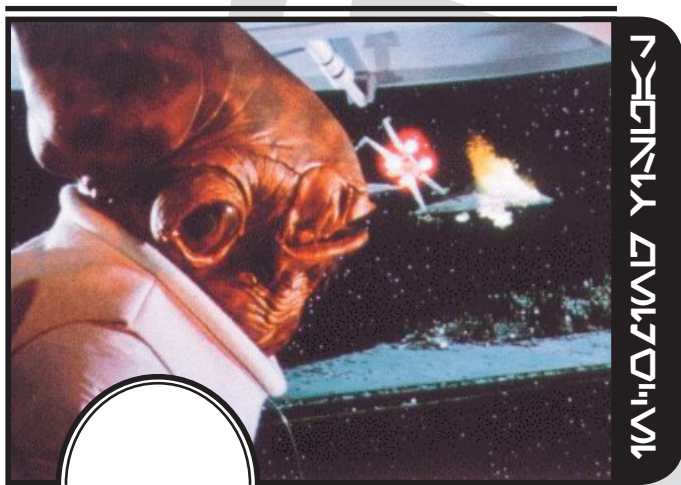
Physical

> "You look strong enough to pull the ears off a Gundark"

You need to be tough to survive whatever destiny has planned for you. Whether you require a tougher constitution, or be able to dodge those blaster shots, Physical skills are very useful indeed.

Climb

Climb enables a character to scale vertical surfaces. Climbing allows you to move across such surfaces at half speed. The more sheer the surface the higher the level of Climb you need to ascend. If you which to climb a surface please inform a YODA and he will let you know what skill level is required.

Mobility

It is important to be mobile in a firefight if you wish to last long. Mobility increases a character's Vitality, representing his ability to avoid incoming fire.

A character gains one Vitality for each level of this skill. In addition at the Experienced level a character gains the Dive for Cover ability.

Every time the character would be subject to damage from an area effect, such as a grenade or flamethrower, he may shout "Diver for Cover", and take three steps away from the blast. If the character is now out of the area of effect, he takes no damage. Regardless of whether they get clear, the character must lie prone, representing his dive. At Veteran level the character may take four steps and a Master may take five.

Resilience

If you are going to get hit in combat, then you need to be tough. Resilience increases a character's Hits by one for each level.

In addition, a character may reduce the time they are unconscious from Stun or injury effects by one minute for each level of Resilience they possess.

They may be other effects of Resilience, such as reduced damage from poisons, but this will be assessed by a YODA.

Swim

Swimming is need to move through any bodies of water or other liquids. It is considered that all characters can swim in calm waters with no current, unless the player chooses otherwise.

The stronger the current the higher the level of Swim needed. If you wish to swim please inform a YODA and he will let you know what level of Swim is required.

Professional

"He's a card player, gambler and scoundrel. You'd like him"

Everyone may start with a single Professional skill for free during character creation. Professional skills do not require any rule mechanic, and maybe used in Downtime as a way to earn some extra Credits. Professional skills represent mundane day-to-day jobs that you can do. There are potentially hundreds of Professional skills. If you want one that is not listed below then let us know.

Cook - Able to produce/prepare any foodstuff
Criminal - Burgler/Thief/Pickpocket
Entertainer - Dancer/Muscian/Singer
Farmer - Agricultural/Moisture
Gambler* - Card games/Sports
Mercenary - Bodyguard/Solider/Gun for Hire
Miner - Gases/Minerals
Sciencetist - Biologist/Geneticist
Technician - Mechanic/Programmer

All these professions will earn you the same amount of Credits in Downtime, if you find the right Planet to work on. Gambling is the only exception to this, and you may find during Downtime you lose money or even get into a bit of trouble...

Scout

"The Jundland Wastes are not to be travelled lightly"

A scout is a very useful person to know if you are in the middle of nowhere. Scouts have the ability to travel across country and survive hostile environments.

Demolitions

A character with Demolitions can place explosive charges to blow big holes in things. The time taken to place a charge and the size of destruction depending on the skill level:

Apprentice	10 minutes - Blast Door
Experienced	5 minutes - Unarmoured Structure
Veteran	2 minutes - Lightly Armoured Structure
Master	1 minute - Heavily Armoured Structure

The time to set a *charge* is for each explosive. Large objects may require more than one, and a more skilled Demolitions expert probably needs less charges to do the job. A YODA will let you know the number of charges needed.

Exploration

With this skill a character can navigate successfully across a variety of terrains and reduces the chance of getting lost or running into a potentially hostile encounter.

Apprentice	Open plains, Grassland
Experienced	Forest, Jungle, Swamp
Veteran	Desert, Ice plains, Mountains
Master	Vacuum, Volcanic

A character can also read and follow tracks. The maximum age of the tracks depends on the skill level also:

Apprentice	One day
Experienced	Three days
Veteran	One week
Master	One month

Stealth

A character with Stealth may move quietly and avoid being seen. As such a character moving behind enough cover to hide them may raise their arm to signify they are using stealth and cannot be seen.

Stealth does not render the character invisible to detection via any method other than sight or sound, such as sensors, or Jedi's Life Sense ability.

The skill level of a character's Stealth affects the speed which they may move while remaining hidden:

Apprentice	Cannot move
Experienced	May crawl behind cover
Veteran	May move at walking speed
Master	May move at jogging speed

Survival

There are many hostile worlds in the Galaxy. A character with the Survival skill knows how to locate food and drink on such worlds, and generally increase the chances of survival in the wild. The type of terrain a character can use their Survival skill is as follows:

Apprentice	Open plains, Grassland
Experienced	Forest, Jungle, Swamp
Veteran	Desert, Ice plains, Mountains
Master	Vacuum, Volcanic
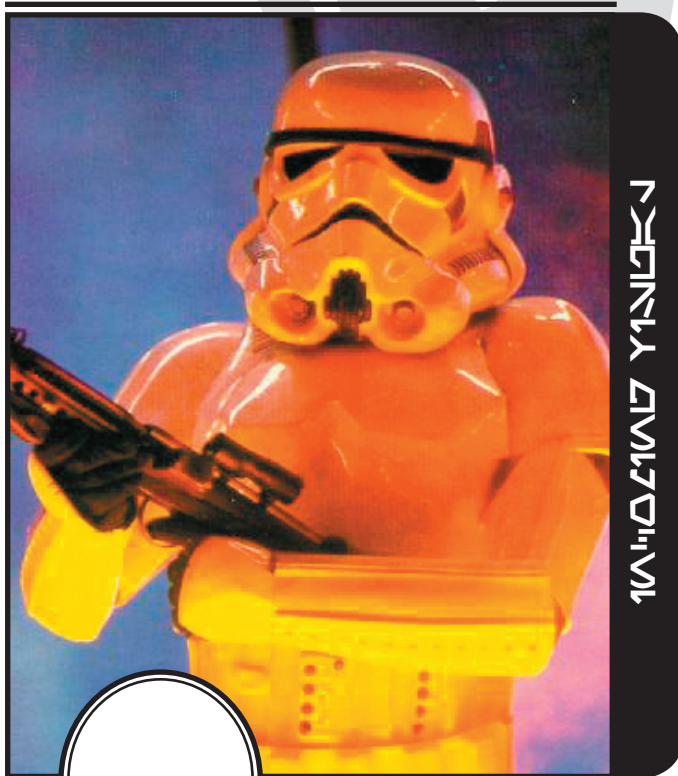
Soldier

Never underestimate the need to wield a blaster. You may try and avoid trouble, but it always manages to track you down. Whether you have a preference for Vibroblades, Pistols, Rifles or something bigger, Soldier skills are good skills to know, unless you happen to have some very big friends.

Melee

With the Melee skill you are trained to use any hand to hand weapon, such as Vibroblades and Force Pikes. Lightsabers are not covered by the Melee skill. Without this skill you may only attempt to strike an opponent once every five seconds. The abilities you gain from each level are as follows:

Apprentice - Melee Training

You may strike every three seconds.

Experienced - Flurry of Blows

You may strike three times in rapid succession. They must still be full blows, and may be block, parried or dodged. Your must announce "Flurry of Blows" before you use this skill.

Veteran - Low Blow

You know where to hit so it hurts. A successful strike followed by the declaration "Low Blow", results in the victim being stunned for 5 seconds, during which time they can do nothing but try and regain their composure.

Master - Mighty Blow

You can hit with excessive force. You must call "Mighty Blow" as you strike, and you must roleplay delivering a massive blow. If you hit your opponent they take two points of damage instead of one. If the Mighty Blow is successfully or if it is parried, the target must drop to at least one knee, representing the force of the blow they have been hit with.

The number of times you can use these abilities a day depends on the quality of the weapon you use. See Chapter 4: Combat for more information.

Pistol

With the Pistol skill you are trained to use any Pistol class weapon. Without this skill you may only attempt to shoot an opponent once every five seconds. The abilities you gain from each level are as follows:

Apprentice - Pistol Training

You may shoot every three seconds.

Experienced - Rapid Shot

You can fire from the hip and let of two quick successive shots. Each shot must be at two separate targets within two metres of each other. You must declare "Rapid Shot" as you fire.

Veteran - Sneak Shot

You are skilled at shooting someone when they are not expecting it to maximise the damage. You can only use this skill when you fire at the target's back. You announce "Sneak Shot" and do two points of damage.

Master - Crack Shot

You can hit with great accuracy that you can choose where you hit your target. To use this ability you must shout "Crack Shot (location)" as you shoot your target. The result is that should your shot drop the target no colour is generated for hit location on the Medpac Injury Chart, as this is substituted for the location declared with the Crack Shot.

The number of times you can use these abilities a day depends on the quality of the weapon you use. See Chapter 4: Combat for more information.

Rifle

With the Rifle skill you are trained to use any Rifle class weapon. Without this skill you may only attempt to shoot an opponent once every seven seconds. The abilities you gain from each level are as follows:

Apprentice - Rifle Training

You may shoot every four seconds.

Experienced - Covering Fire

You can fire your rifle at the enemy keeping them pinned down as your allies try and move. To use this ability you must shout "Covering Fire" and roleplay filling the area with blaster fire. For the next five seconds all opponents in front of you must run for cover or drop prone. Any opponent already behind cover must stay hidden and cannot fire in the direction of the character providing covering fire.

Veteran - Burst Fire

You are skilled unleashing a deadly volley and can fire three consecutive shots at different targets within two metres of each other, if you declare "Burst Fire" as you shoot.

Master - Heavy Fire

You can unleash a punishing blast with your rifle. To use this ability shout "Heavy Fire" as you shoot. The target takes two points of damage.

The number of times you can use these abilities a day depends on the quality of the weapon you use. See Chapter 4: Combat section for more information.

> " *Whooaa! That got him...* "

Support

With the Support skill you are trained to use any Support class weapon, such as Repeating Blasters or Rocket Launchers. Without this skill you may only attempt to shoot an opponent once every ten seconds. The abilities you gain from each level are as follows:

Apprentice - Support Training

You may shoot every five seconds.

Experienced - Pinning Blast

You can fire your weapon at the enemy keeping them pinned down as your allies try and move. To use this ability you must shout "Pinning Blast" and roleplay filling the area with weapon fire. For the next ten seconds all opponents in front of you must run for cover or drop prone. Any opponent already behind cover must stay hidden and cannot fire in the direction of the character providing the pinning blast.

Veteran - Penetrating Blast

With a Penetrating Blast you cut through armoured surfaces with ease. Declare the use of this skill by shouting "Penetrating Blast". The target may not gain the benefits of any armour they are wearing. If the target is an unarmoured object, such as a door, it is blown up. An armoured object will take considerable damage from a Penetrating Blast, but it may take several shots to destroy it completely.

Master - Massive Blast

A Massive Blast is one of the most devastating attacks a person can deliver.

When you shout "Massive Blast", everyone hit by the weapon's area of effect takes double damage. This can be particularly effective if your support weapon has a large area of effect.

Technical

> *Travelling through Hyperspace ain't like dusting crops, boy*

Technology is prevalent in the Star Wars Galaxy. As such many people have skills that let them use such marvels, be it Starship piloting or droid programming. There are also those that learn skills to aid in criminal activities. Skilled Slicers offer their skills at very high prices...

Astronavigation

Astronavigation is used during Downtime. This skill allows you to help any ship you are travelling on reach it's destination quicker. The higher the skill level the faster you can navigate the ship through Hyperspace.

Sometimes Astronavigation is used on an event when you have chance to study any star charts.

Engineering*

Engineering is used to make items during Downtime. When you select Engineering as a skill you will receive full information on crafting items.

Engineering can also be used during an event if you need to affect repairs on any device, though you require a Tool Kit to do so.

Finally, Engineering is used in Downtime to help reduce damage a ship may sustain during travel.

Piloting

Piloting, like Astronavigation, is mostly used during Downtime. The higher the Piloting skill the more chance you have of avoiding trouble while travelling.

Piloting is also used during an event to give you knowledge of Starships and their general operation.

Slicing*

Characters with the Slicing skill can access computer networks, security consoles and unlock secured doors. Their activities are highly illegal, but are very useful in certain situations. When you create a character with Slicing you will receive a hand-out fully explaining how Slicing works. To use your Slicing skill you must possess a Data Pad.

To begin Slicing a character must spend one minute access the console with their Data Pad. What happens next is explained in the hand-out.

It is assumed that all characters know the basics of operating a computer, unless the player chooses otherwise, with Slicing representing more "illicit" activities.
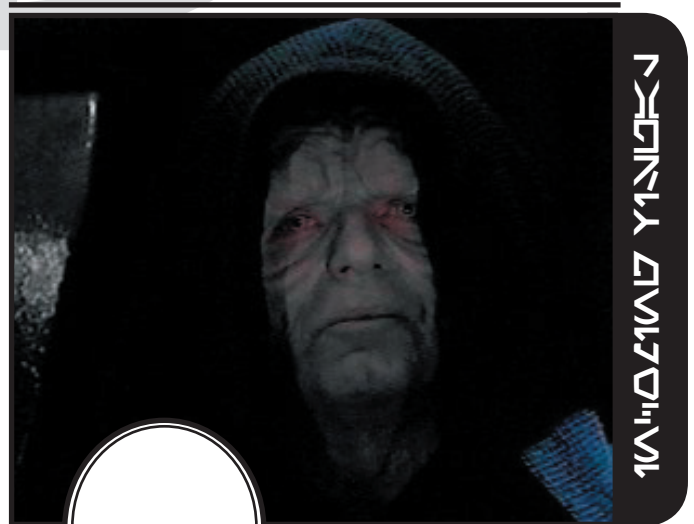
Advantages

Advantages are bought at character creation. Unlike skills, it is very difficult to pick up any advantages after character creation, so choose carefully. Most advantages will require the player to discuss the exact nature of their advantage with a YODA prior to the first event.

Contacts

Contacts represent a person that the character knows well, and can get information or favours from, though often for a price. Minor contacts tend to be insignificant members of their organisation, knowing a lot of information but having little political power. A Major contact has a higher standing in his organisation, may even led it, and have far greater influence.

Be warned though, contacts are not always 100% reliable or trustworthy.

Credits

A character with Credits begins with more credits to spend on equipment during character creation, and gets some credits before each event. This extra cash comes from some sort of equity, be it land holdings, inheritance or similar. The character should discuss with a YODA as soon as possible on the source of this extra income.

Major Credits gives the character 3000 credits to spend at character creation, and 500 credits before each event.

Minor Credits gives 2000 credits starting and 250 credits before each event.

> " Someone must have told them about my little maneuver at the Battle of Tanaab "

Fame/Infamy

This character is either famous (through Noble or Good deeds) or infamous (through Dubious or Evil deeds). As such he may be recognised, and others will act accordingly around them.

Major Fame/Infamy a the character will be recognised in several sectors.

Minor Fame/Infamy will result in the character being known in a sector.

Force Sensitive

A character with Force Sensitivity is in tune with the Force. The character may not realise, or even call it the Force. Such characters can learn Forces skills, they can also gain a sixth sense about things. However, they are also susceptible to the Dark Side.

Force Sensitive is a Major Advantage.

Mentor

The character has a mentor. The mentor is normally trained in one or two skills and can train the character in downtime, as well has pass on handy information. Don't forget though, that Mentors will have some background and past, and it's not uncommon for a Bounty Hunter to kidnap the apprentice to get to the teacher.

A minor Mentor, knows either two skills up to Experienced level, or one at Veteran level.

A major Mentor, knows either two skills up to Veteran or one at Master level.
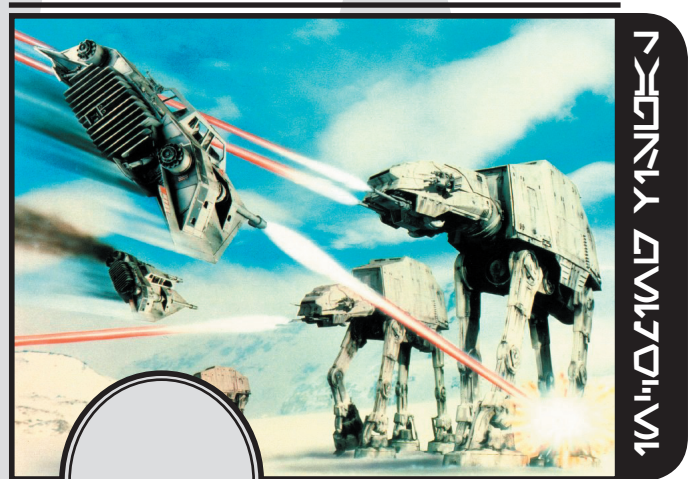
Gadget

A character with the Gadget advantage has some item that is unique in some way or has special modifications. The character should inform a YODA what type of gadget they would like, and the YODA will decide upon it's function.

Minor gadgets include small items, such as chronometer, grappling guns or clothing.

Major gadgets include combat items, such as guns or armour.

Ship

The character has a ship at their disposal. By law it's theirs, but, of course, they still owe a "little" bit of cash to that nice loanshark or crimelord who gave them the initial funds for the craft.

Minor ships are starfighter sized, often only have room for 1 or 2 people

Major ships are freighter sized, and can carry up to 10 people.

Structure

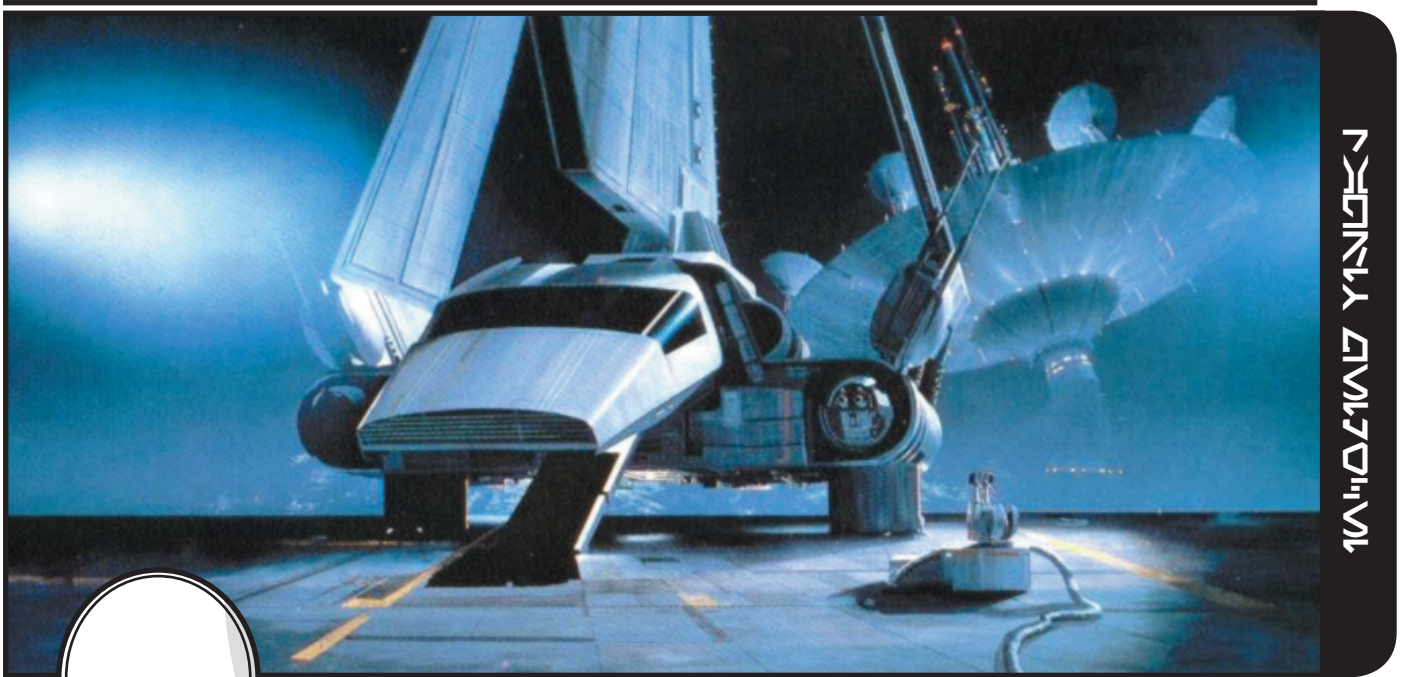The character owns some kind of structure, be it a moisture farmer, or asteroid mine. The structure provides cargo or income, but may also fall victim to natural disasters or hostile raiders.

Major structures tend to be 2-3 times the size of minor structures.

4 COMBAT ᴴⁱᴗᴧᴈᴋᴑ

"Bring them on! I prefer a straight fight to all this sneaking around" - Han Solo

Combat is often a chaotic burst of blaster fire, or weapon blows. It can be potentially deadly for your character, but can also be the most fun and rewarding. Combat is difficult to portray in a system without any form of Laser Tag weapons, and so an abstract combat system is used that avoids the need for dice or similar.

Personally I try and avoid combat like the Candorian Plague.

However, in these times, combat has, unfortunately, become a way of life, especially in the Outer Rim Worlds.

Even if you decide that blasters and virbro weapons are not for you it is always wise to make sure you understand what happens during a gunfight just in case you find yourself in the wrong place at the wrong time.

Hits and Vitality

Every character, be it a player or NPC (Non-Player Character) has a number of Hits. These represents the character's ability to shrug of pain and physical injury. The more hits, the tougher the character, and the more punishment they can take. This number can vary depending on race and skills, as you will discover during character creation. The "average humanoid" has two Hits.

Characters that are Heroes or Villains also have Vitality. Vitality is your ability to avoid damage by not being hit. It represents you dodging the shot at the last minute, or the blow only making glancing contact, and not enough to cause any harm.

Causing Damage

There are two forms of attacks in combat, Melee and Ranged. Melee are attacks from weapons that must make physical contact to cause damage, such as a Vibroblade or Lightsaber. Ranged weapons cause damage over distance, such as a Blaster Pistol or Rifle.

To hit with a Melee weapon you must physically hit your opponent with your weapon. These blows must be full blows, and must be pulled when you hit your opponent. Melee blows should be somewhat theatrical, and fancy moves are encouraged.

If you are new to Larping and do not understand any of these concepts please go to YODA's hut and ask to be shown the correct way to fight safely.

To hit with a Ranged weapon such as a Blaster, you must point the weapon at your opponent and indicate you are shooting at them, either by calling them out or using the guns SFX if it has one.

You must also be within the weapon's range, which is listed on it's lammy.

Some weapons have an area of effect, such as a grenade. When such weapon is used a YODA will call a time-freeze and indicate who has been hit by the blast. During this time-freeze a character can use the Dive for Cover ability (gained from the Mobility skill), in an attempt to avoid being hit.

As described in the Skills section a weapon can be used only once every few seconds. The actual time depends on the type of weapon whether the character has the skill to use it. Below is a list of the weapon types and the time you must leave between attacks.

Type	No Skill	Skill
Melee	5 sec	3 sec
Pistol	5 sec	3 sec
Thrown	5 sec	-
Rifle	7 sec	4 sec
Support	10 sec	5 sec

Please note that there are ways to reduce this time further. If you see someone attacking quick than they should, please do not accuse them of cheating as they may have some reason for their speed, but do mention it to YODA.

Each weapon hit normally does one point of damage, though some skillful combatants maybe able to cause more damage. If no damage "code" is shouted when the weapon is used, then presume the weapon causes one hit.

Taking Damage

If you have any Vitality left when you are hit, then reduce your Vitality by the damage caused. There are no ill effects of losing Vitality, other than the fact that you are getting closer and closer to taking physical damage.

If you have either no Vitality left or did not start with any then the damage hurts. Subtract the damage caused from your Hits total. If you are hit by a powerful weapon that does more than one point of damage, and there are points left after you run out of Vitality, then all remaining damage is subtracted from your Hits.

Every time you take a shot or blow that reduces your Hits you must drop down to at least one knee, represent the power behind the attack. If the attack caused more than one point of damage, you fall prone instead. You may get up immediately afterwards, albeit somewhat dazed from the damage.

Until healed you need to roleplay the fact that you are hurt, though how you do this depends on your character. A hardened Bounty Hunter will probably grit his teeth and carry on, where a noble might stay in a state of shock for some time.

> *You came in that thing? You're braver than I thought...*

Zero Hits

If a character reaches Zero Hits and they are not a Hero or Villain then they are dead, plain and simple. That cannot be revived in anyway, not even with Bacta or the Force. They are minor characters after all.

If they do have the Hero or Villain trait then upon reaching zero hits they fall unconscious. When such a character falls unconscious they require medical attention. At this point a character's life force is slowly ebbing away. They have ten minutes to successfully receive First Aid or they die. This is affectionately known as a "Death Clock". Please note that the First Aid skill takes between 30 seconds and 5 minutes to use, and so attending a casualty promptly can make the difference between life and death.

Cover

It is possible for a character to gain a cover bonus during a firefight. To gain the benefits of cover the character must be at least half hidden (be it top, bottom, left or right side of the body). When using cover they gain a free bonus Vitality point which absorbs the first hit of the firefight. Once that free Vitality point is used they must move to new cover to gain another point. As combat is abstract a character is either using cover or not. Just sticking your gun around the corner still only gains you one bonus Vitality point.

A character completely behind cover is considered hidden and cannot be the target of a ranged attack, but neither can they make one.

Armour

Armour can be worn, but very few armour types give extra Hits or Vitality. Instead they lessen the effects of damage sustained, normally by "shifting" an injury result on the Medpac Injury Chart to the left. Each type of armour explains what benefits it gives on it's lammy.

Special Abilities

Some characters have special abilities they can use in combat. Most of these require the ability to be declared (by shouting it out) during the weapon blow/shot. Such abilities are often gained by the Skills a character possesses.

These abilities, such as Covering Fire, can only be used a number of times a day. The precise number depends on the quality of the weapon being used with the ability. As described in the Equipment section there are four qualities of items, including weapons. These are Poor, Average, Excellent and Superior. Unless stated on the lammie, a weapon is considered Average.

The number of ability uses for each quality grade are:

Poor	1/day
Average	2/day
Excellent	3/day
Superior	5/day

The number of uses is for each ability so, for example, if you had Crack Shot and Rapid Shot and an Excellent quality pistol, then you can use Crack Shot three times a day, and Rapid Shot three a day.

If you change weapons to a better quality version, then you gain a number of uses equal to the difference. Conversely, if you drop grade during an event, then the maximum number of uses drops to the lower value. If you have already reached or exceeded this number you cannot use the ability again.

For example, with your Excellent Pistol you use the Rapid Shot ability three times. You then procure a Superior Pistol, thereby gaining an extra two uses.

After using Rapid Shot again during a brief battle you lose your Superior Pistol. The only weapon to hand is a Poor Pistol, dropping your use of abilities to one a day. As you have already used Rapid Shot four times in one day you can no longer use that ability.

We're Doomed...

Mortal Blows

It is possible to catch any character off-guard and delivery a mortal wound. If both the attacker and victim are not engaged in any form of combat, the attack may attempt a Mortal Blow. To do so he must place the barrel of the gun, or blade of the weapon to the target's stomach or back and call "Mortal Blow".

If successful the victim immediately drops to zero Hits, irrespective of current Vitality and Hits.

Stun

All Blaster Pistols and Rifles, and some specified melee weapons can cause Stun damage. Stun damage is non-lethal damage designed to knock a target unconscious, rather than blasting them to pieces.

To Stun a target you must shout "Stun" as you attack. If the attack is successful the opponent takes a temporary point of damage in the same way as normal damage.

If a character reaches zero Hits through Stun damage he is rendered unconscious for 10 minutes. He does not require attention from the Medpac Injury Chart.

Stun damage wears off after 10 minutes, so a character normally needs to be hit with a lot of Stun damage in quick succession to be knocked out.

The call of "Stun" may not be combined with any other weapon ability, such as Heavy Fire.

Healing

When combat begins it is inevitable that people will get hurt. After the dust settles characters with First Aid may attempt to stabilize a character on Zero Hits. To do so the First Aider must use a Medpac on the injured individual, and begin roleplaying checking for injuries. After a set period of time depending on the First Aid skill level used, the character may diagnose the injury.

To do this the First Aider must generate two random colours and consult the Medpac Injury Chart (opposite). The best way to do this is with a pack of Nestle's Smarties (please don't use any special promotion packs with odd coloured Smarties in). It's always great if the Smarties make up the components of a Phys-Rep Medpac. If no Smarties are available then make sure you have a Eight Sided Dice, with the numbers representing the following colours:

1	Brown
2	Pink
3	Purple
4	Blue
5	Green
6	Yellow
7	Orange
8	Red

The first colour generated represents the location hit and the second represent the severity of the wound. If the injured character's last Hit was removed by a melee attack then the location actually physically hit by the blow is the location injured, so do not generate a result for this. Under no circumstance should the Head be targeted with a Melee attack. Also, no colour is generated if the injured character was felled with a Crack Shot.

Once the two colours are generated Cross index the first result (on the left) with the second (on the bottom).

This will then tell you the injury sustained. The top code is the injury, and the bottom code in the black circle is the minimum Treat Wounds skill level required to successfully administer healing.

Many injuries result in the character being incapacitated. When a character is in this state, they can barely move without support, and speak no louder than a painful whisper. They certainly may not make use of any skills or participate in combat.

MEDPAC INJURY CHART

|	BROWN	PINK	PURPLE	BLUE	GREEN	YELLOW	ORANGE	RED
BROWN (WINDED)	KO0 0	KO0 0	KO1 0	KO1 0	KO1 0	KO2 0	KO2 0	KO5 1
PINK (LEFT ARM)	FW 0	FW 1	FW 2	BK 2	BK 3	BK 4	MA 4	DE -
PURPLE (RIGHT ARM)	FW 0	FW 1	FW 2	BK 2	BK 3	BK 4	MA 4	DE -
BLUE (LEFT LEG)	FW 0	FW 1	FW 2	BK 2	BK 3	BL15 3	MA 4	DE -
GREEN (RIGHT LEG)	FW 0	FW 1	FW 2	BK 2	BK 3	BL15 3	MA 4	DE -
YELLOW (ABDOMEN)	FW 1	FW 2	FW 3	BL15 3	BL10 3	BL10 4	BL5 4	X -
ORANGE (CHEST)	FW 0	FW 1	FW 2	FW 3	BL15 3	BL10 3	BL5 4	X -
RED (HEAD)	FW 0	FW 1	FW 2	FW 3	BL15 3	BL10 4	BL5 4	X -

INJURY	TREATED	UNTREATED
KO(#)	Unconscious # minutes. Regain one Hit	Unconscious 10 minutes. Regain one Hit
FW	Incapacitated for 10 minutes	Incapacitated
BK	Incapacitated for 10 minutes. Limb Useless	Incapacitated. Limb Useless
BL(#)	Incapacitated	Bleeds to death in # minutes
MA	Incapacitated. Limb Useless	Incapacitated. Limb lost
DE	Incapacitated. Limb Lost	Incapacitated. Limb lost
X	DEAD	DEAD

The possible injury results are:

KO(#) - Knocked Out

The character has been knocked unconscious and no long term injury has been sustained. If untreated the character regains consciousness in 10 minutes. If treated they regain consciousness in (#) minutes. Either way the character regains one Hit when they get back on their feet.
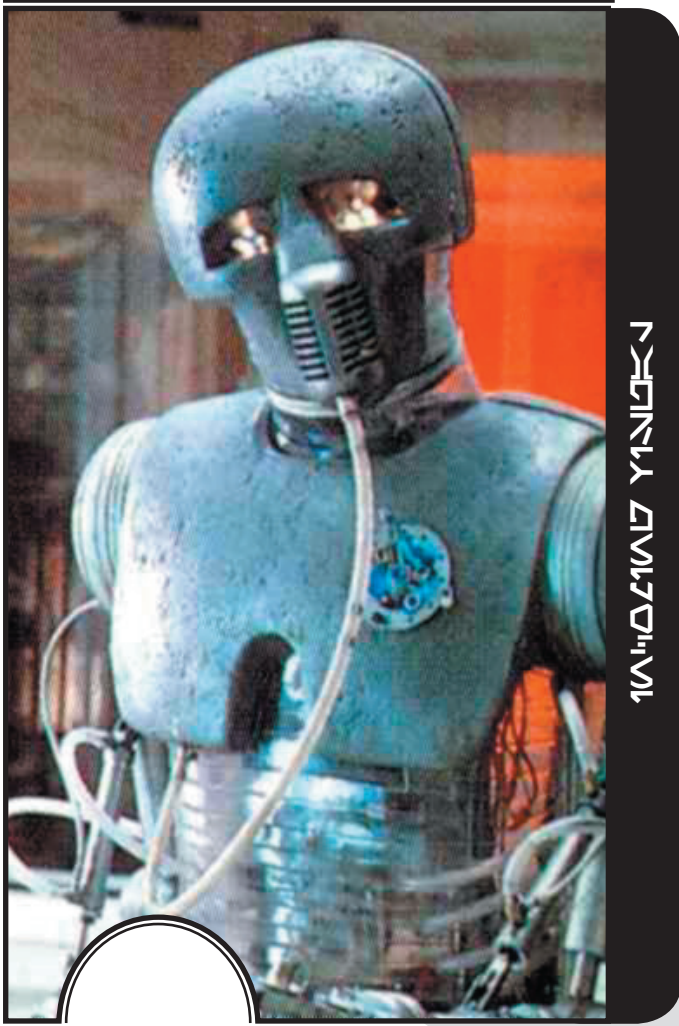
FW - Flesh Wound

The character has sustained a nasty flesh wound. If untreated the character is incapacitated until they receive healing from a Bacta Tank. If treated, they stay incapacitated for the next 10 minutes while the healing drugs take effect.

BK - Broken

The bones in the injured limb are broken. If untreated the character is incapacitated until they receive healing from a Bacta Tank. Treated, the character remains

incapacitated for the next 10 minutes until the pain relief kicks in. Either way the character cannot use that limb until the bone is repaired. A broken bone is automatically healed over Downtime.

BL(#) - Bleeding

The character is bleeding badly as a major artery has been hit. If untreated the character will bleed to death in (#) minutes. If treated successfully the character is incapacitated until they can be put in a Bacta Tank.

MA - Maimed

The lower half of the limb has been badly maimed. Untreated the character will lose the lower limb. If treated successfully the limb can be saved, but cannot be used any further on that event, even with Bacta treatment. Either way the character is incapacitated until being submerged into Bacta.

DE - Destroyed

The whole limb is blasted or hacked to a pulp. It cannot be saved. The character is incapacitated.

X - Dead

The character has made the Final Jump and is no more. Cue sad music....

Recovering Hits and Vitality

Vitality is regained overnight. After a full nights rest a character regains his Vitality.

The Treat Wounds skill may be used to heal Hits back to their starting level. Each character may only be healed in this manner once a day. The time taken to heal each wound is as follows:

Apprentice	10 minutes
Experienced	5 minutes
Veteran	2 minutes
Master	1 minute

Should the healing process be interrupted for any reason, the character may only continue to receive treatment if the healing continues within 10 minutes of the previous attempt.

At the end of the time the character should generate two random colours from his Medpac. If they are both red, then something has gone disastrously wrong, and the character being treated takes one point of damage, instead of being healed.

If any other colours are generated then the healing is successful.

Medpac Expiration

Should your Medpac run out of Smarties on an event it is out of supplies and cannot be used anymore on that event. It is automatically replenished before the next event.

If a character is using a eight sided dice for colour generation the Medpac runs out whenever the character rolls a 1 for both colours.

Whenever I travel, I always make sure I know where any Medical Facilities are, and whether they carry Bacta.

Knowing where to find Medical aid can be the difference between life and Bantha Fodder.

Bacta

Bacta is created on the world of Thyferra, and is a marvel of modern medicine. Bacta Tanks are healing tubes filled with translucent red Bacta that injured people are submerged in. The end result is an accelerated healing time. If a character is incapacitated he can be revived by being placed in a Bacta Tank. The time taken to be rejuvenated is based on the injury.

Flesh Wound	5 minutes
Broken	10 minutes
Bleeding	10 minutes
Maimed	20 minutes
Destroyed	30 minutes

Please note that the level of the Doctor's Surgery skill will modify the time. Upon completion of the treatment the character regains one Hit.

"
Great, Chewie, Great. Always thinking with your stomach
"

5 EQUIPMENT
ꝟꞮꝲꝆꝚꞮꝆꝚꞮꝆ

"What a hunk of junk" - Luke Skywalker

There are all sorts of wonderful technology in the Galaxy, from Vibroblades to Blasters and Data Pads to Power Armour. All items are represented by lammies. Red lammies are weapons and green lammies are all other pieces of equipment. Such lammies look like this:

IMPERIAL EQUIPMENT REGISTRATION

DATA PAD
Telgorn Corporation
(Required for Slicing)

KG/NV/PJF/MT-01

IMPERIAL WEAPON REGISTRATION

BLASTER RIFLE
Blas-Tech Industries
Poor Quality
Range 20m

CJXJ/DG/EQW/AF-01

The name of the item is in upper case at the top. Normally this is followed by the company or character that has manufactured the item in italics. Also in italics are any game rules regarding the item such as weapon range or item quality. Finally, at the very bottom is the item's in game serial number.

The lammy in character represents ownership of that item, and is used to check to see if you have a valid licence for anything illegal. Imperial or local Law Officials may request they see your licence for a particular item. If you wish to comply show them the lammy.

Out of character the lammy is proof that your character possesses that item. If you lose the card then your character has lost the item, either through gambling, theft or just carelessness.

Quality

Items come in four different qualities which are, from worse to best, Poor, Average, Excellent and Superior.

Poor quality items tend to be crudely made, and make tasks more difficult. The only benefit is that they are very cheap.

Average quality are regarded as the norm, and the majority of items manufactured are average. They get the job done and that's it.

Excellent quality items are well made, and more expensive. However the cost is offset by the way they provide better performance.

Superior items are the best. Most superior items are unique and much time is spent crafting such. They are very expensive but the cost is always justified by the amount they benefit the owner when in use.

Unless stated otherwise on the lammy any piece of equipment is considered Average.

On many events it will be possible to buy Poor and Average equipment. To find anything better you normally have to find an Engineer that can make items to your requirements.

> *You'll be malfunctioning within a day, you nearsighted scrap pile*

Upgrades

Engineers can also upgrade your equipment by either attaching accessories they have created, or simply by tinkering with pieces that they quite clearly shouldn't.

All upgrades are represented by a sticker which is attached to the back of the lammy, explaining the benefits of the upgrade. If the sticker is lost then the upgrade is considered destroyed. If you lose the lammy, you lose any upgrade associated with it.

If you want to know any more about upgrades you need to ask an Engineer.

Starting Equipment

Unless they have the Credits advantage, a starting character has 1000 credits to spend on equipment.

Though there is a great variety of items out there, these are the only ones available during character creation, and are all considered Average quality.

Wherever possible try and get the best possible quality item for any skills your regularly use. If you are likely never to use a skill except in an emergency, then go for the cheaper Poor quality option.

As most shops only sell average quality items, it's worth finding out what local craftsmen are available and making their acquaintance. I find setting up a fake kidnapping of their children, and then "coming to their rescue" is a fine way to get a discount.

Weapons - Melee

Force Pike	500
Vibroax	500
Vibroblade	250
Vibroshiv	200

Weapons - Ranged

Blaster Pistol (10m)	500
Blaster Rifle (20m)	1000
Frag Grenade (Thrown; 4m blast)	200
Bowcaster (10m; Wookie only)	1000

Armour

Blast Vest or Helmet	500

Miscellaneous

Breath Mask	200
Datapad	1000
Glow Rod	10
Medpac	100
Tool Kit	250

6 DOWNTIME
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"You must unlearn what you have learnt" - Yoda

After every event you get a period of Downtime in which your character may carry out a number of actions prior to the next event.

During each Downtime you have ten slots to perform a number of different tasks. Each slot represents around two to three days, and a Downtime action may take one or more of these slots to complete.

What follows is a current list of the Downtime actions you can take. During downtime you specify what you wish to attempt to do, and we will advise how long it will take.

> " *Everything is proceeding as I have forseen* "

Travel

You may travel to another Planet of your choice. If you have your own ship, or are going to travel on another character's ship then the cost of travel is free. However if you are riding with someone else, you must share the same destination. While travelling you may take learn or teach a skill, or begin crafting. You cannot work while travelling.

Travel time is speeded up for a character owned ship if there is a skilled Navigator on board.

Each time you travel on a character's ship there is chance that a hostile encounter may occur. The skill of the Pilot and Engineer (if any) will affect the outcome.

Chartered flights rarely encounter hostiles during Downtime.

Travel to the location of the next event is automatic, free and does not take up any of your Downtime slots.

Learn a Skill

To learn a skill takes both time and experience points. The time is further increased if you do not have anyone teaching you. The time and experienced costs incurred are as follows:

		Time taken (DT Slots)	
New Skill level	*XP*	*Teacher*	*No Teacher*
Apprentice	1	1	2
Experienced	2	2	4
Veteran	3	5	15
Master	5	10	30

It is possible to learn in separate stages, i.e. spending two Downtime slots after one event and another after a later event.
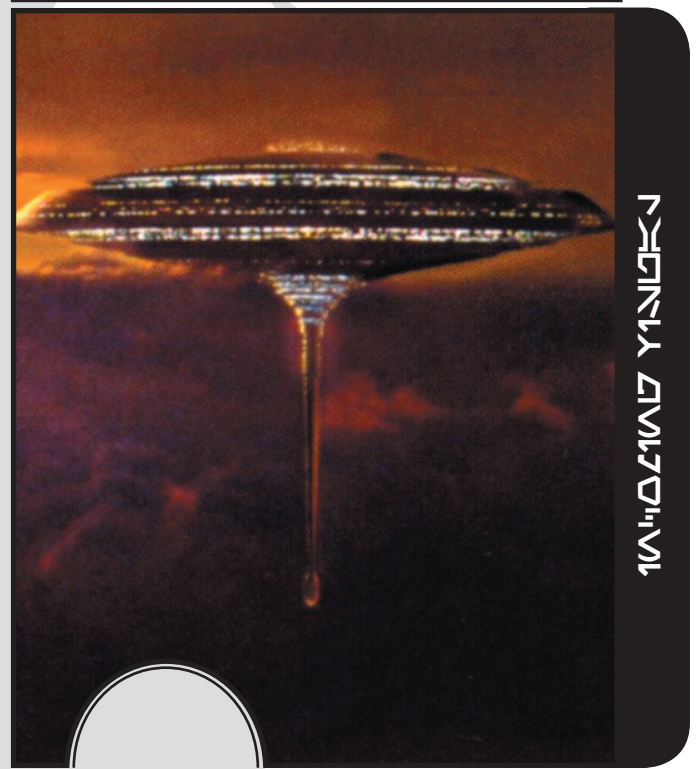
Teach a Skill

You can teach another character a skill that you possess, up to your current skill level during Downtime. However you must be at the same location as the student to teach them.

Time taken is as follows:

Skill level taught	*Time Taken (DT Slots)*
Apprentice	1
Experienced	2
Veteran	5
Master	10

Work

If you are on a populated planet you may attempt to earn credits by working using one of your Professional skills. Each day of work will earn you a set amount of Credits.

Some planets have needs for certain Professions, while others do not, and this will effect the Credits you earn. You will have to ask around to find out which planets are best for which line of work.

Crafting

During Downtime an Engineer can being crafting items or making upgrades. Full details of such are found in the Engineers hand-out.

If there is any other action you wish to take during downtime, contact us and we will discuss the details. Remember that no matter where you go during downtime your character will always make it to the next event you attend, with reasons justified in your brief.

Don't worry if you find yourself without anything interesting to do between the action. At the very least you should be able to earn a few credits, and that is always a benefit.

However, Downtime may result in unexpected events, so don't expect everything to go as planned...you never know what the Galaxy has in store for you.

7 GLOSSARY OF TERMS
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"Now at the end do you understand" - Emperor Palpatine

In Tales of the Durelium Dewback there are numerous terms that are used to describe a variety of things. Below is a list of commonly heard terminology.

Game Terms

COOLDOWN – The time you must leave between weapon blows or taking a shot is called Cooldown.

CREDITS – The in game currency. All Credits are Phys-Repped.

FORCE CODE – Force Code is a measure of your ability to resist the effects of the Force. Your Force Code is normally one letter from A to F. You will receive a new Force Code at the start of each event.

HERO – An important character which follows the path of Good is a Hero. A Hero has both Vitality and a Force Code.

HITS – Hits are a measure of physical toughness and the ability to withstand damage. Every time a character takes damage their Hits decrease. When they reach zero the character becomes injured, incapacitated and possibly dead.

IC – In Character. When you are roleplaying you are considered IC.

INCAPACITATED – When a character is incapacitated they cannot move without support. They can use no skills or participate in combat. An incapacitated character can only speak in a painful whisper.

LAMMY – A lammy is a small credit card sized laminated card. In ToDD, lammies are used for Character IDs and items. Real life loss of a lammy represents loss of that item in the game world.

MEDPAC INJURY CHART (MIC) – A colour coordinated chart that is used by characters with First Aid and a Medpac to determine the injuries sustained by a character.

MELEE ATTACK/WEAPON – A Melee attack is an attack where the weapon itself must come into contact with the target, while stilling being held by the attacker. Melee weapons include Vibroblades and Lightsabers.

METALS, ELECTRONICS, CHEMICALS (MEC) – The three components Engineers need to craft new items.

NPC – Non Player Character. An NPC is a character that has been created and played by the System crew.

OOC –Out of character. You are OOC if you are not roleplaying. Please only go OOC during a time out or in any specified OOC areas. If you go OOC when others are still IC then you will ruin the atmosphere for others.

PC – Player Character. A player character is one created by a person who has booked to play on this event. All PCs are either Heroes or Villains, and therefore have Vitality and a Force Code

PHYS-REP – Phys-Rep is short for Physical Representation. Anything with a Phys-Rep has an actual realistic representation that has been made for the event. Weapons and items require Phys-Reps as well as their associated item card to exist in the game world.

Costume Phys-Rep is where a person's costume and make-up looks like that which they are trying to portrait, rather than just verbally giving a description of their appearance.

RANGED ATTACK/WEAPON – A ranged attack is one made with either a projectile, or a weapon that can fire projectiles. Ranged weapons include Throwing Shivs, Blasters and Bowcasters.

STUN – Stun causes temporary non-lethal damage. Should you be reduced to zero Hits through Stun damage you are unconscious.

THUG – Thugs are minor NPCS. They have no Vitality or a Force Code. A Thug can be Good or Evil.

> " *When I left you, I was but the learner, now I am the Master* "

VILLAIN – An important character which follows the path of Evil is a Villain. A Hero has both Vitality and a Force Code.

VITALITY – Important characters (including all player characters) have the ability to avoid damage to some extent. This is represented by Vitality. Vitality is reduced by damage before Hits. The character feels no pain through Vitality loss. Once a characters Vitality is

reduced to zero all further damage is applied to Hits. Vitality is restored through resting.

YODA – Yellow Official Directing the Action. YODAs are the referees on an event. They can be spotted by their yellow tabard. Sometimes a YODA will be in costume playing an NPC. In this case he will be wearing a yellow sash to indicate his status as YODA. Only YODAs should be asked game questions. Other crew members are not necessarily fully versed in the system and may not be able to give you an official answer to any query you have.

YODA's Hut – YODA's Hut is where you will find a YODA. Sometimes you will be directed to YODA's Hut for such things as collecting your lammies before an event, or discussing problems with a YODA privately.

Game Calls

Games calls are shouted out by either a YODA or another character. They are called in game.

> Out of everything, these, perhaps are the most important things to learn as it is always useful to know what your opponent may throw at you.
>
> The Galaxy can be a confusing place at first, but don't worry, you'll soon pick it all up.

Burst Fire – This ability allows the character to shoot three targets at once. If someone calls Burst Fire then indicates you are one of the targets, you take a point of damage, as normal.

Crack Shot (location) – Being hit by a Crack Shot causes one point of damage. Should reduce you to zero hits you are automatically hit in the location called when someone uses the Medpac Injury Chart on you.

Covering Fire – This is an ability used by characters. Should you be in front of a character that calls covering fire you must either run towards the nearest cover, or drop prone to the floor. If you are already behind cover you may not emerge from it. The duration of this effect is five seconds.

Flurry of Blows – This ability allows the character to strike multiple times. If someone calls Flurry of Blows they will attempt to strike you in quick succession. You may block, parry or dodge these blows as normal.

Heavy Fire – If you are targeted by Heavy Fire then you receive two points of damage, rather than one.

Low Blow – If you are hit with a Low Blow you receive no damage, but are stunned for 5 seconds. You do not need to drop prone from this Stun.

Man Down – If someone receives some kind of real life injury, or is in a dangerous position that may result in injury then Man Down should be called. Everyone should stop what they are doing, and ensure that a First Aider can get to the hurt individual, if necessary.

Massive Blast – If you are caught in a Massive Blast you receive two points of damage.

Mighty Blow – If you are hit by a Mighty Blow you receive two points of damage. If the hit is successful, or if you physically block the blow you must drop to one knee representing the force of the attack driving you to the ground.

Penetrating Blast – If you are hit with a Penetrating Blast then you may not apply any effects of armour to the damage. This includes the Shift on the Medpac Injury Chart if the Penetrating Blast reduces you to zero hits.

Pinning Blast – Pinning Blast is the same as Covering Fire, but lasts ten seconds.

Rapid Shot – This ability allows the character to shoot two targets at once. If someone calls Rapid Shot then indicates you are one of the targets, you take a point of damage, as normal.

Sneak Shot – A Sneak Shot is a shot in your back. If you are hit by a Sneak Shot you take two points of damage, rather than one.

Stun – Someone calls Stun when you are attacked, you receive one point of Stun damage.

Time Freeze – Time Freeze is a temporary pausing of the action to allow the YODA to describe a situation, allow the setting up of an encounter or resolve an in game action (such as a grenade exploding). When you hear this call please stop what you are doing and be silent. If a YODA asks you to close your eyes and hum, please oblige, as the YODA is trying to set something in secret.

Time In – Time In begins the action. Once time is called you must remain in character until you either enter an OOC area or Time Out is called.

Time Out – When called all action stops. You no longer need to be in character. Time out is normally called at the end of the day to signify the conclusion of the event, though it can be used for other reasons. When called please stop and listen to any announcement by a YODA.

8 COSTUME ᴴᴰᴠᴠᴸᴸᴸᴠᴵ

"Judge me by my size, do you?" - Yoda

In Tales of the Durelium Dewback one of the hardest, yet most rewarding, tasks is to make a good costume. There are many resources online which give you guides on how to make various pieces of Star Wars Costume. A good start is to do a Google search for Star Wars Costumes. Star Wars masks and toy weapons are also available. Ebay is also a good source for Star Wars kit. The following links may be of some use.

The Force.Net forums

boards.theforce.net/board.asp?brd=10019

The 501st Imperial Garrison

www.501st.com

The Padawans Guide to Prequel Costuming

www.padawansguide.com

When making an outfit consider the following:

Footwear. Get a pair of non-descript boots. If possible hide or removal any brand names.

Material. With perhaps the sole exception of Nobility most items of clothing, such as shirts, trousers and jackets are made of plain material. Try and avoid Tartans and floral patterned cloth.

Belts. Belts are great for hanging guns from or equipment pouches. If possible go for a solid buckle that hides the fastening.

Accesorise. Add little extras to your outfit, like armbands with built in Datapads or Military ranks or insignias.

We have a large resource of images at the ToDD offices, so if you are stuck for ideas, give us a shout and we will try and help out as best we can.

> " *Why you stuck up, scruffy looking, Nerf Herder* "

Racial Phys-Rep

Each of the races in Star Wars have a distinct look. At Tales of the Durelium Dewback we appreciate not everyone has access to ILM or Jim Henson's Creature Workshop, but we do have a minimum expected Phys-Rep for the races.

Human

Obviously there is no Phys-rep for being a human. Unless, of course, you are not actually human in the first place.

Bothan

Bothans should have some kind of canine muzzle (make-up prosthetics are available online). Any exposed skin should have make-up applied to represent the Bothan's fuzz.

Rodian

The easiest way to play a Rodian is to get a Star Wars Latex Mask. If that is not possible Rodians should have green skin and bulbous eyes.

Sullustan

Once again it is possible to get a Star Wars mask of a Sullustan (Nien Numb). Failing that make a "half-mask" which creates the jowls of the Sullustan. Sullustans have round black eyes.

Twi'lek

Tw'leks look human with two exceptions. They have two long head tails from their head, called Lekku, instead of hair. Twi'lek skin tones range from white, green, red, blue, orange and purple. Anyone playing a Twi'lek should have Lekku, and apply make-up of one colour to all exposed skin.

Wookie

Wookies are a particularly hairy folk. Anyone playing a Wookie should have fur all over, including the head.

> *Who's scruffy looking?*

Zabrak

Zabrak are another relatively easy race to Phys-Rep. Zabraks have horns on their heads (prosthetic horns are available). They also have varying racial tattoos on their faces.

If you are unsure what your race should look like, or if you need some help, contact us and we are only too happy to assist as much as possible.

Do or do not, there is no try...