

CHARACTER UPDATES

To adapt characters created using the original rules to the revised rules, just use the following guidelines. There are no changes to levels, experience, or ability scores.

Species

The existing species' language-related skills and special abilities have been modified slightly. Only Ewoks underwent a major change: The Primitive quality now affects an Ewok's starting feats instead of conferring certain penalties. Although the Mon Calamari's Amphibious quality does exactly the same thing as before, it was renamed Breathe Underwater.

New Species

The *Star Wars Roleplaying Game* revised rulebook adds Duros, Gamorrean, Kel Dor, Quarren, and Zabrak as new playable species. Players can also select species from Chapter 14: Allies and Opponents at the GM's discretion. It's possible for more experienced players to create droid heroes using the droid-creation rules in Chapter 15: Droids.

Class

The most sweeping change is the addition of the tech specialist heroic class. Doctors, technicians, and mechanics might fare better with this new class. Players of such characters might like to recreate them from the ground up or trade some levels of existing classes to levels of tech specialist.

Starting feats for some classes have changed. The fringer, Force adept, Jedi consular, and Jedi guardian now have new lists of starting feats.

Class Features

Each of the heroic classes has changed slightly. A few, notably the scout, have gained special abilities. Other abilities have new names.

The following tables summarize how each heroic class has changed at each level.

Each class also receives a greater number of starting credits. You can either reroll your starting total using the new method or give your character additional credits as listed for each heroic class.

Fringer

The fringer's adaptive learning ability is now more accurately called "bonus class skill," and is earned at different levels. Barter remains unchanged, but the fringer's bonuses to jury-rigged repairs and Survival checks now come at different levels. The defense bonus stays the same, but the Reputation bonus is decreased. Instead of starting with proficiency in blaster pistols, the fringer is now proficient with primitive weapons. The feats Gearhead, Spacer, and Weapon Group Proficiency (blaster pistols, blaster rifles, or slugthrowers) were added to the fringer's bonus feat list.

Additional Credits: 1d3 x 500 credits

Level	Special Abilities Lost	Special Abilities Gained	Defense Bonus	Reputation Bonus
1st	—	Bonus class skill	—	—
2nd	—	—	—	—
3rd	Adaptive learning	Jury-rig +2	—	-1
4th	Jury-rig +2	Bonus class skill	—	-1
5th	—	—	—	—
6th	Adaptive learning	Jury-rig +4	—	-1
7th	—	Bonus feat	—	-1
8th	Jury-rig +4	Bonus class skill	—	-1
9th	Adaptive learning	Jury-rig +6	—	-1
10th	—	—	—	-1
11th	—	—	—	-1
12th	Jury-rig +6, adaptive learning	Bonus class skill	—	-2
13th	—	Jury-rig +8	—	-1
14th	—	Bonus feat	—	-1
15th	Survival +6, adaptive learning	—	—	-2
16th	Jury-rig +8	Bonus class skill	—	-2
17th	—	—	—	-1
18th	Adaptive learning	Survival +6	—	-2
19th	—	—	—	-2
20th	Survival +8, jury-rig +10	Bonus feat	—	-2

Noble

Although the noble loses a point of Defense and about half her Reputation bonus, she gains the ability to call in many more favors than before. Even more remarkable is the noble's newfound ability to acquire gear or credits using resource access. The command ability, which relied on Charisma, has been replaced with cooperate, which gives the noble greater bonuses when aiding another (aside from attack rolls).

Additional Credits: 1d3 x 1,000 credits

Level	Special Abilities Lost	Special Abilities Gained	Defense Bonus	Reputation Bonus
1st	Call in a favor	Favor +1	-1	-2
2nd	Inspire confidence +1	Inspire confidence	-1	-3
3rd	Call in a favor	Favor +2, resource access	-1	-3
4th	Command +2	Coordinate +1	-1	-3
5th	Call in a favor	—	-1	-3
6th	Inspire confidence +2	Bonus feat	-1	-4
7th	Call in a favor	Favor +3	-1	-4
8th	Command +4	Coordinate +2	-1	-4
9th	Call in a favor	Bonus feat	-1	-4
10th	Inspire confidence +3	—	-1	-5
11th	Call in a favor	Inspire greatness	-1	-5
12th	Command +6	Favor +4	-1	-5
13th	Call in a favor	Coordinate +3	-1	-5
14th	Inspire confidence +4	Bonus feat	-1	-6
15th	Call in a favor	—	-1	-6
16th	Command +8	Favor +5	-1	-6
17th	Call in a favor	—	-1	-6
18th	Inspire confidence +5	Coordinate +4	-1	-7
19th	Call in a favor	Bonus feat	-1	-7
20th	Command +10	Coordinate +5	-1	-7

Scoundrel

Don't bemoan the seemingly huge reduction of the scoundrel's Defense bonus and the loss of sneak attack. The more powerful lucky ability replaces better lucky than good, and precise attack could prove to be more useful than sneak attack ever was. Also, Headstrong joins the list of bonus feats.

Additional Credits: 1d3 x 500 credits

Level	Special Abilities Lost	Special Abilities Gained	Defense Bonus	Reputation Bonus
1st	—	—	-2	—
2nd	Better lucky than good	Lucky (1/game session)	-3	-1
3rd	—	Precise attack +1	-2	—
4th	—	—	-3	-1
5th	Sneak attack +2d6	Bonus feat	-2	-1
6th	—	Lucky (2/game session)	-3	-2
7th	—	—	-2	-1
8th	—	—	-3	-2
9th	—	Precise attack +2	-2	-2
10th	—	—	-3	-3
11th	—	—	-2	-2
12th	—	—	-3	-3
13th	—	Lucky (3/game session)	-2	-3
14th	Sneak attack +4d6	Precise attack +3	-3	-4
15th	—	Bonus feat	-2	-3
16th	—	—	-3	-4
17th	—	—	-2	-4
18th	—	Lucky (4/game session)	-3	-5
19th	—	—	-2	-4
20th	—	—	-3	-5

Scout

At first glance, it seems like the scout lost no abilities. The truth is that skill mastery, while still acquired at the same levels, allows a choice of only one skill each time it is gained instead of a number of skills equal to your Intelligence bonus. Although the scout loses about one point of Defense and Reputation, he gains three all-new abilities and more bonus feats. The feats Cautious, Endurance, Great Fortitude, Rugged, and Sharp-Eyed join the scout's list of bonus feats.

Additional Credits: 1d4 x 500 credits

Level	Special Abilities Lost	Special Abilities Gained	Defense Bonus	Reputation Bonus
1st	—	—	-1	—
2nd	—	—	-2	—
3rd	—	Heart +1	-1	-1
4th	—	—	-1	—
5th	—	Extreme effort	-1	—
6th	—	Evasion	-1	-1
7th	—	—	-1	-1
8th	—	Bonus feat	-1	—
9th	—	—	—	-1
10th	—	—	-1	-1
11th	—	Heart +2	—	-1

12th	—	Bonus feat	-1	-1
13th	—	—	—	-1
14th	—	Heart +3	—	-1
15th	—	—	—	-2
16th	—	Bonus feat	—	-1
17th	—	—	—	-1
18th	—	Heart +4	—	-2
19th	—	—	-1	-2
20th	—	—	—	-1

Soldier

Of all the classes, the soldier seems to have made out the best. Already the lord of bonus feats, the soldier picks up another one at 3rd level to account for the loss of medium and heavy Armor Proficiencies. Most notable, with the exception of a Defense bonus, is the expanded list of bonus feats to choose from. The added feats are: Armor Proficiency (medium or heavy), Improved Critical, Improved Martial Arts, Starship Dodge, and Starship Operation (choose one).

Additional Credits: 1d4 x 500 credits

Level	Special Abilities Lost	Special Abilities Gained	Defense Bonus	Reputation Bonus
1st	—	—	+1	—
2nd	Armor Proficiency (medium)	—	+1	+1
3rd	Armor Proficiency (heavy)	Bonus feat	+1	—
4th	—	—	+1	—
5th	—	—	+2	—
6th	—	—	+1	—
7th	—	—	+2	—
8th	—	—	+2	—
9th	—	—	+2	-1
10th	—	—	+2	—
11th	—	—	+3	—
12th	—	—	+2	-1
13th	—	—	+3	-1
14th	—	—	+3	—
15th	—	—	+3	-1
16th	—	—	+3	-1
17th	—	—	+4	-1
18th	—	—	+3	-1
19th	—	—	+4	-1
20th	—	—	+4	-1

Force Adept

Like the fringer, the Force adept has lost proficiency with blaster pistols. It's a small price to pay considering her boosted Force weapon ability, extra feats, and all-new Force secret ability. Like her Outer Rim cousin the fringer, the Force adept's Defense bonus remains unchanged. All Force users now can choose the order in which they gain the three main Force-user feats: Alter, Control, and Sense.

Additional Credits: 1d3 x 500 credits

Level	Special Abilities Lost	Special Abilities Gained	Defense Bonus	Reputation Bonus
1st	Alter	Force training	—	—
2nd	Sense	Force training	—	—
3rd	—	Bonus feat	—	-1
4th	Control	Force training	—	-1
5th	Force weapon +1d4	Force weapon +1d8	—	—
6th	—	Skill Emphasis	—	-1
7th	—	—	—	-1
8th	—	—	—	-1
9th	—	Bonus feat	—	-1
10th	—	—	—	-1
11th	—	Force secret	—	-1
12th	—	Skill emphasis	—	-2
13th	Force weapon +2d4	Force weapon +2d8	—	-1
14th	—	Bonus feat	—	-1
15th	—	—	—	-2
16th	—	Force secret	—	-2
17th	—	—	—	-1
18th	—	Skill Emphasis	—	-2
19th	—	—	—	-2
20th	—	Bonus feat	—	-2

Jedi Consular

Although the Jedi consular still gains the healing ability at 8th level, it is arguably more powerful now that it can increase the amount of damage healed. It might seem that the Jedi consular gained no bonus to Defense. While this is technically true, the deflect (defense) ability can boost the consular's Defense bonus at the cost of a move or attack action.

Additional Credits: none

Level	Special Abilities Lost	Special Abilities Gained	Defense Bonus	Reputation Bonus
1st	Sense	Force training, deflect (defense)	—	—
2nd	—	Bonus feat	—	-1
3rd	Alter	Force training, deflect (attack)	—	-1
4th	Control	Force training	—	-1
5th	—	Deflect (extend defense & attack)	—	-1
6th	—	—	—	-2
7th	—	—	—	-2
8th	—	—	—	-2
9th	—	Skill Emphasis	—	-2
10th	—	Deflect (defense), block	—	-3
11th	—	Bonus feat	—	-3
12th	—	—	—	-3
13th	Jedi Master	Deflect (attack)	—	-3
14th	—	Skill Emphasis	—	-4
15th	—	Deflect (defense)	—	-4
16th	—	Bonus feat	—	-4
17th	—	Deflect (attack)	—	-4
18th	—	—	—	-5
19th	—	Skill Emphasis	—	-5
20th	—	—	—	-5

Jedi Guardian

With the new Jedi Master prestige class, it might seem useless to gain any more levels of Jedi guardian than you need to. The truth, however, is that Jedi guardians are now the masters of deflecting blaster bolts. A 20th-level Jedi guardian is unmatched in her ability to stop and redirect blaster fire. The reduction of the Jedi guardian's Defense bonus is balanced with the deflect (defense) ability.

Additional Credits: none

Level	Special Abilities Lost	Special Abilities Gained	Defense Bonus	Reputation Bonus
1st	Control	Force training, deflect (defense)	-1	—
2nd	—	Bonus feat	-2	-1
3rd	Alter	Force training, deflect (attack)	-1	-1
4th	Sense	Force training	-2	-2
5th	—	—	-1	-1
6th	—	Deflect (extend defense & attack)	-2	-2
7th	—	—	-1	-2
8th	—	Bonus feat	-2	-3
9th	—	Deflect (defense), block	-1	-2
10th	—	—	-2	-3
11th	—	Deflect (attack)	-1	-3
12th	—	Bonus feat	-2	-4
13th	Jedi Master	Deflect (defense)	-1	-3
14th	—	—	-2	-4
15th	—	—	-1	-4
16th	—	Deflect (attack)	-2	-5
17th	—	Deflect (defense)	-1	-4
18th	—	Bonus feat	-2	-5
19th	—	Deflect (attack)	-1	-5
20th	—	—	-2	-6

Skills

There are a few new skills and Force skills in Chapter 4: Skills, as well as some old skills with new names:

- » **Balance.** A last-minute deletion from the original rulebook.
- » **Gamble.** Profession (gambler) didn't quite capture the flavor of gambling as seen in Expanded Universe sources.
- » **Drain Energy.** Originally from *The Dark Side Sourcebook*.
- » **Force Lightning.** The way Force lightning is used in the movies and the Expanded Universe is much more like a skill than a feat. If your character has the feat, you can simply change it to Skill Emphasis (Force Lightning), as the skill is usable untrained.

The New Jedi

Of all the heroic classes, the Jedi underwent the most changes. The resulting classes better reflect the abilities Jedi exhibit in all the *Star Wars* movies. Players with Jedi heroes will be glad to receive Exotic Weapon Proficiency (lightsaber) at 1st level now. Heroes can also now choose the order in which they acquire the Sense, Alter, and Control Force feats. The loss of the bonus Jedi Master feat is balanced not only with the ability to gain levels of the Jedi Master prestige class at a lower level but also with a healthy dose of bonus feats. Although the bonus lightsaber damage ability remains the same, it has been moved from its own column and into the special abilities list.

- » **Force Strike.** Force Push was vague about whether a character should get a Dark Side Point for using it. Unlike Force Push, which this skill replaces, Force Strike only does damage. Move Object is the Force skill you should use if you want to move another being. Using Force Strike to harm a living being always gives the Force-user a Dark Side Point.
- » **Illusion.** Originally from *The Dark Side Sourcebook*.

Feats

Chapter 5: Feats has many new feats at the expense of a few old ones. All the heroic classes now get at least one bonus feat. When adapting a player character, recalculate the number of feats he receives, then reselect your feats, incorporating as many of his existing feats as you like.

Some of the changes include:

- » Deflect Blasters is now a Jedi class ability rather than a feat.
- » Force Lightning is a skill instead of a feat.
- » Martial Artist is now Martial Arts, and is the prerequisite for three other Martial Arts feats: Improved, Advanced, and Defensive. The damage die type provided by each individual offensive Martial Arts feat has been reduced, but each version improves the number of dice and threat range by 1.
- » Zero-G Combat is now Zero-G Training.
- » Low Profile only provides a penalty to Reputation checks as opposed to limiting your level-based Reputation advancement.

The bonuses from feats like Alertness and Trustworthy have been categorized as aptitude bonuses, which don't stack. Force-using characters will be glad to see several new feats that provide aptitude bonuses to Force skills.

The new Surgery feat gives heroes without access to a bacta tank or Jedi healer a chance to recover quickly from deadly injuries.

Equipment

Chapter 7: Equipment has many new items for heroes to spend their credits on. Double-check all of a character's equipments' entries to be sure what, if any, details about the item has changed.

Seize the Opportunity

The *Star Wars Roleplaying Game* revised rules include a combat option called "Attacks of Opportunity" to which many new feats relate. This rule can give you one free attack per round under certain circumstances, usually when a melee opponent has lowered her defenses.

Any armor worn by a character no longer provides a bonus to Defense. Instead, it provides Damage Reduction (DR). A character's Defense is always calculated from class levels, Dexterity modifier, natural armor, and size—but not armor equipment. To adapt armor not found in the revised rulebook, subtract 2 from the Defense bonus. This gives you a pretty accurate Damage Reduction rating.

Heroic Characteristics

The average character was a bit on the short, heavy side. The new Random Height and Weight table addresses this oddity. If you think your character is shorter and heavier than you envisioned, you can use the new table.

Finishing Touches

If you have a character that was created using resources other than the *Star Wars Roleplaying Game* rulebook, you might still have some questions about one or two aspects of your character. None of the changes in the revised rulebook are so sweeping that these other resources lose their value.

The prestige classes that are included underwent virtually no changes, except for the Starship Ace (previously the Starfighter Ace). This class was updated to allow ace space transport pilots too.