

SAVAGE FORCE

**SUPPLEMENT FOR
JOHN BROWN'S
SAVAGE
STAR WARS
CONVERSION**

[HTTP://HOME.MCHSI.COM/~SAVAGESTARWARS/](http://home.mchsi.com/~savagestarwars/)

**All trademarks are property of their respective
owners.**

New Arcane Background

Arcane Background (The Force)

Arcane skill : The Force (Spirit)

Power Points : 5

Starting Powers : Telekinesis

Obi-Wan: The Force is what gives a Jedi his power. It's an energy field created by all living things. It surrounds us and penetrates us. It binds the galaxy together.

Hero can not take any new powers or increase power points until he receives training. Hero gains one extra benny per session which he can use to automatically succeed at one trait or soak roll without raise or to immediately gain effect of Danger Sense edge.

New Professional Edges

Jedi

Yoda : A Jedi uses the Force for knowledge and defense. Never for attack.

Requirements : Arcane Background (The Force), Jedi Academy

Edges : New Power x 2, Power Points

Skills : Knowledge (Lightsaber) d4

Special : +2 to Persuasion, Knowledge and Notice rolls

Hindrances : Code of Honor, Vow (Jedi Order)

Sith

Palpatine : POWER!!....UNLIMITED POWER!

Requirements : Dark points, Jedi or Force Sensitive, Sith Lord

Edges : New Power, Combat edge of choice , Power Points

Special : Hero adds his dark points to Intimidation, Taunt and Guts rolls

Hindrances : Mean, Vow (Sith Lord)

Force Sensitive

Jolee Bindo: But from now on you can just think of me as any other non-Jedi in our little group - with a light saber. And Force powers.

Requirements : Arcane Background (The Force), Master

Edges : New Power , Power Points, Edge of choice

Skills : Knowledge (Lightsaber) d4

Special : +2 to Notice and 2 skill rolls of choice

Hindrances : Code of Honor

Dark Side

Hero falls to the dark side by using Force powers for evil or selfish purposes, using violent and disturbing power trappings and calling upon dark side for more power.

When these conditions occur a Hero who has no Code of Honor immediately gains dark point. A Hero who has Code of Honor rolls his spirit die against difficulty of 4 + his current dark points.

Calling upon dark side for more power functions exactly like Soul Drain edge, except that Hero can add his dark points to his roll.

When using Force for destructive and evil purposes, Hero adds his dark points to his arcane skill roll.

Dark side is easy and fast path to great power, but it is also a very short path. The following scales are just suggestions of dark side consumption effects on Hero's mind and his reputation.

Reputation effects :

2 - 3 dark points : Code of Honor and/or Vow (Jedi Order) are broken. Hero is expelled from the order, and some fanatical Jedi or Force Sensitives might try to hunt him down.

4-5 dark points : Wanted (Jedi) hindrance. If caught, depending on the Jedi or Force Sensitive that caught him, Hero might be killed or tried and stripped from Force.

6-7 dark points : Enemy (Jedi). There is almost no chance of trial in this case, the Hero will most likely be killed. Force Sensitives also join the hunt.

7-10 : Wanted (Galaxy). Every organisation of law and order in the Galaxy is trying to hunt down the Hero. Consequences should be quite severe.

10+ : Enemy (Galaxy). Only the utmost secrecy and manipulations of grandeur can save the Hero now. Everyone is out to get him.

Mind effects:

Depending on the way player portrays his fallen Hero, GM should give him a hindrance every few dark points. Possible hindrances would be : Arrogant, Bloodthirsty, Delusional, Greedy, Phobia, Vengeful.

Physical hindrances are also an option.

Redemption

Redemption is possible by righting done wrongs, doing good deeds or not leveling. Every time one of these conditions is met Hero loses one dark point. If GM thinks that he has bought off any of his mind effects with his moving away from dark side he loses them. Reputation effects, however, should be very hard to buy off. A Hero can change his ways, but it is very hard to change other people's opinions and suspicions. Physical effects of corruption, if any, are permanent. Also, whenever on a quest to redeem himself, Hero subtracts his dark points from all his rolls.

Redemption is almost impossible for a Sith, for they are always dragged down further into darkness by their Lord. In a case that a Sith truly tries to redeem himself, it is not likely that his Lord will be tolerant about it.

Lightsaber

Atton Rand : I thought a Jedi was supposed to be married to their lightsaber.

Only a few points :

* Anyone who is untrained in the use of lightsaber uses it with - 4 penalty on Fighting roll and Parry stat.

* Lightsaber defense is not an edge. Use the rules for lightsaber defense as written, but anyone can try it, even non-Jedi. Also, protection of allies that are in 2" radius can be tried anytime, but at -2 to fighting roll (might even be - 4 if there is many of them, not everyone is Mace Windu ;-). Also, energy bolts are deflected back at shooter whenever his result is 1 or less after applying all modifiers. So, if a Jedi got a raise on his roll and incurred a - 4 penalty on Rodian Bounty Hunter, and Rodian rolled a 5 on his Shooting die and subtracted 4, he would be left with 1 and his shot would be deflected back at him. This effect is cumulative with other penalties. Sloppy or unwise shots are more likely to end up bad for the shooter. Lightsaber defense can only be used while wielding lightsaber and against energy weapons.

* I recommend using statistics for laser sword from Savage Worlds corebook or SW SF toolkit.

Force Powers

All powers from the corebook can be used as Force Powers, with appropriate trapings, except Shapechange, Teleportation or Light. Jedi or Force Sensitives most certainly would not use Elemental manipulation or Entangle since they have Telekinesis and knowledge of the Force. But some primitive shamanic cultures that use Force through rituals might use those two since they have not mastered Telekinesis or any knowledge of Force techniques. Shamanic cultures should be allowed Arcane Background (Miracles) or even (Magic), but they should be allowed to use power points only through rituals, since it is only way for them to shape Force. Rituals should be possible only on Force-sensitive places.

What are appropriate trapings ? Well, almost anything other than fireball and ice missile variations. When trying to describe Force power, concentrate more on the effect and less on the FX and it will probably be ok. For example, blast attack could be described as a blast of Force. It doesn't need to be canonical, just Fast, Furious and Fun!

Weird Science

In Star Wars universe everything is possible. Technology level is probably somewhere around 100. So even bizarre symbiosis between organic beings and technology is not really weird science anymore, it's just the way those "bizarre biotech" guys do it. What could be considered weird science in SW universe is symbiosis of technology and Force. Examples would be Holocrons or Force artifacts.

Arcane background (Jedi science)

Arcane skill : Jedi science

Power points : Special

Powers : 1

Requirements : Jedi

Jedi have scientists too. Whether they are trying to improve lightsaber design or make Force-enhanced hydrosplanners, they are there. Jedi scientist must invest part of his own connection to the Force in his gizmos for them to work. Those power points are transferred to the device permanently. If engaging in questionable or outright evil experiments, or use dark side to fuel their gizmos, they roll for dark points as usual.

Arcane background (Sith Sorcery)

Arcane skill : Sith Sorcery

Power points : Special

Powers : 1

Requirements : Sith

Most feared discipline in all of Galaxy by those few that ever heard of it. Darkest of lores, comprised of bloody rituals and vile alchemies, it is powerful enough to transmute and corrupt anything. Combined with high technology, it is devastating. Sith Sorcerers must invest part of their own connection to the Force in their gizmos or mutations. Those power points are transferred permanently. In the case of mutated creatures or limbs, there should be a fixed price of power points for that particular mutation. Sorcerer who invests more can give that creature limited Force powers. Gizmos created by Sith sorcery almost always have corruptive and dangerous influence on others, even other Sith.

Sith sorcery should be very hard and dangerous edge to obtain. It should not be simply taken at leveling.

Some artifacts could be created without any of the above backgrounds, simply through the inner strength and purity or darkness and evil of their owner.

Important notes

Jedi Order

* Jedi edge is best taken at character creation. Many academy won't train adult.

* Vow (Jedi Order) can be broken with disobedience, arrogance, dark side corruption or voluntarily. Expelled Jedi is not necessarily dark Jedi and shouldn't be treated as such. He loses all his privileges in Jedi Order and his Jedi rank. He doesn't lose his friends in the Order or the respect, if he deserves it. He also does not lose Code of Honor if he isn't corrupted. Every disobedience to Order is not necessarily dark side behavior, but every dark side behavior definitely is disobedience and should be accounted for.

* Membership in Jedi Order has many obligations that can even sometimes harm the individual or group player goals, but it also has many merits, like support of powerful Jedi, wealth of information and lore, respect of general population, etc. All this depends on the era of play, but mostly it is so.

* When Jedi reaches seasoned rank and builds his lightsaber he can ask to be tested by the Order. If successful, he gains the title of Jedi Knight. He then gains all the merits of

membership, i.e. access to Jedi libraries, resources, etc. He also gets more dangerous and serious tasks or maybe even a padawan.

* When Jedi Knight reaches legendary rank, he is viable for the title of Jedi Master. He has to have trained at least 2 knights. Jedi Masters usually inspire loyalty and boost morale.

Sith

* To be able to take Sith edge, Hero must find a Sith Lord or be sought after by one. Often, Sith Lord will demand of Hero to kill his current apprentice or undertake some vile and dangerous task before accepting to train him. Sith Lord will always try to corrupt the Hero as much as he can before training him.

* Sith Lord will, more often than not, share his resources and lore with his apprentice. The price, however, will most certainly be paid.

* Vow (Sith Lord) can be broken only if Hero kills his Lord. That is quite a feat, however. Hero will have to endlessly do all the Sith Lord's dirtiest work with ever present possibility of being killed by his Lord, a new apprentice or Jedi. If broken by simply running away and trying to hide, hindrance becomes Enemy (Sith Lord).

* If a Hero manages to kill his Lord, he is the new Sith Lord. Sith Lords usually instill fear and weakness in enemies and allies alike. They are masters of corruption and betrayal.

Force Sensitive

* Not all Jedi Masters and Knights have remained in the order. Some have left on their own decision, some have been expelled, some have simply disappeared. They live out there, amongst the many places of galaxy, often training adult force sensitives on their own hand, if one can find them. They are either gray or dark Jedi.

* Being trained by a dark Jedi does not make one Sith. Nor dark Jedi for that matter. But dark Jedi often will not train one that is not on path of darkness himself. On the other hand, they may want to redeem themselves. Being apprenticed to a dark Jedi can be as vile as being apprenticed to Sith Lord.

* Force Sensitive may be accepted into Jedi Order. If so, he can ask to be tested and knighted, if he meets the requirements. He is a Jedi from then on, but he does not get Jedi edge, he is already trained. He can however take Arcane background (Jedi Science).

All the info presented in this supplement is merely guidelines. I think it should be done like this, you think it should be done like that - in the end, just do it as it seems right. I just presented some ideas I thought might be useful. But what is most important is - Fast, Furious and Fun! That is the strength and beauty of Savage Worlds.

One immense thanks goes to Mr. John Brown, whose conversion is a masterpiece.

Great resource sites :

http://starwars.wikia.com/wiki/Main_Page

<http://theforce.net/>