

New Skills to Star Wars d20

Skill	Source	Class Skill
Balance	D&D PHB pg 63	Frg, Scl, Sct
Concentration*	D&D PHB pg 65	Nbl, Scl, FA, JG
Innuendo	D&D PHB pg 70	Scl, Nbl, JC

* - Changed from the text in the source.

Skill Descriptions

Balance [Dex]

Armor Check Penalty

You can balance while walking on tightrope, a narrow beam, a ledge, or uneven floor.

Check: You can walk on a precarious surface as a move-equivalent action. A successful check lets you move half your speed along the surface for 1 round. A failure means that you can't move for 1 round. A failure by 5 or more means that you fall. The difficulty varies by surface:

Surface	DC
7-12 inch wide	10
2-6 inch wide	15
Less than 2 inches	20
Uneven Floor	10
Surface Angled	+5*
Surface Slippery	+5*

Cumulative; if both apply, use both.

Being Attacked while walking a tightrope: Attacks against you are made as if you are off balance. They gain a +2 attack bonus and you lose your Dexterity Bonus in defense, if any. If you have 5 or more ranks in Balance, then you retain your Dexterity Bonus in Defense in the face of the attacks. If you take damage from a hit, you must make a balance check to stay on the surface.

Accelerated Movement: You can try to walk a precarious surface more quickly than normal. If you accept a -5 penalty, you can move your full speed as a movement-equivalent action. (moving twice your speed require to checks)

Special: If you have 5 or more ranks in Tumble, you get a +2 synergy bonus to Balance Checks.

Feats Notes: The Acrobatic feat also adds its bonus to Balance.

Concentration [Con]

You are particularly good at focusing your mind.

Check: You can make a Concentration check to use a Force skill despite distractions, such as taking damage, etc. You can use Concentration to also maintain focus in the face of other distractions or on other things besides Force skills, like an engineering check while the ship is taking damage around you. You can also use to eavesdrop on others in a crowded scene.

A successful non-Force Skill use of Concentration negates any distraction penalties. Below is a list of types of distractions, their DCs and their penalties

Distraction	Concentration DC	Penalty
Taken Damage	10 + Damage Taken	-5
Heavy Combat Situation	10	-2
Heavy Multi-Tasking Situation (<i>Engineer repairing a ship in combat</i>)	15	-5
Off Balance (or failed Balance roll)	10	-3

Focus Mind: Concentration also can be used in a distraction-free situation to gain a bonus for any skill that requires concentration and focus. Any Force Skill could benefit from this skill, as well as most Professional or Craft skills, and also Computer Use and some Repair checks. If the GM deems the situation as one that would benefit from Concentration (not all situations do), the you can make a roll. Based on the following chart, you gain the following benefits:

Roll	Bonus
9 or less	0
10-20	+2
25+	+3

Retry: In the face of distractions, a retry is possible. To Focus Mind, one free retry for every task is allowed. Further retries of Focus Mind require a Will save DC 10 (+5 for every failure after the second try).

Innuendo [Wis]

Trained Only

You know how to give and understand secret messages while appearing to be speaking about other things.

Check: You can get a message across to another character. The DC for a basic message is 10. The DC is 15 or 20 for complex messages, especially those that rely on getting across new information. Also, the character can discern information from a conversation between two other people using this skill. The DC is the skill check of the character using the Innuendo skill, and for each piece of information the eavesdropper is missing, that character suffers a -2 penalty on the check. Whether to send or intercept information, a failure by 5 means that some false information has been implied or inferred.

Retry: Generally, retries can be made when sending information, but not when receiving or intercepting. Each retry carries a chance of misinformation.

Special: If you have 5 or more ranks in Bluff, you receive a +2 synergy bonus when sending information. If you have 5 or more ranks in Sense Motive, you receive a +2 synergy bonus when receiving or intercepting information.

New Feats to Star Wars d20

Feat	Source
Mounted Combat	D&D PHB Pg 83-84
Area of Expertise	D20 Dragons Pg 28
Conceal Weapon	D20 Dragons Pg 29
Contortionist	D20 Dragons Pg 29
Emissary	D20 Dragons Pg 30
Fearless	D20 Dragons Pg 30
Greedy Eyes	D20 Dragons Pg 30
Grim Determination	D20 Dragons Pg 31
Invincible	D20 Dragons Pg 31
Light Footed	D20 Dragons Pg 31
Non-Threatening	D20 Dragons Pg 31
Resourceful	D20 Dragons Pg 32
Social Scourge	D20 Dragons Pg 32
Taunt	D20 Dragons Pg 32
Noble Title	Fading SunsD20 pg 101 **

** See Below of modifications

Noble Title [Social]

You were born a member of a noble family or have been knighted as a lord of a noble house

Prerequisites: Noble Level 1+ or any other class 4+

Benefits: You bear a noble rank, it's title dependent on how many levels of this stackable feat you possess. Each successive level raises you in rank one title (see chart below). Can not be stacked multiple times at the same level.

It's important to note that the title just doesn't come to the noble for nothing. Something has to be done in roleplay earn the title. The GM must approve each time the player chooses this feat.

In addition, the noble gains +1 Diplomacy among other nobles, even of those of a rival house. This bonus is stackable as well.

Nobles have a right to impress any serf beholden to their house into temporary service. If killed in this service, the noble must pay a wergild to his family.

Special Note: The Noble class at 1st should get this Feat for free as a Class Starting Feat.

1 st Feat	Knight/Dame or Baronet
2 nd Feat	Baron/Baroness
3 rd Feat	Count/Countess
4 th Feat	Earl
5 th Feat	Marquis/Marquessa
6 th Feat	Duke/Duchess
7 th Feat	Lord/Lady

D20 Advantage/Disadvantage System: Noble Birth - If the player chooses Noble Birth using the D20 Advantage/Disadvantage System, and spend more than 1 point in it, then he can choose a second Noble Title feat to go to Baron, if he so chooses.

In addition, these new Feats -

Meditation	New
Psychometry	New

Meditation

A successful use of this feat allows the Force user to sense the path that the Force indicates is the best for that user.

Prerequisites: Force-Sensitive, Force level 2+, Sense.

Benefit: If the user rolls a 20 + Current # of Force Points on a Con check or Concentration roll, he/she gains a force point. This can be attempted once per "day" (24 hour period), and the Jedi can not gain more than his level +2 in Force Points using this method with out gaining others threw actions.

If the user has 5 or more ranks in See Force Skills, he can add a +2 Synergy bonus to the roll.

Psychometry

You can pick up impressions of past events from inanimate objects.

Prerequisite: Force-Sensitive, Wisdom 15+.

Benefit: You can perceive past events by handling objects that were present at those event as though *you* were present. The perspective is the same as the perspective of the object's wielder; you see, hear, and feel what the wielder saw, heard, and felt, but no more. You cannot, for example, read the writing on a computer screen if the object's wielder did not. You do, however, gain an impression of the wielder's emotions in regard to the event.

Using Psychometry is a full-round action, and requires a Sense Motive check. The DC depends upon the connection of the item to the events being reviewed: