

## JEDI ACADEMY CAMPAIGN

The Jedi Academy Campaign will focus, initially, on the training and development of the characters from normal galactic citizens, into full fledged Jedi.

Characters will begin as Skilled Normals, and generally each will have some particular skill which marks them as exceptional. Tables below summarize Starting Points and Starting Ability guidelines.

### Starting Points

Base Points	25
Disadvantage Points	25
Total Points	50

### Starting Ranges

Category	Range
Characteristics	8-13, One at 15
Speed	2-3
Skills	8- to 12-, One at 14-

### Everyman Abilities

Abilities	Cost
Force Sensitive Package	3
FW: Acting	1
FW: Climbing	1
FW: Computer Programming (One Type)	1
FW: Concealment	1
FW: Conversation	1
FW: Deduction	1
FW: KS: Galaxy	1
FW: KS: Home Planet	1
FW: KS: Local Sector (Nearby systems)	1
FW: Paramedics	1
FW: Persuasion	1
FW: Seduction	1
FW: Shadowing	1
FW: Stealth	1
FW: Systems Operation (One Type)	1
Language: Basic Galactic Standard (Fluent)	2
Language: Native (Idiomatic)	4
TF: Speeder	1
WF: Clubs	1
WF: Thrown	1
WF: Unarmed	1
<b>Total</b>	