

Hard][Nova/Star Wars Character Creation**Abilities**

The standard five abilities (Fitness, Awareness, Creativity, Reasoning and Influence) are determined by allocating fifteen (15) points between them.

The 'Force' ability of each character is set by the GM according to the following rough guide:

0	Normal person
1	Sensitive
2	Apprentice in training
3	Apprentice at end of training
4	Average Jedi Knight
5	Above average Jedi Knight
6	Jedi Master
7	Yoda, Emperor Palpatine
8	Anakin Skywalker

Gimmicks

A Gimmick costs one (1) Ability point or three (3) skill points to buy. A Detrimental Gimmick provide extra Ability or Skill points at the same rate.

Amphibious	Can function well both on land and under water
Authority, Planetary	Member of a planet's government
Authority, Republic	Holds rank in a Republic-wide organisation
Claws	Has claws that give a +1 INJ bonus unarmed
Climbing	Is very good at climbing, +2 bonus
Clumsy (D)	Unusually clumsy, -2 agility penalty
Constitution	Resistant to toxins and diseases, +2 bonus
Criminal	Known to the law, but has many contacts
Data Port	Can connect directly to a computer using a cable
Dextrous	Improved manual coordination
Discrimination (D)	Character or his race are subject to a prejudice
Droid	Immune to mental Force powers, poisons and disease
Electrical Discharge	Can discharge a 2 FAT stun twice per day
Enslaved (D)	Character is someone's slave
Extra Arms	Has an extra set of arms, so can do/carry more
Extra Legs	Has an extra set of legs, so can move faster
Flight	The character has wings and can fly
Imitate	Can imitate the sounds/voice of any creature heard
Immunity	Confers immunity to toxins and diseases
Improved Sense (one)	+2 to rolls for one sense
Logic	Can perform super-fast maths
Military Rank	Holds officer rank, but has responsibilities
Muscle-Bound	Unusually strong, +2 strength bonus
Night Vision	Can see in the part without penalty
Pain Tolerance	Can ignore all penalties due to pain
Peripheral Vision	Possess large or many eyes, widens field of view
Poor (D)	Character has little or no money or possessions
Reputation	Character or his race are viewed well by others
Scanners	Can detect motion and heat signatures
Secret Language	Members of a species can communicate in secret
Sure-Footed	Unusually graceful, +2 agility bonus
Toughness	Confers 1 point of armour each time is taken
Translator	Character can speak and understand any language
Verbal Problem (D)	Character can only communicate in their own language
Weak (D)	Unusually weak, -2 strength penalty
Wealthy	Rich and influential, but must manage concerns

Species

Species can be 'constructed' using Gimmicks. Here are some examples:

Mon Calamari (2)	Amphibious, Reputation (Peaceful)
Protocol Droid (3)	Discrimination, Droid, Imitate, Logic, Translator
Repair Droid (1)	Discrimination, Data Port, Droid, Logic, Verbal Problem
Rodian (1)	Peripheral Vision
Twi'lek (1)	Secret Language
Wookiee (1)	Climbing, Muscle-Bound, Verbal Problem
Zabrak (2)	Constitution, Pain Tolerance

Skills

Forty (40) points are distributed among the following skills:

Skill	Ability	Description
Athletics	Fitness	Climbing, jumping, swimming, etc
Blasters	Fitness	Use and maintenance of blaster weapons
Brawling	Fitness	Unarmed combat
Finesse	Fitness	Sleight of hand, lock picking, pilfering
Gunnery	Fitness	Operation of vehicle mounted weaponry
Lightsaber	Fitness	Use and maintenance of lightsabers
Melee	Fitness	Use of close combat weapons
Pilot (Ground Vehicle)	Fitness	For wheeled/tracked/legged vehicles
Pilot (Repulsorlift)	Fitness	For speeders, vans and bikes
Pilot (Spacecraft)	Fitness	For fighters and transports
Zero-G	Fitness	Moving properly and safely in zero-G
Gambling	Awareness	Playing games of chance and skill
Interrogation	Awareness	Acquiring information by trickery or force
Investigation	Awareness	Finding facts by observation and research
Tracking	Awareness	Following trails left by vehicles or beings
Crafts	Creativity	Design and fabrication of simple objects
Design	Creativity	Painting, drawing, sculpture, etc
Disguise	Creativity	Altering ones appearance
Forgery	Creativity	Duplicating art or documents
Scavenging	Creativity	Locating useful items amongst junk
Academics	Reasoning	Knowledge of history, law, politics, etc
Advanced Engineering	Reasoning	Knowledge of hyperdrives, reactors, etc
Archaeology	Reasoning	Study of beliefs, customs, practices, etc
Astronavigation	Reasoning	For plotting hyperspace courses
Commodities	Reasoning	Appraising the value of objects and goods
Composure	Reasoning	Remaining calm when afraid or tempted
Computers	Reasoning	Operation and hacking of computers
Demolitions	Reasoning	Use of explosives
Droid Tech	Reasoning	Knowledge of droid design and repair
Engineering	Reasoning	Knowledge of ship systems, buildings, etc
General Knowledge	Reasoning	Knowledge of current events
Medicine	Reasoning	Knowledge of healing and treatment
Scanning	Reasoning	Operation of sensor systems
Sciences	Reasoning	Knowledge of physics, chemistry, etc
Starship Crew	Reasoning	Operation of systems on capital ships
Streetwise	Reasoning	For survival in urban areas
Survival	Reasoning	For survival in wilderness areas
Negotiation	Influence	Persuading others to one's advantage
Performance	Influence	Orating, singing and acting
Seduction	Influence	Sexual attraction to one's advantage
Street Cred	Influence	Using contacts to find items, info, people
Alter	Force	Ability change the Force in other things
Control	Force	Ability to control one's own inner Force
Sense	Force	Ability to sense the Force in other things