

STAR Wars

RyF3.0

EL LEGADO DE LA FUERZA

Based on Rápido y Fácil 3.0



Adapted by Ormaugh

Character creation

First steps

Step 1.

Divide 30 points among the 4 attributes (STR, DEX, INT, PER). Attributes have a minimum value of 4 points and maximum of 10 points.

Step 2.

Choose Versatile character or Specialist Character and give points to the abilities. Abilities have a minimum value of 0 and maximum value of 10. There are a total of 25 abilities.

Versatile		Specialist	
Number of abilities	Modifier	Number of abilities	Modifier
1	+6	1	+6
2	+5	3	+5
3	+4	3	+4
4	+3	3	+3
5	+2	3	+2
6	+1	4	+1

Step 3.

Roll 4d10 for amount of Midichlorians per cell. Roll one after the other.

A (3) on the first d10 and (3), (4), (5) on the other d10s will be 12345 Midichlorians per cell and a modifier of +2. Force modifier can't be less than +1.

Roll	Midichlorians	Force modifier	Description
1	10000-11000	Roll again	-2 to next roll
2	11000-12000	+1	Very weak Jedi
3	12000-13000	+2	Weak Jedi
4	13000-14000	+3	Medium Jedi
5	14000-15000	+4	Average Jedi
6	15000-16000	+5	Over average Jedi
7	16000-17000	+6	Mildly strong Jedi
8	17000-18000	+7	Strong Jedi
9	18000-19000	+8	Very strong Jedi
0	19000-20000	+9	Incredibly strong Jedi

Step 4.

School attributes = Force value + Attribute. Choose one Force School and add +1 to it, your training is/was focused more in this type of force.

School	Related Attribute
Force Jump	Strength
Physical	Perception
Alteration	Dexterity
Organic	Intelligence

Step 5.

Choose your race and apply your race traits [2].

Step 6.

Fill the important values [3].

Race traits

Race	Bonus	Disadvantage
Human	+1 Ranged Wp +1 Space Nav	-2 Stealth
Mirialan	+3 Medicine +2 on threatening	-12 Divided among Arti/Astr/Cryp/Eng/Info/ Pilot/Ranged/SpaNav
Twi'lek	+1 Arts +2 on charisma	-2 Pilot
Nautolans	+1 Athletics +Night vision	-2 Commerce -2 Medicine
Wookie	+1 STR	-2 Laws -2 Loitering -8 Communication

Important values

Health Points:	Strength x 3
Defense:	Dexterity + Dodge + 5
Initiative:	Perception + Reflexes

When attacking melee: Strength + Melee Weapons + 1d3d10

When attacking ranged: Dexterity + Melee Weapons + 1d3d10

Game mechanics

Rolls

1d3d10 means rolling 3d10 and (usually) keeping the value on the middle (target dice).

Average value for the middle dice is 5.5.

2, 4, 8 = 4; 1, 1, 5 = 1; 5, 6, 10 = 6

Target dice could change to the higher or lower value depending on situations of advantage, disadvantage, at the GM's discretion.

Dice explosion, critical and fail

Explosion: When the target dice equals maximum value (meaning rolling (X, 10, 10) in a 1d3d10) in any roll makes the dice explode and you roll again and add the maximum number received.

So, when (4, 10, 10) roll again (2, 5, 9), 10+5=15.

Or when 1d6 (for damage, for example) (6) roll again (2) 6+2=8.

Critical: A critical hit is produces when the difficulty you are rolling against is overcome by 10 or more.

Critical Fail: A fail is target dice being 1 and the immediate higher being less than 5. Only works for 1d3d10.

So when targeting the value in the middle (1, 1, 4) would be a critical fail but (1, 1, 6) will not. In addition, if your target is the lowest, (1, 5, 10) would be considered a critical fail but a (1, 6, 7) will not.

Midichlorian Luck

Luck is the way Midichlorians give their favor to characters. Each character has 1 Midichlorian Luck point per day in-game and can use it to change one dice to its highest value.

This means that a roll like (3, 4, 10) could become a (3, 10, 10) critical. This is advice and encouraged to be used only to obtain fancy results like something very unlikely happening and impressive, jumping enormous heights of a super powerful Force attack, etc. IT CANT BE USED TO AVOID CRITICAL FAILS.

Actions in combat

On initiative roll a result of <20 will grant you one action, 20 to 29 two actions, 30 to 39 three actions, etc...

A fail on initiative roll means the character loses first turn and will be last in the next.

Turn lasts around 4 seconds.

Turns are divided in long or short actions.

A turn consists of 1 long action and 1 short action.

Attacks, Force usage and such are long actions.

Giving someone something or inject a revitalizer is a short action.

Short action movement: 3 meters (2 cells)

Long action movement: 6 meters (4 cells)

Maximum movement speed (independent of extra actions from rolling initiative): 9 meters (6 cells)

Health states

Normal: HP equal or higher that STR

Wounded: HP between 0 and STR (When wounded, your target dice is the lower).

Unconscious: HP under 0

Dead: Less than -STR x3

For a STR of 8, the values are : Max:24, Normal: 24-9, Wounded: 8-1, Unconscious: 0-(-23), Dead: (-24).

For a STR of 9, the values are : Max:27, Normal: 27-10, Wounded: 9-1, Unconscious: 0-(-26), Dead: (-27).

Unconsciousness and death

When a character falls unconscious, they are unable to move, interact or use the force. Every turn, they must roll 1d10. If 6 or higher, nothing happens. If 5 or lower, the player loses the dice amount of HP.

However, a companion can come next to the player and try to stabilize his wounds by rolling Intelligence + Medicine + 1d3d10 to a DC of 18. When a character is stabilized, he stops rolling the 1d10 and stays in the amount of HP he had until that moment.

Difficulties

Usual difficulties based on abilities (Attribute + ability modifier):

Difficulty	Minimum Roll
Very Easy	10
Easy	15
Normal	18
Hard	20
Very Hard	25
Nearly Impossible	30

Usual difficulties based on attribute (general rolls):

Difficulty	Minimum Roll
Easy	9
Normal	12
Hard	15
Very Hard	18
Nearly Impossible	21

Combat

Melee attacks

Roll Strength + Melee Weapons + 1d3d10 against the enemy's Defense.

Equal or over it, it's a hit. If the defense is overcome by 10, add 1d6 to the damage, if it's by 20, 2d6, etc.

Attacking from the back adds +4

to attack roll Roll damage dice, subtract enemy's absorption. Extra 1d10 indicates location of damage,

Ranged attacks

Roll Dexterity + Ranged Weapons + 1d3d10 against distance difficulty:

Distance	Difficulty
1.5m (1 cell)	10
3m - 4.5m (2-3 cells)	15
6m - 10.5m (4-7 cells)	20
10.5m - 15m (8-10 cells)	25
15m - 22.5m (11-15 cells)	30
>22.5m (<16cells)	35

Over 16 cells (22m) shots with normal weapons render basically useless. Sniper guns, given their high accuracy might still hit at that distance. On the other hand, stun guns or other close combat weapons are useless 10 meters away.

Add modifiers when target is:

Cover Type	Modifier
Running	+3
Prone	+5
Small cover	+2
Medium cover	+4
Big cover	+6
Total cover	+15
Moving Vehicle	+5

Extra 1d10 indicates location of attack (if wanted).

Value (d10)	Location	Damage Modifier
1	Left leg	0
2	Right leg	0
3	Upper back	+1
4	Neck	+2
5	Left arm	0
6	Right arm	0
7	Lower back	0
8	Stomach	+1
9	Chest	+1
10	Head	+1d6

Introducing reactions

While not in his/her turn, a player gets Reaction Points based on the Initiative roll they made. If attacked (ranged or melee), the player can use one point to dodge or two points to block/deflect the attack with a light saber or make a short quick move.

Initiative Total Roll	Reaction Points
<10	1
10 - 15	2
15 - 25	3
>25	4

Reaction	Reaction Points
Dodge	1
Move up to 2 cells	2
Deflect/Block	2

A character can move up to 3m (2 cells) using one Reaction Point only one time in-between turns.

This movement can't be used as a dodge, but as a quick move to protect someone else.

This movement must also be used to perform another reaction move.

Dodge

When trying to dodge, roll a Dexterity + Dodge + 1d3d10 against a difficulty of 18. If it's a fail, the hit is produced and damage rolls would apply.

Deflecting ranged attacks

After a shot (hit and damage calculation), if it would be a hit or a miss by a difference of less than 5 (>4), a Jedi can perform a deflection or a block with his light saber (as long as it's on). When trying to deflect, first roll:

Perception + Reflexes + 1d3d10 against 18

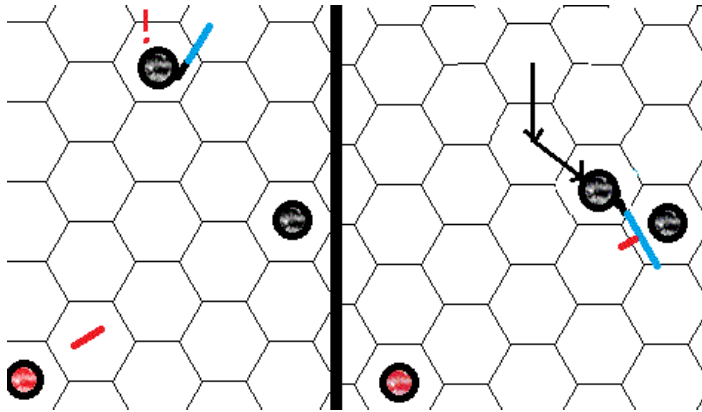
If fail, it's a hit. If succeeded, means the Jedi was able to hit the incoming shot. The Jedi must now choose a target and roll:

Dexterity + 1d3d10 against distance

If succeeded, means the Jedi was capable enough to correctly direct the shot towards his chosen target.

Distance	DC
Very short	10
Short	15
Normal	20
Far	30

If succeeded the enemy you were targeting receives the weapon damage -2.



The Force

There are 3 schools of the force that are currently being taught in the Academies plus a unique move, the Force Jump:

Force Jump: The Jedi are capable of jumping long distances or heights using an extra push using the force, although in the end it depends on how physically strong they are. This move can be used only once every 5 turns.

Roll Force Jump + 1d3d10 against Conditions

Distance / Height	Difficulty
Distance / Height 1.5m - 4.5m (1-3 cells)	10
Distance / Height 4.5m - 10,5m (4-7 cells)	15
Distance / Height 10.5m - 15m (8-10 cells)	20
Distance / Height 15m - 22.5m (11-15 cells)	25
Target moving slow	+3
Target moving normal	+5
Target moving fast	+8

Physical School: Uses Midichlorians to move, push, swing or change your surroundings in any other way. It is directly related to the Perception of each Jedi since it's necessary to know what and how every atom is supposed to be treated. When a Jedi has learnt how to properly interact with every type of matter and mixes of matter, the Jedi will reach the title of Physical Master.

Roll Physical School + 1a3d10 against DC 12 + Conditions

Condition	Modifier
Weight <50kg	+1
Weight 50kg-100kg	+3
Weight 100kg-500kg	+5
Weight 500kg-1T	+7
Weight >1T	+10
Acceleration <20km/h	+2
Acceleration 20km/h-50km/h	+5
Acceleration 50km/h-80km/h	+8
Acceleration >80km/h	+10
Distance <2m	+1
Distance 2m-8m	+3
Distance 8m-15m	+5
Distance >15m	+10
Organic target	+5

-Organic beings are slightly less affected by this School, even though you are pushing or pulling the armor containing organic beings.

-A character can only keep an object in the air until the next turn.

-Two or more players can combine their Force to lift an object heavier than usual. All of them will roll separately then add the rolls and add -5 for each player involved.

Alteration School: Mental tricks, making enemies sense hallucinations or convince someone that these are not the droids you are looking for constitute the Alteration School. The Jedi must be skillful enough as to perform those tricks without the victim noticing. Perform a mental trick successfully on an Alteration Master is considered hard enough to be awarded with that title itself.

Roll Alteration School + 1a3d10 against DC 10 + Conditions

Condition	Modifier
Intelligence <5	+1
Intelligence 5 - 6	+3
Intelligence 7 - 8	+5
Intelligence 9 - 10	+7
Intelligence > 10	+10
Easy Mental Trick	+2
Normal Mental Trick	+5
Hard Mental Trick	+8
Very Hard Mental Trick	+10
Distance <2m	+1
Distance 2m-8m	+5
Distance 8m-15m	+10
Distance >15m	+20

-Droids or other mechanicals are completely unaffected by this abilities.

Organic School: Healing wounds, repairing broken bones, chocking disobedient generals or stopping hearts. An Organic Master achieves the title when he can locate all the organs inside any race in the galaxy. It requires lots of study to learn about every species and every organ location.

Roll Organic School + 103d10 against DC 12 + Conditions

Condition	Modifier
Distance <2m	+0
Distance 2m-5m	+5
Distance >5m	+15
Strength <5	+1
Strength 5 - 6	+2
Strength 7 - 8	+5
Strength 8 - 9	+8
Strength >10	+10
Easy maneuver	+1
Medium maneuver	+5
Hard maneuver	+10

-Droids or other mechanicals are completely unaffected by this abilities.

Healing

There are 5 types of healing:

Force healing: Using Midichlorians to heal wounds, repairing tissue and healing burn scars. Can be used on yourself or on another character. It costs one long action if in combat.
Roll Organics +103d10 against 15.
If succeeded, heal 1d6 HP.

Revitalizer: An injection of nanobots that will detect wounds and heal them. They heal 1d6 HP in the first turn and 1d6 HP in the next one. It costs one short action in combat.

Short rest: Resting for 1 hour heals you 1d10 HP.

Long rest: Resting for 8 hours (for humans) heals you completely.

