FORCE AND DESTINY BETA UPDATE

This document serves to keep the **Force and Destiny** Beta testers up-to-date on all of the latest changes to the design of the **Force and Destiny** Core Rulebook. The most recent update to this document was on December 2nd, 2014.

The changes are listed by chapter and by page. Some changes may encompass more than a single page, in which case that is described in the change entry. Each change is listed separately.

And finally, thanks to everyone for all the hard work and dedication you're putting into this project!

CHAPTER II: CHARACTER CREATION

PC Starting Morality Values (page 34): Replace the forth bullet point in this section with the following: "Increase or decrease the PC's starting Morality by 21. This gives the PC the option of beginning with a Morality of 29 or a Morality of 71."

Triggering Morality (page 34): Replace the entirety of this section with the following: "Triggering Morality is an optional rule the GM can use if he wants to have a Player Character's moral choices take center stage during the game session. How the GM triggers Morality is covered in **Chapter IX: The Game Master**.

If the GM uses this rule, a character can have narrative opportunities to play up his emotional strengths and weaknesses, and also see his Morality increase or decrease significantly at the end of a session."

Dark Side Threshold (page 36): In the second column, change the bullet point reading "When the character's Morality score is below 20, the dark side Force user's strain threshold is decreased by 1" to "When the character's Morality score is below 20, the dark side Force user's strain threshold is decreased by 1 and his wound threshold is increased by 1." Change the bullet point reading "If the character's Morality score is below 10, the dark side Force user's strain threshold is decreased by another 1, for a total decrease of 2" to "If the character's Morality score is below 10, the dark side Force user's strain threshold is decreased by another 1, for a total decrease of 2. His wound threshold is increased by another 1, for a total increase of 2."

Cerean Strain Threshold (Page 37): Change the strain threshold to "13 + Willpower."

Mirialan Special Abilities (page 39): Change the Mirialan Special Abilities to the following: "Mirialans begin the game with one rank in Discipline and one rank in Cool. They still may not train Discipline or Cool above rank 2 during character creation."

Pack Hunters (Page 40): Change the name of the Togruta species ability from "Pack Hunters" to "Pack Instincts."

Zabrak Boosted Awareness (page 41): Change the Zabrak Boosted Awareness ability with the following special ability: "Fearsome Countenance: A Zabrak adds automatic 😈 to all Coercion checks he makes."

Healing Trance (page 43): In the Healer specialization, in the Healing Trance talent entry, change "For every full 24 hours ⬡ remains committed" to "for every encounter ⬡ remains committed."

One With the Universe (page 45): In the Sage specialization, One With the Universe talent entry, change "If successful with ✪" to "If successful."

Protector Specialization Tree (page 48): Replace the Resolve talent in Row 3, Column 4 with the Center of Being talent. Replace the Resolve talent in Row 2, Column 1 with the Parry talent. Replace the Parry talent in Row 3, Column 1, with the Reflect talent. Replace the Reflect talent in Row 4, Column 1, with the Circle of Shelter talent. Replace the Circle of Shelter talent in Row 5, Column 1, with the Center of Being talent. Remove the link between the talent in Row 3, Column 1 and Row 3, Column 2. Add a link between the talent in Row 5, Column 1, and Row 5, Column 2.

Soresu Defender Specialization Tree (page 49): Replace the Center of Being talent in Row 5, Column 2 with the Dedication talent. Replace the Dedication talent in Row 5, Column 3 with the Improved Reflect talent.

Duelist's Training (page 52): In the Makashi Duelist specialization, Duelist's Training talent entry, remove the section saying "add ■ to Melee and Lightsaber checks when engaged with multiple opponents."

Makashi Finish (page 52): In the Makashi Duelist specialization, Makashi Finish talent entry, change the section saying "target within short range" to "engaged target."

Uncanny Senses (page 56): In the Hunter specialization, Uncanny Senses talent entry, change "Add ▢ per rank of Uncanny Reactions" to "Add ▢ per rank of Uncanny Senses." Then change the cost of the talent to 10 XP.

Shadow Specialization Tree (page 60): Replace the Unrelenting Skeptic talent with the Dodge talent.

Toughened (page 61): In the Shien Expert specialization, Toughened talent entry, change the cost of the talent to 10 XP.

Aggressor Specialization Tree (page 63): Replace the Reflect talent in Row 2, Column 3 and the Saber Throw talent in Row 4, Column 3 with the Prey on the Weak talent with the following text: "Deal + 1 damage to one hit on all successful checks against disoriented targets per rank of Prey on the Weak."

Knight Level Play (page 67): Add the following sentence to the end of paragraph 2 of this sidebar: "Characters also may not purchase skill ranks above rank 3 with this additional XP." Also, change the starting credits option to 9,000 credits.

Jedi Holocron (page 71): Add the following sentences to the end of the second paragraph of this section: "The holocron the group starts with is a more

TABLE 2–7: HOLOCRON SKILLS

d10	Skills
1	Knowledge (Outer Rim) and Piloting (Space)
2	Computers and Perception
3	Brawl and Streetwise
4	Mechanics and Ranged (Light)
5	Astrogation and Gunnery
6	Discipline and Medicine
7	Knowledge (Lore) and Lightsaber
8	Cool and Coordination
9	Skulduggery and Vigilance
10	Knowledge (Xenology) and Survival

basic example of its kind, and the only mechanical benefit it provides is giving the group access to two skills as career skills. The GM can either roll randomly on **Table 2–7: Holocron Skills** or choose from the table to determine what pair of career skills the holocron makes accessible to the players. Alternatively, the GM can choose any two skills from **Table 3–1** on page 74. These skills only become career skills after the character has spent their initial experience points during character creation."

Mentor (page 71): Add the following paragraph to the end of this section: "The mentor makes it easier for members of the group to obtain Force powers. When a player character purchases the basic version of a Force power, he may decrease the cost of the basic power by 5 XP. This discount does not apply when purchasing upgrades to Force powers. This discount only applies after the character has spent their initial experience points during character creation."

CHAPTER IV: TALENTS

New Sidebar: Lightsaber (Characteristic) Checks (page 98): Add the Lightsaber (Characteristic) Checks sidebar to this page.

Center of Being (page 98): Add "Once per round" to the beginning of the talent description.

Duelist's Training (page 100): Change "The character adds ▢ to his Melee and Lightsaber checks when engaged with a single opponent, but adds ■ to his Melee and Lightsaber checks when engaged with multiple opponents" to "The character adds ▢ when engaged with a single opponent (a minion group counts as multiple opponents for this talent)."

Healing Trance (page 102): Change "For every full twenty-four hours ⬡ remains committed" to "For every full encounter ⬡ remains committed."

Parry (Improved) (page 106): Change the activation of this talent to "Active (Incidental, Out of Turn)" Change the wording to: "When the character suffers a

LIGHTSABER (CHARACTERISTIC) CHECKS

Several talents require the character to make a Lightsaber skill check with a specific characteristic—a Lightsaber [Cunning] check, for example. The character must already have a talent allowing him to use the alternate characteristic with the Lightsaber skill in order to make this check.

hit from a Brawl, Melee, or Lightsaber combat check and the character uses the Parry incidental to reduce the damage from that hit, after the attack is resolved, the character may spend ▽ or ❁ ❁ ❁ to automatically hit the attacker once with a wielded Brawl, Melee, or Lightsaber weapon. This hit deals the weapon's base damage plus any damage from applicable talents or abilities. This talent may not be used if the original attack incapacitates the character."

Prey on the Weak (page 106): Add the Prey on the Weak talent after Pre-emptive Avoidance:

PREY ON THE WEAK
Activation: Passive
Ranked: Yes
Trees: Aggressor
The character deals +1 damage to one hit on all successful combat checks against disoriented targets per rank of Prey on the Weak.

Reflect (page 106): Change the activation of this talent to "Active (Incidental, Out of Turn)."

Reflect (Improved) (page 107): Change the activation of this talent to "Active (Incidental, Out of Turn)" Change the wording to: "When the character suffers a hit from a Ranged (Light), Ranged (Heavy), or Gunnery combat check and the character uses the Reflect incidental to reduce the damage from that hit, after the attack is resolved, the character may spend ▽ or ❁ ❁ ❁ to automatically hit one target within medium range, dealing the same damage as the hit from the initial ranged attack.

The ranged attack's hit must be one that is able to be reflected and redirected (generally only blaster weapons fall into this category, anything else is subject to GM oversight) This talent may not be used if the original attack incapacitates the character."

Resolve (page 107): Remove the Resolve talent from this chapter.

Terrify (page 109): Add the following sentence to the end of this talent description: "A character who has purchased this talent automatically gains 1 Conflict at the beginning of each game session."

Unrelenting Skeptic (page 110): Remove the Unrelenting Skeptic talent from this chapter.

CHAPTER V: GEAR AND EQUIPMENT

Table 5-6: Melee Weapons (page 123): In the Electrostaff entry, change the HP from 1 to 3 and remove the Defensive 1 quality. In the Ancient Sword entry, change the cost from 400 credits to 350 credits and add the Defensive 1 quality. In the Cortosis Shield entry, change the cost from 1,000 credits to 900 credits and add the Defensive 2 quality. In the Cortosis Sword entry, change the cost from 1,800 credits to 1,350 credits and add the Defensive 1 quality.

Lightsabers (page 124): Change the following sentence "Although there are many different types of lightsabers, for rules purposes, any weapon that uses the Lightsaber skill is considered a lightsaber, even if the weapon has a different name" to the following: "Although there are many different types of lightsabers, for rules purposes, any weapon that is listed in this section (Lightsaber weapons) is considered a lightsaber."

Lightsabers (page 124): Add the following sentence as a separate paragraph to the Lightsabers section, before the individual weapon entries. "Lightsabers cannot be sundered."

Shoto (page 124): In the last paragraph of the shoto entry, change "reduce the damage of that lightsaber crystal by two" to "reduce the damage of that lightsaber crystal by one."

Table 5-7: Lightsaber Weapons (page 125): In the Double-bladed Lightsaber entry, change the Unwieldy 2 quality to Unwieldy 3. In the Shoto entry, change the Damage from 4 to 5.

Table 5-8: Lightsaber Hilts (page 125): In the Double-bladed Lightsaber Hilt entry, change the Unwieldy 2 quality to Unwieldy 3.

Table 5-10: Gear and Equipment (page 130): Change the costs of these items: Binders should cost 25 credits, disguise kits should cost 100 credits, electronic lock breakers should cost 1,000 credits and be Restricted.

Table 5-11: Holocrons and Ancient Talismans (page 133): In the Demon Mask entry, change the cost from (R) 50,000 to (R) 4,000. In the Meditation Focus entry, change the cost from (R) 50,000 to (R) 4,000. In the Talisman of the Iron Fists entry, change the cost from (R) 10,000 to (R) 8,000.

Shadowsheath (page 135): Change the following sentence "This attachment comes in various sizes and is available for any Melee weapon small enough to carry on one's person" to the following: "This attachment may be attached to any weapon with an Encumbrance of two or less."

Lightsaber Attachments (page 136): Add the following sentence as a separate paragraph to the main lightsaber attachment section: "**When a character**

modifies attachments on his own lightsaber, he decreases the difficulty of the Mechanics check by two, to a minimum of Simple (–). What constitutes a character's "own" lightsaber should be determined by the player and GM, but generally should be limited to a weapon used and possessed by the character exclusively. "Loaning" a lightsaber to another character who's better at Mechanics is discouraged."

Lightsaber Crystal Attachments Sidebar (page 136): Add the following paragraph to the end of this sidebar: "When working with a Kyber crystal, a Force-sensitive can use his connection to the Force to guide his hands. When modding a lightsaber crystal attachment, a Force user may add ◯ no greater than his Force rating to the check. He may spend ◖ to add ✵ or ❂ to the check."

Ilum Crystal (page 137): Change the Hard Points required for this attachment from one to two.

Lorrdian Gemstone (page 137): Change the cost of this attachment from (R) 7,000 to (R) 9,600.

Training Saber Emitter (page 138): Change the cost of this attachment from 300 to 100.

Table 5-12: Weapon, Armor, and Lightsaber Attachments (page 139): In the Lorrdian Gemstone entry, change the cost from (R) 7,000 to (R) 9,600. In the Training Saber Emitter entry, change the cost from 300 to 100.

CHAPTER VI: CONFLICT AND COMBAT

Table 6-2: Spending ❂ and ⊕ in Combat (page 149): In the entry for spending ⊕ ⊕, add the following option: "Destroy an engaged opponent's lightsaber weapon. At the GM's discretion, the crystal may be salvaged from the destroyed lightsaber and installed in a new hilt, with any modifications intact."

Cover (page 155): Change the sentence "allows the character to gain +1 ranged defense" to "grants the character a ranged defense of 1."

CHAPTER VII: STARSHIPS AND VEHICLES

Delta-12 Skysprite (page 187): Increase the hull trauma threshold of this ship to 10, and decrease the handling of this ship to +1. Increase the customization hard points to 3.

Civilian Pathfinder Scout Ship (page 188): Increase the hull trauma threshold of this ship to 16, and increase the system strain threshold of this ship to 10.

HT-2200 Medium Freighter (page 189): Decrease the handling of this ship to -2. Decrease the aft defense of this ship to 0. Change the primary hyperdrive rating to 3.

Civilian Pathfinder Scout Ship (page 190): Increase the port, starboard, and aft defense of this ship to 2.

CHAPTER VIII: THE FORCE

Spending Multiple ◖ On Basic Powers and Upgrades Sidebar (page 197): Change the last sentence in this sidebar to the following: "Each form and upgrade may be activated multiple times unless it specifically says it cannot, except for "commit" effects, which may only ever be activated once as part of the power use. Note that in most cases, the specific upgrades and basic powers also have clarifying text stating that they can or cannot be activated multiple times."

Force Power: Battle Meditation (page 198-199): Under the basic power and in the power tree, change "add one automatic ❂ to all checks" to "add one automatic ✵ to all checks."

Force Power: Battle Meditation (page 198-199): Under the Strength upgrade and in the power tree, change the entirety of the text to the following: "Spend ◖◖ to add one additional automatic ✵ to all affected characters' checks. The Force user may activate this multiple times."

Force Power: Battle Meditation (page 198-199): Under the Duration upgrade, add the following to the end of the description: "This may only be activated once."

Force Power: Battle Meditation (page 198-199): Replace the Range upgrade in column 2, row 5 with the following Control upgrade (and add the following Control upgrade to the power description): "Before attempting to activate this power, the user may suffer 4 strain to change the range of the Battle Meditation base power to close on the planetary scale, rather than engaged on the personal scale, for this use of the power only. If he does so, activating the range upgrades increases the range of the power by planetary scale range bands."

Force Power: Battle Meditation (page 198): Under the Master upgrade change the following sentence: "If the user spent ⬤ to generate ◖ on this check, each target affected must make an **Easy (◆) Discipline check** to resist obeying any orders given by the user as part of this power." with the following: "If any ⬤ were used to generate ◖ on this check, each target affected must make an **Easy (◆) Discipline check** if he wishes to resist obeying any orders given by the user as part of this power."

Force Power: Bind (page 199): Under the basic power, add the following: "This may only be activated once."

Force Power: Bind (page 199): Under the Control upgrade that allows the Force user to move targets, add the following: "This may only be activated once."

Force Power: Bind (page 199): Under the Duration upgrade, add the following to the end of the description. "This may only be activated once. Bind's duration only applies to the immobilize and stagger status effects." In addition, increase the commit cost of the Duration upgrade to ⬡⬡⬡.

Force Power: Foresee (page 203): Under the Control upgrade that allows the Force user to spend ◗ to add ☼ to initiative checks, change the last sentence to the following: "He may spend ◗ to gain ☼ on his check, and may activate this multiple times."

Force Power: Foresee (page 203): Under the Control upgrade that allows affected targets to take one free maneuver before combat, add the following: "This may only be activated once."

Force Power: Heal/Harm (page 203): Under the basic power for Heal, add the bolded text to the following sentence. "The user may spend ◗ to remove a number of wounds equal to his Intellect from an engaged living creature **(including himself)**." Also add the following: "This may only be activated once."

Force Power: Heal/Harm (page 203): Under the basic power for Harm, add the following: "This may only be activated once."

Force Power: Heal/Harm (page 204): Change the cost of Heal/Harm's basic power to 20 XP.

Force Power: Heal/Harm (page 204): Move the Control upgrade in Row 2, Column 3 to Row 4, Column 1. Move the Range upgrade in Row 4, Column 1 to Row 2, Column 3. Change the cost of the moved Range upgrade to 10 XP.

Force Power: Misdirect (page 207): Under the Misdirect basic power, add the following to the end of the power description: "...until the beginning of the Force user's next turn. This upgrade may only be activated once."

Force Power: Move (page 209): Under the Move basic power, add the following: "This may only be activated once."

Force Power: Move (page 210): Under the Strength upgrade, add the following: "The Force user may activate this multiple times, increasing the size of the objects he can move by this number each time. However, remember the Force user must still spend Force Points to activate the power's actual effects."

Force Power: Protect/Unleash (page 210-211): Change the entirety of the Protect basic power to the following: "The user makes an **Average (◆◆) Discipline check** with the Force power check to protect himself and those around him. To raise this Force barrier, he must spend ◗◗ to activate the power and he must succeed on the Discipline check. If he succeeds, if the character or one engaged ally suffers a hit from a blaster shot, Force power, or other energy attack before the beginning of the character's next turn, the character may reduce damage by an amount equal to his Willpower characteristic plus the number of successes scored on the Discipline check. The power may only reduce damage from one hit during its duration."

Force Power: Protect/Unleash (page 211): Under the Unleash basic power, change the base damage to the following: "a base damage equal to the user's Willpower."

Force Power: Protect/Unleash (page 211): Replace the Magnitude upgrade in Row 2, Column 2 with a Strength upgrade that costs 5 XP. Change the cost of the Strength upgrade in Row 2, Column 3 to 10 XP. Change the cost of the Strength upgrade in Row 4, Column 2 to 15 XP.

Force Power: Protect/Unleash (page 212): Under the Control upgrade that allows the Force user to increase defense or inflict strain, add the following to both effects: "This may only be activated once."

Force Power: Protect/Unleash (page 212): Under the Control upgrade that allows the Force user to protect against all types of attacks instead of energy attacks or give his attack Ensnare 2, add the following to both effects: "This may only be activated once."

Force Power: Protect/Unleash (page 212): Under the Duration upgrade for Protect, change to the following: "For Protect, if the user used no ⬤ to generate ◗ spent on the check, the Force barrier can be used to reduce the damage of all qualifying hits suffered by himself or engaged allies while the power is active (instead of just one)."

Force Power: Protect/Unleash (page 212): Under the Mastery upgrade for Unleash, change to the following: "For Unleash this upgrade represents mastering the ultimate dark side technique, the dreaded Force lightning. If the user is a dark side Force user, he may spend ◗ to change the attack's critical rating to 1."

Force Power: Protect/Unleash (page 212): Under the Strength upgrade, change the entirety of the upgrade to the following: The Strength upgrade improves both Protect and Unleash. Spend ◗ to increase the damage reduced by Protect by 1 per Strength upgrade for this use, or spend ◗ to add 1 damage per Strength upgrade to the base damage of Unleash for this attack. The user may activate this multiple times.

Force Power: Seek (page 212): Under the basic power, change the first effect to the following: "The user may spend ◗ ◗ to gain insight into the general location or direction of a person or object that he knows about, regardless of its current distance from him. This may only be activated once."

Force Power: Seek (page 213): Under the Control upgrade that allows the user to commit ⬡⬡⬡ to

add the Pierce quality to attacks, add the following: "This may only be activated once."

Force Power: Seek (page 214): Under the Mastery upgrade, add the following: "This may only be activated once."

Force Power: Sense (page 214): Under each of the power's basic effects, add the following: "This may only be activated once."

Force Power: Sense (page 214): Under the Control upgrade that allows the Force user to detect surface thoughts, add the following: "This may only be activated once."

CHAPTER IX: THE GAME MASTER

Using Morality (page 219): Replace the entirety of the second paragraph with the following: "A PC is considered to be one of "the good guys" until his Morality drops below 30, after which he falls to the dark side. A PC's Morality may drop over the course of the adventure, or a player may choose to have his PC start as a dark side Force user voluntarily at the beginning of the game. If this occurs, the GM and player should work out how the character fell to the dark side, and whether or not he is actively seeking redemption."

Triggered Morality (page 220): Replace the entire section with the following:

TRIGGERING MORALITY (OPTIONAL RULE)

Triggering Morality is an optional rule the GM can adopt if he wants inspiration for his adventures, or to make the players' moral choices take front and center in a game. If the GM wants to use this rule, he should write down a list of everyone's current Morality value. Before a game session begins, the Game Master should roll a d100. He should then determine which PC has a Morality score closest to the result.

When a character's Morality triggers, the GM and the player should make an effort to engage that character's emotional strength or emotional weakness (or both!) in a crucial encounter or decision during that session. The GM, for example, can tweak encounters that play to the character's emotional strengths and weaknesses. The player, in turn, can have his character make one or more crucial decisions based on his emotions, rather than a decision based solely on logic.

If the GM and the player agree that the player's character made at least one important decision or based an important action on the character's emotional strengths or weaknesses, then the character successfully engaged his triggered Morality. If he does not, then nothing happens. Note that the player can engage his character's triggered Morality via his character's emotional strength or his emotional weakness, and the mechanical result is the same (see the Engag-

ing a Triggered Morality sidebar). However, his choices may have other repercussions as well.

TRIGGERED MORALITY

When a character's Morality is triggered at the start of a game session (see Triggering Morality, on page @@), he gains a chance to do something particularly good, or devastatingly evil, linked to his specific Morality. This might occur spontaneously during the game, or the GM can map out different possibilities for use at the right moment. For example, a character from a PC's past returns to help or hinder the PC. The GM should work this into the ongoing story, but if the triggered narrative is too disruptive for the events in the adventure, the narrative portion can be skipped. At a minimum, triggering doubles the Morality increase or decrease at the end of the game session.

CHAPTER X: ADVERSARIES

Provincial Law Enforcement Officer (page 227): Increase this profile's Brawn to 3, give it the Coercion skill as a group skill, and add the following weapon to its profile: "truncheon (Melee; Damage 5; Critical 3; Range [Engaged]; Disorient 2) padded armor (+2 soak), comlink (handheld)."

Toydarian Merchant (page 227): Add "Natural Negotiator (once per session, the character may reroll any one Cool or Negotiation check)" to this profile's talent section.

Guilded Bounty Hunter (page 228): Add the following Skills section to this profile: "Skills: Cool 2, Melee 1, Ranged (Light) 2, Perception 2, Stealth 1, Streetwise 2, Survival 2."

Hutt Slave Dealer (page 228): Remove the Resolve 2 talent from this profile.

Imperial Assassin (page 229): Decrease this profile's Agility to 3. Add "Cool 3" to this profile's skill section. Remove the Stalker talent from this profile. Add the following talent to this profile: "Indistinguishable 2 (upgrade difficulty of checks to identify Imperial Assassin twice)."

IG-100 Magnaguard (page 230): Decrease this profile's Brawn by 1 to "4." In the skill section, change this profile's Melee skill to "Melee 3." In the talent section, remove the Durable talent and decrease the Adversary talent to "Adversary 1." Change the profile's melee defense to "1," and change its ranged defense to "1." In the equipment section, change its electrostaff's damage to "8."

Cautious Smuggler: Add "Cool 2" to this profile's skill section.

Dandy Gambler (page 232): Add the following talent to his profile: "Second Chances 2 (once per encounter, the Dandy Gambler may choose 2 positive dice in one check he makes and reroll them)." Change

the ability "All the Luck in the Galaxy" to the following: "When making a check to gamble, a Deception check, or a Negotiation check, add ◌ to the check. Each ◌ result automatically adds ✷ to the check. ●● results automatically adds ▽ to the check."

Fallen Apprentice (page 232): Add the following adversary profile to this page:

FALLEN APPRENTICE [RIVAL]

Though Force users in the galaxy are rare, and those who can consciously use their abilities are rarer still, some unlock the potential within. However, for every person who sees the myths of the ancient Jedi as an ideal to live up to, someone else decides to follow a darker path. These individuals parody the tales of the Jedi, and when one such deviant decides to become a master of evil, he often seeks out apprentices who will aid and emulate him. These apprentices are often weak willed or eager for the easy power that their new master promises.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	3	2	1

SOAK VALUE	W. THRESHOLD	M/R DEFENSE	
3	14	0	0

Skills: Coercion 2, Discipline 3, Lightsaber 3, Resilience 2, Stealth 2.
Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once), Force Rating 1, Soft Spot (after a successful attack with a non-starship/vehicle weapon, the Fallen Apprentice may spend a Destiny Point to add 3 damage to one hit).
Abilities: Dark side Force user (uses Dark Side results instead of Light Side results, see page 197).
Equipment: Basic lightsaber (Lightsaber; Damage 6; Critical 2; Range [Engaged]; Breach 1, Sunder), black robes (+1 soak).

Fallen Master (page 232): Add the following adversary profile to this page:

FALLEN MASTER (NEMESIS)

While not true Jedi or Sith, there are those who stylize themselves as "masters" of the Force. If these individuals turn to the dark side, they can be incredibly dangerous and terrifyingly savage. Some may even track down old relics from a bygone era, including lightsabers or records on how to construct such a weapon. In the hands of a fallen master, these blades often taste the blood of innocents.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	3	3	3	4	3

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE	
4	18	18	1	1

Skills: Athletics 2, Coercion 3, Discipline 4, Knowledge (Lore)2, Leadership 2, Lightsaber 4, Resilience 3.

Talents: Adversary 2 (upgrade difficulty of all combat checks against this target twice), Force Rating 3, Hawk Bat Swoop (The Fallen Master may perform a Lightsaber (Agility) melee combat check against one target within short range and add ◌◌⬡ to the pool. He may spend ◑ before resolving the success or failure of the check to engage the target immediately as an incidental, and may spend ◑ to add ☹ to the check. If the Fallen Master cannot move to engage the target, the attack automatically misses), Improved Reflect (When the Fallen Master suffers a hit from a Ranged (Light), Ranged (Heavy), or Gunnery check that generates ▽ or ⚙⚙⚙ and uses the Reflect incidental to reduce damage from that hit, after resolving the attack he may spend those results to inflict one hit one a target within medium range, dealing the same damage as the hit from the initial ranged attack.), Parry 5 (when struck by a melee attack but before applying soak, suffer 3 strain to reduce damage by 7), Reflect 5 (when struck by a ranged attack but before applying soak, suffer 3 strain to reduce damage by 7).
Abilities: Dark side Force user (uses Dark Side results instead of Light Side results, see page 197).
Equipment: Double-bladed mephite lightsaber (Lightsaber; Damage 8; Critical 2; Range [Engaged]; Breach 1, Linked 1, Sunder, Unwieldy 3), black robes (+1 soak).

Stalking Acklay (page 233): Decrease this profile's Brawn to 5. Add "Silhouette 2" to this profile's abilities section, and remove the "Unleash" ability.

Jakobeast (page 233): Increase this profile's Brawn to 4, give it Athletics, Resilience, and Survival as a group skill, add "Silhouette 2" and "Strong as a Jakobeast (jakobeasts have an encumbrance threshold of 20)" to this profile's abilities section.

Kouhun (page 234): Add "Silhouette 0" to this profile's abilities section.

Mature Tusk Cat (page 235): Add "Silhouette 2" to this profile's abilities section.

Ysalamir (page 235): Add "Sessile (this creature is unable to perform Move maneuvers)" to this profile's abilities section.

Step 4: Talents (page 236): Add the following option to this section:

- **Improved Parry:** When the Inquisitor suffers a hit from a Brawl, Melee, or Lightsaber check that generates ▽ or ⚙⚙⚙ and the Inquisitor uses the Parry incidental to reduce damage from that hit, after resolving the attack, he may spend those results to inflict one hit on the attacker with a wielded Brawl, Melee, or Lightsaber weapon, inflicting the weapon's base damage.

Step 5: Abilities and Force Powers (page 236-237): Modify the Intimidating Presence option to only add ⚙ (not ⚙⚙) to enemies' skill checks.

CROSS-GAME LINE COMPATIBILITY

The following advice will appear in the final book:

FORCE AND **D**ESTINY is an interesting and complex stand-alone game. However, it is also part of a much larger roleplaying experience. **FORCE AND DESTINY** is one of three fully compatible *Star Wars* Roleplaying games alongside **AGE OF REBELLION** and **EDGE OF THE EMPIRE**. The three games are designed so that players can take elements from each of the three game lines and use them together with minimal effort. Thus, a lone Jedi in hiding can join a ragtag band of Rebels fighting against the Empire, or a smuggler can help his Force sensitive friend and a couple Rebel pilots destroy the greatest threat the galaxy has ever seen.

CROSS-GAME PARTIES

When playing in the Force-centric stories of **FORCE AND DESTINY**, some players might want to explore the other facets of the Star Wars galaxy by playing characters from **EDGE OF THE EMPIRE** or **AGE OF REBELLION**. During character creation, players can feel free to select their character's species, career, and specialization from any of the three Core Rulebooks or their supplements. They may also take a career from one game line, then purchase additional specializations from another.

MORALITY, OBLIGATION, AND DUTY

The primary difference between the characters from the three different game lines is Morality, Obligation, and Duty. Characters with Obligation from **EDGE OF THE EMPIRE** are indebted or otherwise affected by their dealings with the shady side of the galaxy. Characters with Duty from **AGE OF REBELLION** are focused on their status and impact within the Alliance. Characters with Morality from **FORCE AND DESTINY** are focused on their own personal balance between right and wrong.

When playing with a group including characters from two or more of these games, the three mechanics can be used in several different ways depending on the kind of game the group and GM wants to run.

CHOOSE MORALITY, DUTY, OR OBLIGATION FOR THE GROUP

The simplest option for a group is to select one of the three mechanics and use it, excluding the other two. Which mechanic the group decides to use depends on the adventure they want to play.

Groups who want to focus on adventures in the galactic underworld and along the fringe of the galaxy should use Obligation. Groups who want to play a military-themed campaign focusing on war with the Galactic Empire should use Duty. Groups who want to play a more spiritual campaign featuring the struggle between good and evil should use Morality.

In this option, all PCs should use the Step 2 of character creation from the appropriate core rulebook: **EDGE OF THE EMPIRE** for Obligation, **AGE OF REBELLION** for Duty, and **FORCE AND DESTINY** for Morality. This mode of gameplay is best for games that primarily focus on the PCs playing one game experience over the others. (Note: PCs from **FORCE AND DESTINY** who are not using the Morality mechanic should ignore any Conflict they earn, and cannot become dark side Force users or light side paragons as per page @@).

CHOOSE MORALITY, DUTY, OR OBLIGATION FOR EACH PLAYER

In this type of game, each player uses Duty, Obligation, or Morality, depending on whether his character has selected a career from Edge of the Empire, Age of Rebellion, or Force and Destiny. This means some characters may be using one system, while other characters may be using another system.

This option works best for groups who want to focus on broader adventures within the Star Wars universe, rather than adventures with a more focused theme. Groups with diverse characters from all three game lines may want to consider this option.

In this option, all PCs use the Step 2 of character creation in the rulebook that contains their chosen career. This option is also simple and easy to use for a group, because each player only needs to track one mechanic, and his character is guaranteed to be using the mechanical system designed for his career. However, the GM will have to do a little more bookkeeping to keep track of up to three different mechanical systems. The GM needs to create a separate chart for Duty and Obligation (players using Morality track that on their own).

When generating starting Duty or Obligation, the starting amount is determined by the number of Player Characters using that mechanic, *not* the total number of Player Characters in the group.

COMBINING MORALITY WITH DUTY OR OBLIGATION

The third option for a group is to select Duty or Obligation, and have any Force sensitive Player Characters also use Morality. The group can choose Duty or Obligation based on the type of adventure they want to play, while Force sensitive PCs also have to struggle with the moral ramifications of their actions.

This option works best for groups who have one or two Force users, while the majority of the group is made up of non-Force users from **EDGE OF THE EMPIRE** or **AGE OF REBELLION**. It allows Force using characters to explore the light and dark side of the Force, while the majority of the group focuses on adventures that explore **EDGE OF THE EMPIRE** or **AGE OF REBELLION**'s unique themes.

In this option, all PCs should use the Step 2 of character creation from the appropriate core rulebook, depending on whether the group chooses Obligation or Duty. Then, any Force sensitive PCs should also start with a Morality score of 50 as per Step 2 of the **FORCE AND DESTINY** core rulebook (they *do not* get to chose additional credits or XP; they can only do so by taking additional Obligation or sacrificing Duty. They also cannot change their starting Morality score). If any PC becomes Force sensitive later in the adventure, the GM should also give him a Morality score of 50, and have him use the Morality mechanic as well.

OTHER COMBINATIONS

The previous three options describe the easiest ways to combine Obligation, Morality, and Duty. However, this does not cover all the combinations of these three Mechanics, which could include any pairing of the three, or even having every PC in the party using all three Mechanics. When coming up with these combinations, use the following guidelines.

ADDITIONAL STARTING CREDITS AND XP

No matter how many systems a character is using, he can never start with more than 2,500 additional credits, and/or 10 additional starting experience points.

ONE-ROLL TRIGGERS FOR MORALITY, DUTY, AND OBLIGATION

If characters in a group are using a combination Morality, Duty, and Obligation, the GM can make a single d100 roll at the beginning of the session for all three mechanical systems to see if they trigger, applying the result to the Duty chart, Obligation chart, and the list of player Morality values.

CALCULATING STARTING DUTY OR OBLIGATION

Always use the number of PCs who are using Duty or Obligation, not the total number of PCs in the group, when calculating the starting values for these mechanics.

BALANCING ITEMS

A lightsaber is an incredibly powerful weapon, and also an extremely iconic weapon for Jedi and other Force users. Most **FORCE AND DESTINY** characters will expect to gain a lightsaber at some point in a campaign, and probably fairly early on so they get a chance to use it. So how does a GM balance this valuable reward if there are characters in the party (Force users or otherwise) who *don't* want lightsabers?

ASYMMETRICAL ITEM REWARDS

One thing a GM can do to reward every member in a mixed group of Force users and non-Force users equally is balance the value of each reward based on its value to the Player Character, not its mechanical value. This can mean ignoring the listed cost or rarity, and instead determining how central the reward is to the vision the player has for his Player Character.

For example, one player might make a Guardian from **FORCE AND DESTINY.** The GM could give his character a lightsaber at the end of an adventure. Meanwhile, another player is playing an Ace from **AGE OF REBELLION**. Instead of a weapon, the GM gives him an X-wing. A third player is playing a Technician from **EDGE OF THE EMPIRE**, and the GM gives that player an entire pit crew of repair droids. Each reward has wildly different uses and very different costs in credits. However, each is equally important to the character when it comes to realizing the character's goals, which means each player feels equally rewarded.

Even if the GM wants to hand out rewards that are roughly equivalent in cost, he should still consider taking the asymmetrical approach. For example, if one player gets his lightsaber for his PC, another PC shouldn't get a vibrosword (which is another close combat weapon that probably won't be as effective as the lightsaber). Instead, the GM could give the Shii-Cho Knight a lightsaber, the Sharpshooter could get a powerful sniper rifle, the Scoundrel could get a pair of fancy blaster pistols, and the Marauder could get some expensive battle armor and some extra credits to customize it. While each of these items will be useful in personal scale combat encounters, they all play to the characters' strengths, and allow them to focus on a different part of combat (melee combat, short range shooting, long range shooting, and surviving hits).

BALANCING ENCOUNTERS

Gear rewards and character advancement are not the only game aspects which can be balanced asymmetrically. The philosophy of asymmetrical balance also holds true when GMs are designing encounters for challenging the party.

GMs should design their sessions with a mix of combat, social, and other encounters, with each encounter requiring the use of different skills and abilities. This helps ensure that each player has his own chance to show off his character. However, even if two characters are equally good at the same skill, the GM can change the encounter's narrative to feature one character over another. Even if a Smuggler and a Consular are both socially focused, the Smuggler is going to have a hard time relating to a monetary full of monks, and the Consular might be out of his depth making a deal with a local crime boss.

The same approach can be taken with the individual encounters. If a party includes a Sentinel with aspirations to knighthood, the GM should have him square off against a dark sider with a lightsaber. However, he should remember to throw in a bunch of stormtroopers for the Hired Gun to mow down at range, and perhaps an enemy bounty hunter with a disruptor that the Soldier can engage in a deadly sniper's duel.