

Player FAQ

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Can I be a Jedi, a Grey Jedi or a Sith?

Yes, if you want to. None of them is a class. Choose a Force-linked class (Inquisitor, Warden, Catalyst or Adept are the usual fits), take a lightsaber form kit, and follow your path through titles you earn in play: Padawan, Knight and eventually Master for the Jedi, with Grey and Sith tracks of their own.

Most Jedi are taken in as children, trained as initiates, then become a Padawan to a Knight and face the trials. Adults can come to the Order late. Your backstory decides which: you could be a Padawan at the start, a trained Knight, or someone who never joined at all.

The Order sits on Tython, apart from the Republic, so being a Jedi in this era comes with politics attached. A Sith or a Grey Jedi changes which side of the Cold War you start on and how the party fits together, so speak to the Director first.

More: [The Force, Titles, Perks and Kits](#).

Can I play a droid?

Yes. Droids are built, not born. You need no food, water or air, and a rare few develop real personality and memory.

Which side are we on?

Open. The party could be Republic, Imperial, mixed or deliberately neutral. Your answers to the character questionnaire will shape the decision.

Do I need to know Star Wars lore?

No. Everything you need is in this wiki, and the rest the Director will give you in play. Fans of the older games will spot familiar names. Newcomers lose nothing.

How does magic or holy damage work in Star Wars?

The mechanics stay the same. The description is yours to shape. Draw Steel's magic becomes the Force, psionics or technology, and a new ion damage type replaces holy damage.

Your reading of your own abilities is open in many cases, but not all. A fire spell could be an ancient Force power, a flamethrower strapped to your wrist, or both. Some abilities are tied to the setting, such as the ion focus of Inquisitors and Wardens, or anything that names the Force outright. If you are unsure, ask the Director.

More: [Draw Steel in Star Wars](#).

Do I need to use a gun? Doesn't everyone in Star Wars use blasters?

No. In this era Jedi are far more common, and a lightsaber can block a blaster bolt, so blasters are less dependable than you might expect. The Old Republic also has better technology: vibro weapons made from materials that can turn a lightsaber aside, and personal energy shields that soak up bolts.

The result is a mixed battlefield, with melee and ranged fighting in nearly every battle. Pick any class and play it however you like. That said, a ranged character is exciting in this setting, and the Director encourages it.

More: [Weapons and Technology](#).

When can I ask questions?

At any point before session zero.

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