



SAVAGE! **STAR WARS**

STAR WARS

SAVAGE WORLDS ROLEPLAYING GAME CONVERSION

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Jon Woodland, Ted Arlauskas and Jhon Brown.
Dedicated to my daughter. Hope the Force is always with you.



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INTRODUCTION

I made this conversion after reading several of the others fan made Star Wars conversions for Savage Worlds, and feeling that they lacked the **FIFIF!** that is basic to Savage Worlds. So, I started working on this conversion, based on the old WEG d6 version of Star Wars AND the newer SAGA Edition books (Mostly for the species and powers). I tried to keep it **FIFIF!** as much as possible, as changing little from the Savage Worlds corebook. In the end I feel that I managed to make a conversion that is easy to play as the old WEG but with lots of options like the new SAGA from WOTC.

Regarding the information about races, starships and other, I'll keep it to a minimum, so if you like information, just go buy some books (Personally, I own several WEG books, the d20 version, and SAGA edition Books). I'd like to encourage you to buy and support them, even if you (Like me) prefer Savage World for all your gaming needs.

I also used the *Savage Worlds: Explorer Edition* and the *Sci-Fi Toolkit* primarily and several other Savage Worlds Settings (Like *50 Fathoms*, *Tour of Darkness* and *Necessary Evil*) for details.

Thanks for downloading this and please send your comments and ideas for future updates.

NEW CHARACTER

RULES

SPECIES

HUMAN:

As the Savage Worlds Corebook. A bonus Edge.
Languages: Basic

BITH:

Evolved Intellect: Starts with a d6 in Smarts, +2 to Knowledge rolls.

Frail: -1 toughness, -2 to resist poison, disease and fatigue from exhaustion.

Heightened Awareness: As "Alertness" Edge.

Meditative Trance: Biths only need to rest and sleep for 4 hours a day.

Languages: Basic and Bith

BOTHANS:

Agile: Starts with a d6 in Agility

Iron Will: Bothans have and above average will, they get a +2 to spirit rolls to avoid being manipulated or tricked (This includes Force Powers).

Frail: -1 Toughness.

Spy Network: Bothans are renowned spies and have connections everywhere in the galaxy. They add +2 to Streetwise rolls.

Languages: Basic and Bothan

CEREANS:

Smart: Due to their binary brains, Cereans are very bright. They start with a d6 in Smarts

Intuitive: When dealt a card for initiative, Cereans may choose to be dealt another one after seeing it. They must keep the second one even if it's worse.

Clumsy: Cereans are physically less coordinated than other species. It costs them twice to raise Agility, and must dedicate two leveling advancements to raise it afterwards.

Languages: Basic and Cerean

DEVARONIAN:

***Male:** Starts with a d6 Agility and the Mean and Greedy (Minor) Hinderances.

***Female:** Starts with a d6 in Smarts and the Cautious and Stubborn Hinderances.

Manipulator: Starts with a d6 in Persuasion.

Natural Curiosity: Starts with the "Danger Sense" Edge and +2 to Notice rolls when surprised.

Languages: Devaronese and Basic.

DUROS:

Agile: Starts with a d6 in Agility

Expert Pilot: Duros starts with the "Ace" Edge for free, and d4 in "Piloting".

Frail: -1 Toughness.

Languages: Basic and Duresse

EWOKS:

Agile: Starts with d6 Agility
Weak: Half Lifting limit, cost twice to raise Strength. Must dedicate two leveling advancements to raise it afterwards.
Small: -1 Toughness.
Primitive: As the "All Thumbs" Hinderance, also cannot learn the "Repair", "Computer Use" and "Piloting" skills. Cannot read Basic. May be bought off with a Leveling Advancement.
Scent: Ewoks may guide themselves through smell. They ignore concealment in medium burst around them, and gain a +2 to Tracking when the target may leave odors.
Sneaky: Starts with a d4 in Stealth. +2 to Stealth rolls.
Survivalist: +2 to survival rolls.
Languages: Ewokese and Basic.

GAMORREAN:

Strong: Starts with a d6 in Strength.
All Thumbs: As the Hinderance.
Primitive: Cannot learn "Repair", "Computer Use" and "Piloting" Skills, Cannot read Basic. May be bought off with a leveling advancement.
Clueless: As the Hinderance.
Brawny: As the Edge.
Nerves Of Steel: As the Edge (Ignore 1 penalty from wounds).
Languages: Basic and Gamorrean. Gamorreans can only Speak Gamorrean, but may learn to understand any other languages.

GAND:

Cunning: +2 to Tracking, Survival and Stealth.
Outsider: As the Hinderance (-2 Charisma)
Darkvision: Ignores Penalties for lighting. Only sees in black and white.
Hard to Kill: As the "Hard to Kill Edge"
Special Equipment: Outside their homeworld, Gands cannot survive without breathing apparatus. If a Gand loses his breathing mask he starts to suffocate. Gands also have a Transliterator, without it Gands cannot communicate in any language except Gand.
Limb Regeneration: Gands may regenerate lost limbs and permanent crippled limbs 1d10 days.
Languages: Gand and Basic.

GUNGANS:

Agile: Starts with a d6 in Agility
Clueless: As the Hinderance.
Distrustful: Gungans are suspicious of every other specie in the galaxy, making it hard to interact with them. They suffer a +2 Charisma when dealing with others beside Gungans.

Semi-Aquatic: Gungans can hold their breath 4x their vigor die minutes, they start with a d4 in swimming.

Luck: As the Edge.

Low-Light Vision: No penalties for Dim and Dark lighting.

Languages: Gunganese and Basic

ITHORIANS:

Spirited: Starts with a d6 in spirit.

Charismatic: As the Edge.

Clumsy: It cost them twice to raise Agility, and must dedicate two leveling advancements to raise it afterwards.

Bellow: As Stun Power, with a sonic Trapping, may be used once a day.

Languages: Basic and Ithorian.

JAWA:

Weak: Half Lifting limit, cost twice to raise Strength. Must dedicate two leveling advancements to raise it afterwards.

Agile: Starts with a d6 Agility.

Small: -1 Toughness.

Darkvision: Ignores Penalties for lighting. Only sees in black and white.

Scavenger: Jawas add 1 extra die of damage to Ion Weapons. (e.g. Ion gun does 2d6 ion damage, a Jawa firing it does 3d6 ion damage).

Mechanic: Jawas start with the "Mr Fix it" Edge and a d4 in Repair.

Language: Jawa, Jawa Trade Language and Basic.

KEL DOR:

Agile: Starts with a d6 in Agility

Wise: Starts with a d6 in Spirit

Frail: -1 Toughness, cost twice to raise Vigor. Must dedicate two leveling advancements to raise it.

Force Sensitive: Kel Dors start with the Edge "Force Sensitive"

Low-Light Vision: No penalties for Dim and Dark lighting.

Special Equipment: Outside their homeworld, Kel Dors cannot survive without special goggles and breathing apparatus. If a Kel dor loses his goggles is considered Blind, and if he loses his breathing mask he starts to suffocate.

Languages: Kel dor and Basic.

MIRALUKA:

Smart: Starts with a d6 in Smarts.
Slow Reaction: Miralukas are dealt two initiative cards and act in the worst one.
Force Sensitive: Miraluka starts with the "Force Sensitive" Edge.
Force Sight: Even though blind, Miraluka do not receive penalties to any rolls when in presence of living beings. This also works as Darkvision. Beings invisible to the force (Like the Yuuzhan Vong and the Ysalamari) are invisible to the Miraluka. So is the Miraluka truly blind in zones that dampen or suppress the Force.
Languages: Miralukese and Basic.

MON CALAMARI:

Smart: Start with a d6 in Smarts
Frail: -1 Toughness, cost twice to raise Vigor. Must dedicate two leveling advancements to raise it.
Aquatic: Cannot drown. Starts with a d4 in swimming.
Low-Light Vision: No penalties for Dim and Dark lighting.
Alertness: As the Edge.
Languages: Mon Calamarian and Basic.

NAUTOLANS:

Vigorous: Nautolans start with a d6 in Vigor.
Aquatic: Cannot drown. Starts with a d4 in swimming.
Low-Light Vision: No penalties for Dim and Dark lighting.
Hardy: +2 Toughness.
Clueless: -2 to most common Knowledge rolls.
Languages: Nautila and Basic.

QUARREN:

Tough: Starts with a d6 in Vigor.
Rude: Quarren are rude and lack social grace. They get -2 Charisma.
Weak-Willed: Quarrens are easily tricked. They get -2 to resist Tricks and Taunts.
Aquatic: Cannot drown. Starts with a d4 in swimming.
Low-Light Vision: No penalties for Dim and Dark lighting.
Persuasive: Starts with d4 in Persuasion.
Languages: Quarren and Basic.

RODIANS:

Agile: Starts with a d6 in Agility.
Overconfident: As the Hinderance.
Mean: As the Hinderance (-2 Charisma.)
Alertness: As the Edge.
Low-Light Vision: No penalties for Dim and Dark lighting.

Tracker: Starts with a d4 in tracking.
Survivalist: +2 to Survival rolls.
Languages: Rodese and Basic.

SULLUSTAN:

Agile: Start with a d6 Agility.
Frail: -1 Toughness, cost twice to raise Vigor. Must dedicate two leveling advancements to raise it.
Darkvision: Ignores Penalties for lighting. Only sees in black and white.
Climber: Starts with a d4 in Climbing.
Alertness: As the Edge.
Languages: Sullustese and Basic.

TOGRUTA:

Agile: Start with a d6 Agility.
Pack Hunter: If you have Gang up bonus against your enemy, your attacks have +2 damage.
Sneaky: Starts with a d4 in Stealth. +2 to Stealth rolls.
Spatial Awareness: When making Notice Rolls, Togrutas ignore cover and concealment in a medium burst around them.
Frail: -1 Toughness.
Languages: Togruti and Basic.

TRANDOSHAN:

Strong: Starts with a d6 in Strength
Clumsy: Cost twice to raise Agility. Must dedicate two leveling advancements to raise it.
Darkvision: Ignores Penalties for lighting. Only sees in black and white.
Limb Regeneration: Trandoshans may regenerate lost limbs and permanent crippled limbs 1d10 days.
Natural Armor: +1 Toughness
Languages: Dosh and Basic

TWI'LEK:

Charismatic: As the Edge.
Weak-Willed: Twi'leks are easily tricked. They get -2 to resist Tricks and Taunts.
Fortitude: +2 to resist Poison and diseases. +2 to remove Shaken.
Low-Light Vision: No penalties for Dim and Dark lighting.
Deceptive: Starts with d4 in Persuasion.
Languages: Ryl and Basic.

UBESE:

Agile: Start with a d6 Agility.

Frail: -2 to vigor rolls to resist fatigue, poison and disease. -1 Toughness.

Agressive: The character gains a +2 bonus to damage from a Wild Attack (For a +4 total extra damage)

Survival Instinct: Starts with a d4 Survival.

Suspicious: gain the "Alertness" Edge.

Special Equipment: Outside their homeworld, Ubese cannot survive without breathing apparatus. If he loses his breathing mask he starts to suffocate. Ubese cannot make sounds louder than a whisper without a voice modulator. Ubese also wear Environmental suits when outside their homeworld that protects them from the hazards of other environments. This suit gives them +1 armor and +1 to Vigor rolls to resist environmental hazards (Heat, Cold, Radiation, etc).

WOKIE:

Strong: Starts with a d6 in Strength

Brawny: As the Edge.

Berserk: As the Edge.

Intimidate: Starts with a d4 in Intimidate.

Outsider: As the Hinderance (-2 Charisma).

Clumsy: Cost twice to raise Agility. Must dedicate two leveling advancements to raise.

Languages: Shyriiwook and Basic. Wookies cannot speak Basic.

ZABRAK:

Alertness: As the Edge.

Harsh Environment: +2 to rolls to resist Fatigue from heat and cold. +1 Toughness.

Languages: Zabrak and Basic

DROID CHARACTERS

Players who want to play a Droid have two options. Choose one premade Droid and use it as template or create a new droid from scratch. In any option, there are several common rules.

Droid Special Rules:

Every Droid player character is considered independent, sentient and with free-will. It's considered to have a Heuristic Processor that allows free interpretation and learn from doing, making them no different to play that any other character.

Droids may be shut down, willingly or by force. To shut down an unwilling Droid, first must be grabbed, and make a Repair roll, if successful, the Droid is shut down, and is considered helpless and unconscious.

A Droid may be restricted by a Restraining Bolt. A Restraining Bolt shut down the Droid's motor impulsor without shutting down the droid. The Restraining Bolt is activated remotely by a Droid Caller, a handheld transmitter. When activated, it overrides the Droid's motor function and impels it towards the caller for as long as it is activated.

Unless stated otherwise, the Droid is equipped with a Vocabulator enabling it to speak the languages it knows.

Droids learn new skills by way of programming. When a Droid Player Character advances in experience, it cannot learn new skills (at d4) without reprogramming. Reprogramming to learn a new skill requires a Computers roll. The Droid can make the roll itself at a -4. In a fail, the Droid loses a die type on a skill it already have at random, as a result of a minor memory leak (besides not learning the new skill). In a succes the new skill is learned at d4. Droids can also be reprogrammed at any time to reset their skill points. A Computers roll at -2 is made (-6 if the Droid itself makes it). In a succes the Droid may redistribute its skills dies. In case of failure, the Droid loses one die type on a random skill.

Droids cannot be Force Sensitive, and cannot learn Force Edges or Powers. Are not affected by Powers that affect the mind or the living. Droids cannot be healed by the Healing skill or Force powers and do not make natural healing rolls. The Repair skill replace the use of the Healing skill for Droids. Droids don't bleed out. When rolling on the Incapacitation Table in a roll of Failure the Droid is incapacitated until repaired and roll in the Injury Table for a Permanent Injury (meaning that spare parts and a expert is needed to fix the broken piece). In case of Death, there is still hope for the Droid, another player may make a Repair roll to recover the Memory bank of the Droid. If it is recovered it can be installed in a new chassis, preserving all the memories and skills of the Droid. Smarts and Spirit are preserved, but Strength, Agility and Vigor depends on the new chassis.



CREATION RULES

Start with the Droid and treat it as a Species trait. Droid characters have access to exclusive Edges but there are Edges and Hinderances not allowed to them.

DROID (SPECIES):

Construct: +2 to recover from shaken, no wound penalties, not affected by poison nor diseases. No damage from stun weapons.

Ion Vulnerability: Droids take full non-lethal damage from Ion weapons.

Maintenance: Droids must recharge at least 1 hour every 3 days. After that, droids suffer one fatigue every hour until incapacitated. While recharging droids are shut down and unconscious.

Languages: Basic and Binary

DROID HINDERANCES

Behavioral Inhibitor [Minor/Mayor]

Behavioral Inhibitor acts as the Pacifist Hinderance but restricted to Living beings, and the Droid feels the need to obey who it feels is its owner and master.

No thumbs [Minor]

The Droid has claws, pincers or something similar instead of a intended hand, making it harder for it to handle tools and weapons made for normal hands. It can wield a gun, but may have trouble firing it. Apply a -2 to any such try (including attacks made with weapons made for normal hands).

No Vocabulator [Mayor]

The droid lacks a Vocabulator, so it cannot speak other than machine code. It can understand any language it knows, but cannot speak it. Only someone who knows binary can understand the Droid.

Weak battery [Minor]

The droid have a faulty battery that last less than normal batteries. It needs to recharge every day for one hour instead of every 3 days.

Wheeled [Minor]

The droid has a wheeled system for transport, making it hard for it to climb even stairs. In rough terrain halves its pace and apply a -4 penalty when climbing (asuming it has another way of holding, like arms).

DROID EDGES

Fearless

Your droid did not have Fear programmed into it, making it immune to its effect.

Hardy

The Droid have a reinforced chassis making it so only strong well placed blows can take it down. If the Droid is Shaken, further shaken results have no effect. They do not cause a wound.

Heat Sensors

The Droid is equipped with sight sensor that detect the heat of living beings. It halves penalties due to lighting when attacking living beings.

Improved Sensors

The Droid have improved sight sensors that allows it to see in all but the blackest darkness. The droid suffers no penalties for dim and dark lighting.

Darkvision

Requieregment: Improved Sensors.
This upgrade allows the droid to see in total darkness. While in total darkness colors cannot be percieve. The droid suffers no penalties for lighting but can only see in black and white while in total darkness.

Wall Walker

The droid have a system that allows it to cling to walls or ceilings with ease. It may move its pace while climbing and only makes climb rolls on the most adverse or stressful situations.

Exotic Chassis

The droid is built so there is no way of guessing where its vital systems are. The droid suffer no extra damage from called shots.

Memory Backup

The droid posses a "black box" allowing its memory to be recovered automatically if its body is destroyed. Anyone looking for it finds it without any roll.

Locked Access

The Droid have its shutdown switch secured or located internally, preventing opponents from shutting it down. The Droid must be disabled or helpless before it can be shut down.



Hidden Restrictor

By rewiring its internal systems, the Droid have become immune to the effects of Restraining Bolts and Droid callers. The droid can still feel when it is being used and fake it though.

Backup Battery

The droid have a second battery set that allows it to run for twice as long as normal before needing to recharge.

Translator Unit

The droid comes with a Translator Unit that allows him to understand and speak (if it possess a Vocabulator) most of the galaxy's languages. In addition if a unkwon language is found it can make a Knowledge roll at -2 to recognize it as a dialect of another known language and try to translate it.

Armor

The droid chassis is reinforced, giving it +2 Armor.

Built-in Weapon

The droid have a weapon built into his body. This weapon cannot be disarmed nor lost unless the body part that houses it is permanently crippled, meaning the weapon is destroyed with it. Only one-handed weapons can be built-in.

Built-in Equipment

The droid possess a set of tools within its body. It has +2 Repair rolls, and the equipment may include: Electric arc welder, Circular Saw, Fire extinguisher, Holorecorder and projector, 50 meters syntherope, comlink, diagnosis tools.

NON DROIDS EDGES AND HINDERANCES:

The following Hinderances and Edges may not be taken by Droid characters.

Hinderances:

Anemic
Delusional
Elderly
Obese
Outsider
Pacifist (Replace with Behavioral Inhibitor)
Ugly
Young

Edges:

Force Sensitive
Attractive
Fast Healer

Healer
Nerves of Steel
New Power
Noble
Power Points
Power Surge
Rapid Recharge
Tough as Nails

EDGES AND HINDERANCES

The following are Edges and Hinderances that do not work with the setting:

- Arcane Background (Any]
- Arcane Resistance
- Improved Arcane Resistance
- Champion
- Holy/Unholy Warrior
- Mentalist
- Soul Drain
- Wizard
- Woodsman

All Hinderances from the Corebook apply to this setting.

NEW HINDERANCES:

Clouded Mind [Minor]

The hero is often overwhelmed by his feelings making it hard for him to keep a clear mind. He is often brash and quick to take action and makes an ill Jedi. He has -2 to rolls to resist the Dark Side of the Force. Only Force Sensitive characters can take this Hinderance.

NEW EDGES:

Force Sensitive [Background]

Your character was born with the ability to sense the Force. Besides training in the use of the Force, your innate knowledge allows you to when you spend a Force Point (Bennies) to re-roll a trait test, you may instead choose to roll a d6 and add its result to your roll. This d6 can ace as usual. The downside is that you can be tainted by the dark side (See Dark side section).

Force Training [Arcane Background]

Requirements: Force Sensitive.

Force training allows you to use the Force to allow super human feats. See "The Force" section for more information.

Lightsaber Defense [Combat]

Requirements: Fighting d8, Force Sensitive.
When your character is wielding a lightsaber, he has +1 parry and he imposes a -1 penalty to enemies trying to hit with ranged weapons. This does not accumulate with the bonus from Dodge and Improved Dodge. Your character is too busy using his saber to block to dodge the attacks.

Lightsaber Deflect [Combat]

Requirements: Seasoned, Fighting d10, Lightsaber Defense.
When a ranged energy attack misses your character and he is wielding a Lightsaber he may try to bounce the attack back. Make a Fighting roll at -2 (plus any modifier for darkness, cover and range) If he score a succes he has hit his attacker, roll the damage of the weapon used (NOT the lightsaber, the weapon the enemy used) and resolve as normal. A Raise scored in the Fighting roll does not add an extra 1d6 to the damage.

Force Resistant [Background]

Requirements: Not Force Sensitive.
Your character is severed from the Force, and as such is hard to affect with it. Add +2 to any roll to resist Force powers even friendly powers. He also has 2 armor against damaging Force effects. Miraluka can still sense you and attack you, but at a -2, like if you had cover.

Jedi [Professional]

Requirements: Force Sensitive, Force Training.
You have recieved training in the ways of the Jedi. In so, you add +2 to your Force Use rolls to call Light and Neutral Powers, but you must follow the tenets of the Jedi Order. You have the "Code of Honor" Hinderance. In Exchange you may select an extra non Dark Side power. Also, you have a Lightsaber that is considered a Trademark Weapon (+1 to Fighting rolls). The bonus is lost if the weapon is lost.

Force Adept [Professional]

Requirements: Force Sensitive, Force Training.
You have been trained under other Force wielding group outside of the Jedi or the Sith. You gain +1 to you Force Use rolls, and you gain +2 to resist the Dark Side taint when using Dark Side Powers. Choose one new Force Power.

Bounty Hunter [Professional]

Requirements: Shooting d8, Tracking d8, Streetwise d6.
Bounty Hunters have +2 Streetwise and Intimidation in places where they are known. +2 to tracking when following someone with a bounty on. Also they gain +2 damage when attacking enemies they have a bounty on.

Scoundrel [Professional]

Requirements: Smarts d6, Gambling d8, Persuasion d8.
Scoundrel gain +2 Charisma, +1 to gambling and an extra Force Point (Cumulative with Luck Edge).

Gunslinger [Professional]

Requirements: Shooting d10, Seasoned.
Gunslingers can "fan shot" when using one-handed ranged energy weapons. The hero can make a Fan shot to shoot three times in an round at a -2 penalty. Innocent bystanders are hit in a roll of 1-2.

Scout [Professional]

Requirements: Knowledge d6, Survival d8, Vigor d6.
Scouts gains +2 Survival and don't suffer penalties to their Pace for terrain. In addition they roll a d10 when running.

Slicer [Professional]

Requirements: Smarts d6, Computer Use d8.
Slicers gain +2 to Computer Use and +2 Repair when used to repair computers. Also gain +2 to Investigation and Common Knowledge rolls when using a computer.

Spaceborn [Background]

Requirements: Novice, Piloting d6, Computer Use d6.
Spaceborn characters gain +2 to Astrogation rolls and +2 to repair rolls when repairing Starships.

Martial Arts [Combat]

Requirements: Fighting d6
The hero is trained to fight unarmed and against multiple enemies. He is never considered unarmed and enemies gain no Gang-up bonus against him.

Teräs Kösi [Combat]

Requirements: Fighting d8, Martial Arts.
The hero has been trained in the most powerful martial art in the galaxy. His unarmed attacks do Str +1d6 damage and he gains +1 parry.

Master of Teräs Kösi [Combat]

Requirements: Seasoned, Fighting d10, Martial Arts, Teras Kösi.
The hero has become a Master of Teräs Kösi, making his body a lethal weapon. His unarmed attacks have AP 4 and gains +1 Parry (Cumulative with the one from Teräs Kösi Edge for a +2 total).

THE FORCE

NEW RULES FOR THE FORCE

Bennies

Bennies in Star Wars are called "Force Points" and represent the ability of characters to call into this power and change fate. Even people that are not Force sensitive, or do not believe in it can call upon it. They call it "luck". Force sensitive characters have more control over it, as denoted by the Force Sensitive Edge, but nonetheless, everyone can use it.

Force points fill the same functions as Bennies in the Savage Worlds Corebook. Soak wounds, re-roll trait tests, remove shaken status. Every character start the story with 3 Force points (unless modified by Edges or Hinderances), and the game master is encouraged to give more during the session to heroic or imaginative players.

The difference is that Force Sensitive character may get tainted by the Dark Side. Every time a Force Sensitive hero uses a Force Point to re-roll or add a d6 to its roll, and she does it for an evil or immoral reason, she may give into the dark side. She must make a Taint Roll. Evil reasons may include, trying to attack someone, not in self defense, stealing without a good reason, running away and leaving others in danger. Jedi characters must be even more careful as using the force while angry or fearful may bring them down to the dark side.

The Dark Side Taint

Anytime your character must make a Dark side roll, he makes a Spirit roll and applies his wound modifiers and his taint modifier as penalties. Yes, it's easier for a wounded and tainted character to fall down. The path to the dark side is an easy one, and heroes not thinking clearly may slip. If the hero fails the roll she gains a Taint point. Taint makes it easier for heroes to call upon the dark side, while at the same time making it harder to call upon the Force for any purpose but to cause mayhem and chaos.

With 1 Taint point, your character gains +2 to Force Use when using Dark Side Powers, and if he spends a Force Point to do evil, he adds +2 to the result of the d6 or re-roll.

With 2 Taint points, the same bonus applies, but he nows suffer a -2 penalty to any Force Use rolls that do not call upon Dark Side Powers, and to the d6 or re-roll when spending a Force Point not to indulge in his dark desires.

When the character gains his third point, he is too far gone in the dark side. Only a redeeming,

selfless act may bring him back. Probably dead. When the hero wins this last point, he has little time to redeem himself before he is truly lost and becomes an evil in the hands of the Game Master. He has 1d6 days to clean at last one point of Taint. If after that time, or if he gains another Taint point, he is lost to the Dark side and becomes an NPC in control of the GM.

Cleansing the Taint.

To cleanse the taint, the hero must be willing to make sacrifices, both physical and mental. He must be able to meditate at least 3 hours a day during a week. During this time he cannot call upon the Force. At the end of the week he may spend a Force Point and make a Spirit roll modified by the Taint. If succesful, he loses 1 point of Taint.

The other way is making a heroic sacrifice, by putting the life of others before his, and doing it dramatically (not stupid suicide), the GM may allow a Spirit Roll to lose 1 point of Taint. This self sacrifice must be selfless, dramatically apropiate and must at least leave some kind of lasting evidence (so be it a wound scar or some psychological evidence). This is finally up to the GM discretion.

Taint	Effect
0	No effect
1	+2 to Force Use Dark Side Powers
2	+2 to Force Use Dark Side Powers -2 To Force use any other powers
3	Same as before. 1d6 days to redeem self.

THE FORCE: TRAINING

Force Training

Related Skill: Force Use (Spirit)

Starting Power Points: 10

Starting Powers: 2

This Edge allows heroes that are force sensitive to achieve feats through the Force. Every power is activated through the "Force Use" skill, Jedis, Sith and Force Adepts are the most typical Force Users. A high Spirit and high Force Use are helpful for those that follow any of that paths. Force powers do not have Rank requirements, so even a newbie Force user can achieve great things.

Force Powers use Force Power points (to separate from Force Points) and this represents the fatigue caused by calling into the Force.

Force Use [Spirit]

This skill represents your understanding of the Force, and how to manipulate it, or understand it desires and follow them.

This skill is used to activate the Force powers, and it can be used to achieve minor Force feats. A character with Force Use skill can make the following actions.

Sense The Force: The player concentrates on feeling the flow of the Force around him noticing changes in it. The player may notice places or persons strong in the Force on a succesful roll, on a Raise he may pinpoint the place where the disturbance came or understand the overall level of Force conecction of someone.

Sense Life: The same way the player feels The Force, he may feel it in living beings. On a succesful roll he may know if someone is around in a medium burst around him, ignoring cover or hiding. On a Raise he senses living beings on a large burst around him and senses exactly how many there are. It only works on Living beings. Droids and characters invisible to the force cannot be percieved. This ability cannot pinpoint the exact location of someone, just if they are near.

Search your Feelings: A player may make a roll to determine if a course of action will have a favorable outcome. It takes one minute to use this skill this way. This only show near future repercussions and not the long term consequences of your actions.

Move Objects: The player may attempt to move small, light objects, like small weapons. He may move up to 2 kg (4 lbs) per succes and raise and move it. The range for this skill is Smarts.

Force Astrogation: A player may make an Astrogation roll at -2 using his Force Use skill even if he doesn't count with a Navi-Comp or Astromech. Using this ability takes 15 minutes and cannot be hurried.

Telepathy: The player may send small toughts to others. Only short word or idea can be send at once. Things like "Danger!", "Help!", "It's a Trap!". The difficulty is increased by the distance to the receptor of the tought.

Modifier	Distance
0	Same planet
-2	Same Galaxy
-4	Same Rim
-6	Far Far away

THE FORCE: POWERS

Absorb Energy

Power Points: 1

Range: Self

Duration: 1/1

Trapping: Absorbing the energy from a shot with your hand or body.

Absorb Energy allows the user to negate or even convert damage from ranged energy weapons into health or power.

If you are hit by an ranged energy attack while this power is active roll your Spirit vs the damage from the attack. Failure means the attack damages you normally. A success means you negate the damage and a Raise means you absorb the damage, healing yourself of 1 wound, 1 fatigue or recover 2 Force Power points.

Battle Mind

Power Points: 2

Range: Touch

Duration: 3/1

Trapping: Concentrate in what you want to strenghten, then extend your hands over your target.

Allows you to increase a trait of a target.

Works just like Boost Trait, except you cannot lower enemies traits. A success raises the target trait by one die type, a Raise boost it 2 die types (e.g. from d4 to d8).

Battle Strike

Power Points: 2

Range: Self

Duration: 3/1

Trapping: Weapon or fists glow with the power of the Force.

Battle strike allows you to imbue your weapon with the Force making it more powerful.

Works like the Smite power, but only on your own melee weapon.

A success adds +2 to weapon damage, and a Raise adds +4 to weapon damage.

Weapons imbued by this Power can deflect Lightsabers and count as Cortosis weapons.

Battle Concentration

Power Points: 2

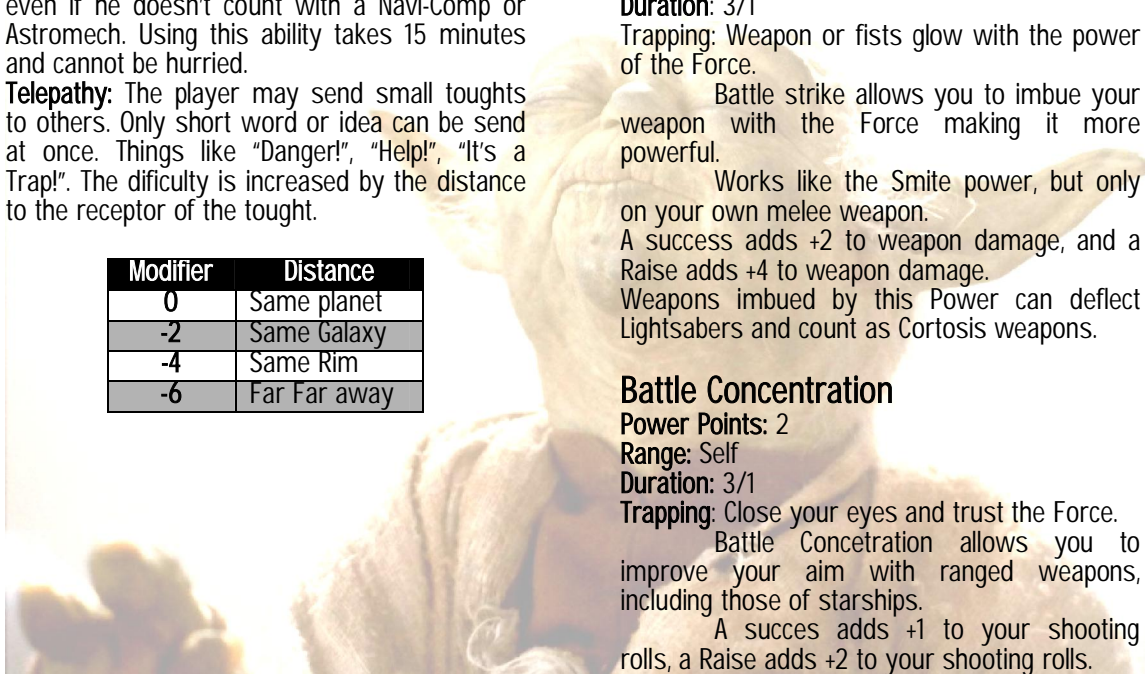
Range: Self

Duration: 3/1

Trapping: Close your eyes and trust the Force.

Battle Concentration allows you to improve your aim with ranged weapons, including those of starships.

A succes adds +1 to your shooting rolls, a Raise adds +2 to your shooting rolls.



Control Pain

Power Points: 2

Range: Self

Duration: 3/1

Trapping: The Force fills you with will to continue despite your injuries.

Control Pain allows you to ignore penalties due to wounds.

On a success you ignore 1 point of Wound penalties. On a Raise ignore 2 points of Wound penalties.

Dark Rage [Dark Side]

Power Points: 3

Range: Self

Duration: 3/1

Trapping: You use your inner feelings of rage and hatred to help you fight.

Dark Rage uses hatred, fear, revenge as its fuel to increase your ability to fight and withstand pain.

While Dark Rage is active you gain +2 fighting, +2 toughness, ignore wound and fatigue penalties and become immune to mind effects and tricks. You can still be taunted and you suffer -2 parry.

When Dark Rage ends, you suffer one fatigue level. If you scored a Raise in the Force Use roll to use this power, ignore the Fatigue at the end of the power.

Enhance Senses

Power Points: 2

Range: Self

Duration: 3/1

Trapping: Through the Force you extend your senses and see and hear beyond your capability.

Enhance Senses allows you to increase your perceptions to see and hear beyond normal capacity.

On a success gain +2 to Notice rolls, on a Raise the bonus increase to +4.

Farseeing

Power Points: 3

Range: Self

Duration: Special

Trapping: You close your eyes and concentrate.

Farseeing allows you to see another place, where someone you know is right now. You can see around them and follow them,

Make a Force Use roll modified by distance. People in zones where the Force is nullified cannot be seen. You can see for 1 minute for success and 1 more for raise you get in the roll.

Fear [Dark Side]

Power Points: 2

Range: Smarts

Duration: Instant

Trapping: You stare at your enemies and let your dark aura fill the place.

Fear allows you to scare enemies senseless and let them shaking their knees.

You channel your inner dark self into you target, He makes a Fear roll (-2 if you scored a raise in you Force Use roll).

Force Dampen

Power Points: 3

Range: Self

Duration: 1 hour

Trapping: You concentrate to repel the Force from you and your surroundings.

Force Dampen allows you to negate The Force in you and around you, making you invisible to Force Sensitive characters and somewhat resistant to Force Powers.

On a success, Force Sensitive Characters get a -2 to sense you through SenseThe Force and Sense Life, and Miralukas and other characters that use the Force to see get a -4 to hit you, like you had heavy cover. In a raise, the penalties increase by -2. In addition you gain a bonus of +2 on a success and +4 on raise to resist Force Powers. If you use the Force Use skill or a Force Power, this power ends automatically.

Force Grip [Dark Side]

Power Points: 3

Range: 10/20/30

Duration: 1/1

Trapping: You extend your hand and choke the air, while your target floats nearby choking.

Force Grip allows you to grapple the throat of your enemies and crush it, suffocating and killing them.

If your Force use is succesfull you inflict 2d6 initial damage and grapple your target. Every turn afterwards that you maintain the power you inflict your Spirit in damage as you crush its larynx. He may attempt to escape as an action, making an Strenght roll against your Spirit. On a Success he is free, and on a Raise he is free and may act normally that turn.

You may move up to your pace while maintaining this power, but cannot make any other action. If you are shaken or wounded, you lose the grapple on your target.

Force Jump

Power Points: 2

Range: Self

Duration: Instant

Trapping: You seem to fly as you move easily in the air and reach enormous heights.

Force Jump allows you to leap great distances or reach vey high places.

On success you can jump 2" (4 meters) in vertical and 4" (8 meters) in horizontal. A Raise adds another 2" to the jump.

Force Lightning [Dark Side]

Power Points: 2

Range: Flame Template

Duration: Instant

Trapping: Lightning comes out of your fingers and burn the skin of those in front of you.

Force Lightning allows you to, well throw lightings at people. An obvious Dark Side power and powerful enough to clean rooms of enemies on one sweep.

Targets on cone make agility rolls or suffer 2d10 damage

Force Slam

Power Points: 2

Range: Flame Template

Duration: Instant

Trapping: You push the air throwing debris and forcing your enemies to knock down.

Force Slam is the non-lethal version of the Lightning power, allowing you to knock down your enemies as well as hitting them.

Targets in cone make agility rolls or suffer 2d6 non-lethal damage and be knocked prone.

Force Stun

Power Points: 2

Range: Medium Burst Centered on you.

Duration: Instant

Trapping: You open your arms as an invisible force shakes the enemies around you.

Force Stun allows you to stop enemies around you, and not kill them.

Anyone in the burst must make Vigor rolls (-2 if you scored a raise in the Force Use roll) or be shaken.

Force Telekinesis

Power Points: 5

Range: Smarts

Duration: 3/1

Trapping: Concentration and a wave of hand. You push the air, You grab something in your mind.

Telekinesis is the ability to move a single object or creature with The Force. The weight a caster can lift is equal to 20 kg (10 lbs) times his Spirit die type, or 100 kg (50 lbs) times his Spirit with a raise.

Disarm: Characters may attempt to pull the weapons of enemies hands. Targets may resist with a opposed Strenght roll versus the Force Use roll. If the Force Use roll is successful, the weapon is grabbed from the opponent's hand and may be moved up to the character Smarts in inches.

Lifting Creatures: Living targets may resist with an opposed Spirit roll. If the roll is greater than the character Force Use skill total, the victim is unaffected. If the creature loses, however, it is

lifted as usual and does not get another attempt to break free.

Occasionally a victim might manage to grab onto something solid to prevent itself from being lifted. When this happens, the victim may make an opposed Strength roll versus player Force Use skill. If the victim is successful, he manages to grab onto whatever was available and is not moved, bashed, or otherwise affected that round.

Telekinetic Weapons: A caster can use telekinesis to wield a weapon. When this occurs, the weapon's Fighting is equal to his Force Use skill, and its damage is based on the caster's Spirit instead of his Strength. A Lightsaber that does Strength+3d8 damage, for example, does Spirit+3d8 when wielded by telekinesis. The weapon otherwise functions normally, including granting bonus damage when it strikes with a raise.

Dropping Things: Particularly ruthless characters often use telekinesis to drop their foes or bash them into walls and the like. A creature affected by this power can be moved up to the caster's Smarts in inches per turn in any direction. Dropped creatures suffer falling damage as usual. Victims who are bashed into walls or other solid objects suffer the caster's Spirit+d6 as damage.

Force Scream [Dark Side]

Power Points: 2-6

Range: Medium Burst Centered on you.

Duration: instant

Trapping: You let go a scream that shatter glass, bones and souls.

Anyone in the burst makes Vigor rolls or suffer 2d6 sonic damage. For double Power Point cost, you can increase the damage to 3d6. And you can increase the range to a Large Burst by doubling the Power Point cost.

Ionize

Power Points: 1-2

Range: 10/20/30

Duration: Instant

Trapping: Blue electricity flies from your hand to your target.

Ionize lets you damage the inner circuits of machinery and droids, acting just like a Ion Gun.

The Force Use roll works as the Shooting roll for purpose of this power and range penalties apply. If your target is hit he suffers 2d6 ion damage. You can spend another Power Point to increase the damage to 3d6.

Mind Trick

Power Points: 3

Range: Smarts

Duration: Instant

Trapping: A wave of the hand and a well placed word.

Mind trick allows you to make unbelievable suggestion that do not threaten the target.

Make an opposed Force Use vs Spirit Roll, on success the target believes your lie or follows your suggestion like it was his idea.

You can also make small illusions that distract your target. Make a Force Use roll, on success your target is distracted for one round, and you may attempt a Stealth roll even if he was watching you before, or you can attempt to get the drop on him. If you attempt to get the drop, your target get a Notice roll (-2 if you scored a raise in your Force Use roll) to avoid getting surprised.

Sever Force [Light Side]

Power Points: 5

Range: Smarts x2

Duration: 3

Trapping: Concentrate in the target.

Sever Force allows you to cut temporally the connection to the Force of others.

This is an opposed roll of Force use vs Spirit. If succesfull the target cannot spend Force Points or use Force Powers for the duration of the power. If a Raise is scored, the duration is doubled.

Surge

Power Points: Variable

Range: Self

Duration: 3

Trapping: Concentrate a second, then become a blur.

Surge allows you to become a blur of swings or running at high speeds.

Running, 1 Power Point: Success doubles pace, raise makes running a free action and so negates the -2 running penalty.

Quickness, 4 Power Points: Two actions per turn with no penalty, on raise also discard initiative card of 8 or lower and redraw.

Slow

Power Points: 2

Range: Smarts x2

Duration: 3

Trapping: You wave your hand and your enemy becomes letargic and lame.

Slow allows to deter enemies from following you or to keep them at firing distance.

On success halves pace of target, on raise also lowers Agility by one die type.

Vital Transfer [Light Side]

Power Points: 3

Range: Touch

Duration: Instant

Trapping: You put your hands over the wounds and they seem to heal like a miracle.

Vital Transfer allows you to heal wounds of others, by sharing part of your own health.

Vital transfer heals one wound per success and raise on the roll. Also you suffer one fatigue per wound healed. This fatigue can only be restored by resting at least an hour per point of fatigue. You cannot use this power on yourself.

Wound [Dark Side]

Power Points: 1-6

Range: Smarts x2

Duration: Instant

Trapping: Your target suffer in pain as you wreck his organs with the Force.

Wound target suffers as the Force destroys them from inside.

Wound does 2d6 damage to the target on success. You can make from one to three wounds per use. By doubling the Power Point cost you can increase the damage to 3d6. Works like Bolt Power.

LIGHTSABER FORMS

Lightsaber Forms are combat styles taught by the Jedi, each suited for different circumstances. In game terms, they are specialized Combat Edges, they all share the same requirements and can be learned in any order. A Player may learn more than one, but may benefit only from the bonus of one every round. Changing styles is a free action that can be taken at the start of the players turn.

Common Requirements: Force Sensitive, Force Training, Jedi. Must wield a Lightsaber.

Form I: Shii-Cho

Requirements: Must wield the Lightsaber two-handed.

Shii-Cho was the basic form, taught to apprentices of the Jedi ways. Is a strong defensive form, and its strikes are precise to end the fight quickly and with the less bloodshedding disarming its opponents or cutting their fighting limbs (The classical move of hand-cutting).

Bonus: +1 parry and the Jedi ignore up to -2 penalty for called attacks.

Form II: Makashi

Requirements: Must wield the Lightsaber in one hand.

Makashi was a form created to duel other lightsaber wielders and single opponents. It consists of quick, elegant and fluid moves. It relies on parries, quick cuts and feints as well as precise footwork.

Bonus: +2 Parry, +2 Fighting rolls, -2 Damage.

Form III: Soresu

Soresu was developed to counter enemies blaster fire. It was the most defensive form, being excellent for Jedi with extreme patience that could wait for an opening in their enemies while defending themselves.

Bonus: +2 Parry, -2 to be hit with ranged attacks, ignore 1 point of Gang-Up bonus.

Form IV: Ataru

Ataru was an aggressive form, that relied on fast, powerful strikes and acrobatic moves. Its practitioners were always on the offensive attacking with strong, quick swings.

Bonus: The Jedi can make an extra attack at -2 (as the Frenzy Edge). Also can spend Force Points in damage rolls. -2 Parry.

Form V: Shien/Djem So

Shien/Djem so was developed by practitioners of Soresu, that felt that the defensive form would unnecessarily extend time spent in combat by forcing its users to wait for an opportunity to strike, rather than creating their own openings. It was focused on returning the blaster fire at its origin.

Bonus: -2 to be hit with ranged attacks. Ignore the penalty on Lightsaber Deflect attacks.

Form VI: Niman

Niman attempted to balance all elements of lightsaber combat, combining the techniques from forms that came before into a less intensely demanding combat style. In practice, Niman was a combination of older forms (Forms I, III, IV, and V), and all of them in moderation.

Bonus: +1 Parry, -1 to be hit with ranged attacks, +2 to resist Force Powers, +1 Armor against Force Powers.

Form VII: Vapaad

Vapaad was described as more than a fighting style; it was a state of mind that led through the penumbra of the dark side, requiring the user to enjoy the fight, and relish the satisfaction of winning. It uses the inner darkness to fight. It was strong and unpredictable. The Dark Side version of this form, called Juyo, was filled with fury and grace.

Bonus: +2 Fighting, +2 damage. A Jedi using this style may risk Dark Side taint if used under heavy emotions or to achieve evil endings.

NEW SETTING RULES

NEW SKILLS RULES

Guts is not necessary in this setting with the new Fear rules included. Fear is not as strong in Star Wars, and the heroes shouldn't be scared to die of a heart attack.

Lockpicking is replaced by the use of the Computers skill, which has included hacking, digital lockers, keypads and mostly all the security in Star Wars. You will not find iron locks here.

NEW SKILL

Computer Use (Smarts)

Allows to use computers and other digital technology. From hacking, looking for a file, decrypting a coded Datapad, unlocking a keypad, programming a droid and finding a place on a starship computer without an astromech droid and making astrogation rolls when no route data is stored.

NEW FEAR RULES

I felt that the Fear rules from the corebook are too "intense" for Star Wars and lacked the pulp hero feeling of looking evil in the face without soiling your pants. Still I wanted to keep a Fear table that makes characters run away and scare themselves with spirits and mind powers.

In the case the heroes need to do a Fear roll, roll Spirit and if failed, roll in the new Fear Table.

FEAR TABLE

Roll 1d20	Effect
1-4	Adrenaline Surge: The hero's Fight response takes over, he adds +2 to all traits and damage rolls on his next action, which MUST put him closer to the source of the fear.
5-8	Paralyzed: The hero just stands there looking scared. He is not shaken, but he loses his next action putting his game together.
9-14	Shaken: The hero is shaken.
15-19	Panicked: The hero runs away at full pace plus running die away from the source of fear.
20	Faint: The hero faints and is unconscious for 1d6 rounds, then he is shaken.

NEW STARSHIP RULES

This is the update to the Starship rules, made to keep the fast and furious setting of the Star Wars movies dogfighting and assaults.

Evasive Maneuvers

To keep the pilot's ability important during a dogfight, pilots can now take an Evasive Maneuver action. This is a Piloting roll and it adds +2 to the TN to be hit for each success and raise on the roll. This bonus last until the Pilot's next turn. A pilot may take an Evasive Maneuver action and a Shooting action on the same turn, but incurs in the -2 multi-action penalty (plus the -2 Unstable Platform penalty to Shooting if he doesn't have the "Steady Hands" Edge).

E.G. a ship in close range fires against the player's ship at TN 4. The Pilot's player decide to take Evasive Maneuvers on his turn. He rolls Piloting and get a 6, a Success. For next turn only, the TN to hit the player's ship is 6 (4 for close range +2 for the success in the Evasive Maneuvers roll).

Shields

I've tried to come with a mix of FIFIF! and feeling of worry about shields for heroes.

Starships with shield add their value to the toughness of the ship when they are active. Shields can be activated as an action. Pilots can activate shields and do other action under the usual -2 multi-action penalty.

When the ship suffers damage that is equal or exceeds the ship toughness the shields are blown, and the ship loses the shield bonus to toughness until they are re-activated. A critical hit to the shield generator makes the ship unable to recharge it shields until it is repaired.

Targeting computer

Some starships in Star Wars (most of them) have computers with Fire Control that helps pilots track and aim at their targets with more ease. To simulate this, starship have a Fire Control rating that is added as a bonus to Shooting rolls made by the pilot. This system only works as long as the ship computer is working, and the bonus is lost if they get damaged.

Handling

Handling was introduced in *50 Fathoms* and reintroduced in the *Sci-Fi Toolkit*, Basically, smaller ships are easier to maneuver than large ships, giving a bonus or penalty to Piloting rolls. Most stargfighter have a +1 or +2, while medium freighter have +0 or +1 at max. Capital ships normally have a penalty from -1 to

-3. The Death Star wasn't very easy to turn around.

Capital Ships

Capital Ships, like Star Destroyers have lots of batteries shooting all around. To keep it FIFIF! just divide the amount of batteries in groups of 5. every battery adds 1d10 damage, so a battery group does 5d10 damage. Capital ships can focus half its batteries on a single target. E.g. The Imperial Class Star Destroyer has 60 Heavy Turbolaser batteries. It can shoot $60/5 = 12$ times per round, and can fire 6 of those shoots at the same target, everyone for 5d10 damage.

Starship Weapons

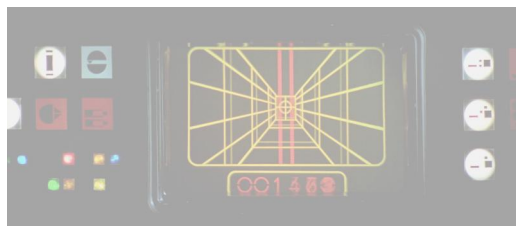
Starships in Star Wars have two basic weapons, Laser Cannons and Ion Cannons.

Both can be linked to fire more than one at a time for extra damage. Each Laser cannon do 1d8 damage. Take for example, the T-65 X-wing starfighter it has four Linked Laser Cannons, when it fires and hits, the damage is 4d8 (1d8 for each cannon).

Ion Cannons work the same as Laser but they can't damage the ship, they damage the systems and shields of the ships. Every succesful hit blow the shields, even if the damage is less than the toughness of the ship. Every time a wound is scored, don't roll on the critical hit table, the Handling and Fire Control decrease by one. If the ship is wrecked, all it's systems are out (Including any Astromech Droid aboard). If its in space it just drifts along. In atmosphere it plummets and crashes. Systems can be brought online with a Repair roll at -2 plus any wound penalties

New Critical Hit table

This table is designed to better include the systems found on the Star Wars starships.



WEAPONS AND GEAR

Energy Weapons

In Star Wars there are 2 primary types of energy weapons: Blasters, and Ion.

Blasters is a catch all term for simple energy weapons. Blasters have a Non-lethal Stun setting. A hero can swap between setting as a free action. Characters incapacitated by a Stun blaster are unconscious for 1d6 hours. Ion weapons do not do damage but cause non-lethal damage to droids and can be used to incapacitate them. Ion weapons also can deactivate computers and other electronic tech devices (as GM discretion).

E-web Repeating Blaster

The E-Web is a huge tripod mounted weapon. 3 men are needed to transport it and mount it. It must be connected to a power supply to be able to shoot.

It counts as Heavy Weapon with a AP of 3 and RoF of 3 and can only fire on autofire.

Slugthrowers

Slugthrowers are bullet ("Slugs") shooting weapons only found on backwater planets and in hands of some ruthless bounty hunters.

Lightsabers

Lightsabers are the identifying weapon of the Jedi. A blade made of plasma that comes from a hilt that houses its power pack and crystals that focus the Force. In the hands of a Force Sensitive hero, the Lightsaber does its complete damage, but in the hands of non-Force sensitives reduce the damage by one die type.

Lightsaber also ignore Armor protection, except Natural armor and Armor specially made to resist energy and/or Lightsabers (Cortosis Armor).

Also, since Lightsabers can cut most materials with ease, a Lightsaber wielding hero treats all enemies as Unarmed, unless themselves are wielding a Lightsaber or a Cortosis weapon.

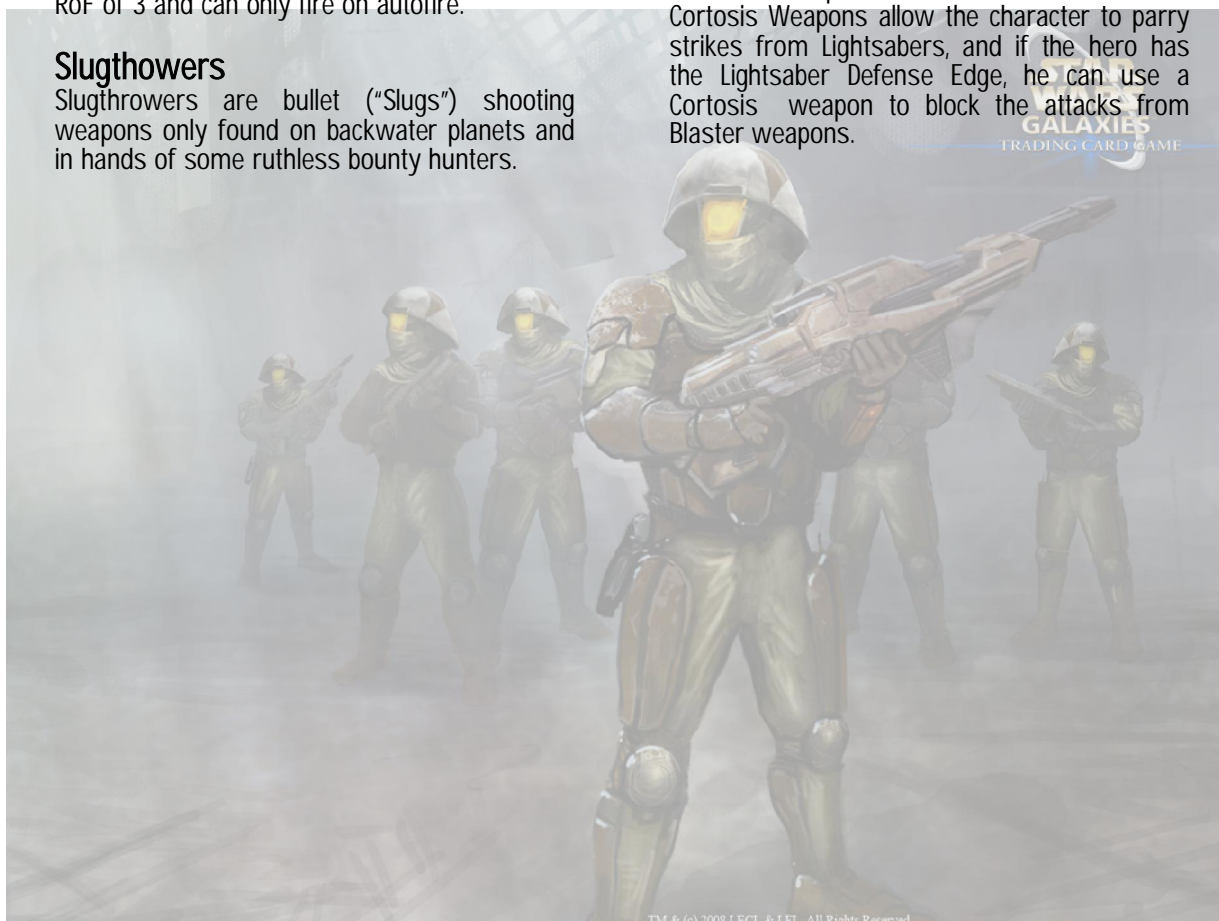
Cortosis Alloy

Cortosis ore was a very rare, brittle, fibrous material whose conductive properties. The alloy made from it has the property to block attacks from Lightsabers and Blaster shots.

Cortosis made weapons and armor are very hard to find, and obviously expensive.

Cortosis Armor ignore the ability of the Lightsabers to ignore Armor, and ignore the AP of blaster weapons.

Cortosis Weapons allow the character to parry strikes from Lightsabers, and if the hero has the Lightsaber Defense Edge, he can use a Cortosis weapon to block the attacks from Blaster weapons.



MELEE WEAPONS TABLE

Weapon	Range	Damage	RoF	Weight	Cost	Notes
Vibro Dagger	-	Str +2d4	-	1	200	AP 1
Vibro Sword	-	Str +2d6	-	2	250	AP 1
Vibro Axe	-	Str +2d8	-	6	500	AP 1
Vibro Spear	-	Str +2d6	-	5	500	AP 2; Reach 1
Lightsaber, double	-	Str +3d8	-	2	-	Parry +1, Ignores Armor.
Lightsaber	-	Str +3d8	-	1	-	Ignores Armor.

RANGED WEAPONS TABLE

Weapon	Range	Damage	RoF	Weight	Cost	Notes	
Blaster Pistol	15/30/60	2d6	1	1	500	AP 1, Stun.	
*Light (Sporting, Hold out)	7/15/30	2d4	1	0.5	300	Stun.	
*Heavy	20/40/80	2d6+1	1	2	750	AP 1, Stun.	
Blaster Rifle	30/60/120	2d8+1	2	5	1000	AP 1, Stun.	
*Light (Carabine, Sporting)	20/40/80	2d8	2	3	800	AP 1, Stun.	
*Heavy	40/80/160	3d8	2	8	1500	AP 2, Stun.	
Repeatin Blaster	20/40/80	2d8+1	3	6	1250	AP 1, Autofire.	
*Light	15/30/60	2d8	3	5	1000	AP 1, Autofire.	
E-web Repeating Blaster	40/80/160	4d8	3	50	5000	AP 3, Autofire, See notes.	
Archaic Weapons		Range	Damage	RoF	Weight	Cost	Notes
Wookiee Bowcaster	10/20/40	2d8+1	1	8	1500	AP 2	
Slugthrower Pistol	15/30/60	2d4+1	1	2	250	AP 1	
Slugthrower Rifle	25/50/100	2d6+1	2	6	300	AP 1	

STARSHIP WEAPONS

Weapon	Range	Damage	RoF	Weight	Cost	Notes
Laser Cannon	200/400/800	1d8*	1	-	-	AP 8, HW, See notes.
Ion Cannon	150/300/600	1d8*	1	-	-	AP 8, HW, See notes.
Concussion Missile	300/600/1200	4d10	1	-	-	AP 15, HW.
Proton Torpedo	200/400/800	6d20	1	-	-	AP 20, HW.

NEW STARSHIPS CRITICAL HIT TABLE

2d6	Effect
2	Scrath and Dent: The attack merely scrapped the paint, nothing happens.
3	Engine: The engine was hit, halve the acc/top speed.
4	Wings/Haps: The handling of the ship decreaes by 1. Minimum 0.
5	Computer System: The navi-computer is hit and damaged. Astrogation rolls can be made with difficulty. Lose 1d of Fire Control.
6-8	Chassis: Take the hit in the body, nothing happens.
9-10	Astromech or Life Support: Your Astromech is damaged and inoperative. If it is a Wildcard, resolve the damage against it as normal. If the ship does not have an Astromech droid or it is already damaged, this attacks hit the Life Support system. If the ship is wrecked, you go down with it, furthermore you only have a few minutes of air before starting to asfixiate (normally 1d10 minutes).
11	Weapon: One of your weapons (random) gets damaged and can no longer be used.
12	Wrecked: The ship is automatically wrecked.

ACKNOWLEDGMENTS

This game uses the Savage Worlds game system, available from Pinnacle Entertainment Group (www.peginc.com).

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Thanks George Lucas for making Star Wars. Yes even the prequels.

FINAL THOUGHTS

I hope you enjoyed this conversion, personally I made this for myself and my friends, but if you like it, you make me happy-

Yes, I skipped a lot of info others have put, as I said, if you want info, go to the interwebs, buy the WOTC rpg books and the WEG (if you can get them).

Most of what I did was for a Rebellion time, but is easy to adapt to other times.

The conversion of John "Sheriff288" Brown has a lot of info on making your own Lightsaber, pretty useful for a Old Republic time setting. Check them out if you like.


I include a modified version of Cheyene's Savege Star Wars Character Sheet and a lousy NPC and Ship Record Sheet I made based on that one. Thanks to Cheyene for that awesome sheet.

For rules on how to create/convert ships, read the Sci-Fi Toolkit. And if your players want to modify a Freighter so it is the fastest in the galaxy and use it to smuggle... well, Sci-Fi Toolkit.

Thanks everyone for reading.

VL 2009. ThexFallenxOne has been Savaged!





ATTRIBUTES

AGI_{LETT}

SMAR_{TTS}

SPI_{LETT}

STR_{ENGTH}

VIG_{OR}

SKILLS

Climbing

Computers

Driving

Fighting

Notice

Piloting

Repair

Shooting

FATIGUE

AMMO TRACK

Full

High

Low

Out

EDGES


HINDERANCES

WEAPON	RANGE	ROF	DAMAGE	NOTES
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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NAME

PERSONALITY

NOTES



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STARSHIP CLASS ACC/TOP SPEED

CREW HANDLING HYPERDRIVE ASTROMECH?

SHIELDS FIRE CONTROL CARGO BAYS COST

SHIP RECORD SHEET

WEAPON	RANGE	ROF	DAMAGE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

AMMO	LOCATION	WEIGHT	TYPE	NOTES
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

WEAPON	RANGE	ROF	DAMAGE
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AMMO	LOCATION	WEIGHT	TYPE	NOTES
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WEAPON	RANGE	ROF	DAMAGE
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AMMO	LOCATION	WEIGHT	TYPE	NOTES
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CARGO

WOUNDS


WRECKED

CRITICAL HITS:

NOTES AND UPGRADES

SHIELDS

TOUGHNESS



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