

Savage Star Wars

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with help/comments/criticism of the **Savage_Worlds** mailing list
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Changelog:

2.0 – Many many changes to edges, race abilities, force powers, and weapons based on full Savage Worlds rules. This conversion now requires the Savage Worlds core rulebook to play and some source material on Star Wars in an RPG setting.

1.2 – Changed racial edges to match rank requirements.

1.2 – Revised Force Powers to match TD v3 Powers format and some minor changes.

1.2 – Changed Professions to Professional Edges.

1.2 – Removed Professions that didn't have any special abilities. (Easier to make your own Soldier or Pilot or Diplomat or etc.)

1.2 – Minor wording changes to Saber Defense, Saber Deflect and Imp. Saber Defense.

1.2 – Changed weapon ranges to match up with TD v3 ranges.

1.2 – Changed droid write-ups to match TD v3 monster write-ups

1.1 – Changed Saber Defense to use a variant on the Vigor damage soak rules.

1.1 – Added Toughness stats for Example Droids.

1.1 – Changed Saber Deflect to a single Fighting roll to hit back.

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Races

Human

- **Bonus Edge:** Humans gain one free edge during character creation

Bothan

- **Agile** (Agility d6)
- **Fragile** (-1 Toughness)
- **Alertness**

Cerean

- **Danger Sense**

Duros

- **Ace**

Gammorean

- **Strong** (Strength d6)
- **Obese**

Ithorian

- **Spirited** (Spirit d6)
- **Woodsmen**
- **Outsider**

Kel Dor

- **Alertness**
- **Danger Sense**
- **Methane Breather** (Requires special breathing and eye filters in most environments)

Mon Calamari

- **Low Light Vision**
- **Aquatic**

Quarren

- **Tough** (Vigor d6)
- **Aquatic**
- **Outsider**

Rodian

- **Agile** (Agility d6)
- **Mean**
- **Hunter** (Tracking d6)

Sullustan

- **Agile** (Agility d6)

- **Fragile:** Character starts with d4-1 in Vigor
- **Low Light Vision**

Trandoshan

- **Armored:** Leathery skin provides a natural +1 Armor
- **Low Light Vision**

Twii'Lek

- **Low Light Vision**
- **Combat Reflexes**
- **Weak-willed** (-1 to resist mind affecting Powers or tests of will)

Wookiee

- **Strong** (Strength d6)
- **Berserk** (Wookiee Rage)
- **Mean**
- **Loyal**

Zabrak

- **Nerves of Steel**

Droid

- **Construct**

The Force

Arcane Background (The Force)

Arcane Skill : Force Use (Spirit)

Starting Power Points: 10

Starting Powers: 2

The Force has two aspects light and dark. The dark side seduces and corrupts force users. In order to walk the light side force users must resist temptation, resist anger, and resist acts of evil. Force users suffer no ill effects from rolling a 1 on the force use die.

Taint: A force user risks falling to the dark side through evil actions and calling upon the dark side. A force user is required to make a Spirit test immediately after one of the following:

- Calling on the dark side (0)
- Using a dark side force power (0)
- Performing an evil act (0 to -4)

A more heinous act (GM's discretion, i.e. murder) will induce a negative modifier to the Spirit test.

Failure will increase the force user's Taint by one. Each level of Taint gives a bonus to Force Use rolls by calling on the dark side which incurs a Spirit test. If a force user reaches a Taint four she falls to the dark side. PC characters are immediately taken over by the GM and may become major enemies in the current campaign.

A force user may reduce Taint, before reaching the fourth Taint level, by spending a level up bonus.

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This represents meditation and contemplation on the force instead of time spent improving or learning new abilities.

Force Powers

Use of the force is most often subtle and serves to affect the force user. Trappings are often non-existent except for a subtle hand waving or murmuring.

Force users have the following powers from the core Savage Worlds book with a few changes:

Armor

Range: Self

Bolt

Rank: Seasoned

Trappings: Blue arcing lightning bolts

Bolt is a dark side power.

Boost Trait

Range: Self

Boost Trait is an often used power to enhance senses (Notice), enhance martial skills (Fighting), and others. Boost Trait and Lower Trait are treated as separate powers.

Lower Trait

Boost Trait and Lower Trait are treated as separate powers. Lower Trait is a dark side power.

Detect/Conceal Arcana

This power is used to detect or conceal force users and places powerful in the force. Detect Force will also inform the user of emotions and feelings related to the target.

Fear

Fear is a dark side power.

Healing

Trappings: laying on hands

Speed

Range: Self

Telekinesis

illusion (causing the target to fire on friends or fall off a ledge).

Force Leap

Rank: Novice

Power Points: 2

Range: Self

Duration: Instant

Trappings: A brief moment of concentration.

Force leap increases the horizontal and vertical leap of a character by 2" for each success and raise.

A character may attempt one use of force leap when falling. Each success and raise reduces falling damage by 5 points.

New Edges

Professional Edges

Jedi

Requirements: Novice, AB(Force Use)

Jedi learn mastery of the light side of the force through rigorous training and study. Jedi learn the correct use of their weapon of choice, the lightsaber and do not suffer -2 Fighting when using one.

Jedi is a requirement for Saber Defense (see below).

Jedi gain the hindrance Vow (major) as a pledge to the Jedi Code and the edge Connections (Jedi Master),

Bounty Hunter

Requirements: Rank: Seasoned, Smarts d6+, Tracking d8+

Bounty Hunters gain +2 to all Tracking and Knowledge rolls (including common knowledge) regarding the target of a hunt the character has studied.

Slicer

Requirements: Smarts d8+, Knowledge (Computers) d8+

Slicers gain +2 to all Investigation, Knowledge rolls (including common knowledge) when using a computer and +2 to Repair rolls when fixing or modifying a computer.

Combat Edges

Saber Defense

Requirements: Jedi Professional Edge

A character can declare saber defense by spending an action. Saber Defense can be used with a held action and does not require an opposed Agility roll since the character is reacting to the shots, not interrupting them.

After the number of hits on the Jedi is determined, but before damage is rolled the Jedi rolls Fighting. On a successful roll one hit is defended and has no further effect. Each raise defends against one additional hit.

New Powers (Force Use)

Affect Mind

Rank: Seasoned

Power Points: 2

Range: 12/24/48

Duration: Instant

Trappings: Subtle waving of a hand and can subvocalize suggestions.

Affect mind is an opposed roll versus the target's Smarts. Success causes a minor distraction (Obi-Wan at the tractor beam "What was that?"). One raise will implant a mental suggestion ("These aren't the droids you're looking for"). Two raises will create a mental

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Saber defense only works against ranged projectiles. Saber Defense is not effective against area of effect attacks or melee attacks.

Saber Deflect

Requirements: Rank: Seasoned+, Saber Defense

Any successfully defended energy attacks (not matter based like slug throwers or arrows) may be reflected to a new target.

For each successfully defended hit, the character may immediately roll his Fighting skill at -2 to hit the object or being that shot at the character; roll at -4 for any other target. The fighting roll is also modified by any ranged attack modifiers (i.e. range, visibility, cover, etc.) for the new target.

Improved Saber Defense

Requirements: Rank: Seasoned+, Saber Defense

The Jedi may spend an action to use Saber Defense for any target within 2".

Energy Shields

These shields are either up or down and provide a steady level of protection while up. This shield provides an Armor bonus to Toughness that stacks with any other Armor bonuses. This is listed as a second number in the armor bonus separated from the physical armor bonus by a slash. AP weapons negate the shield bonus the same as normal armor.

The shield is penetrated by taking damage above the modified Toughness. The vehicle or character protected by the shield takes damage based on the modified Toughness.

Once a shield is penetrated it is inoperative and no longer provides the Armor bonus from that card on. Shields can be repaired by taking a combat action to make a successful Repair roll. Shields that are complex may take more than one action to repair. Shields that provide a large bonus may have a negative modifier to the Repair roll.

Shield generators/emitters may be destroyed by a called shot (see core rules). If the shield is up the damage done in a successful shot must exceed the total Toughness of the target, if the shield is down damage is automatic. A destroyed shield cannot be repaired in combat, it takes spare parts and minutes to hours of time (GM's choice). For vehicles the Critical Hit table can be changed for a result of 6 to be Shield and 7-8 Chassis.

Example: A small space fighter has Toughness: 25 (5/10), which is a natural Toughness of 10 a bonus

of +5 for physical Armor and a +10 bonus for the energy shield. The fighter is hit by a plasma cannon for 28 points of damage. 3 points over the Toughness of 25 is not enough to cause a Wound, but the Pilot must roll Out of Control. The shield is down and from the next card on the new toughness is 15 (5) until the shield is back up. If it gets hit again for 28 points of damage with the shield down then it would take 3 wounds.

Example Droids

Battle Droid v1

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d4, Vigor d4

Skills: Shooting d6, Fighting d4, Notice d4, Guts d10

Pace: 6; **Parry:** 4; **Toughness:** 4

Gear: blaster rifle, imbedded comlink

Special Abilities

- **Master Control:** Requires comlink to control computer to perform actions.
- **Construct**
- **Ambidextrous**

Battle Droid v2

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Shooting d6, Fighting d6, Notice d6, Guts d10, Intimidate d6

Pace: 6; **Parry:** 5; **Toughness:** 7(2)

Gear: imbedded blaster rifle, imbedded comlink, armored chassis (armor +2)

Special Abilities

- **Construct**
- **Ambidextrous**

Droideka (Destroyer Droid)

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d10

Skills: Shooting d10, Fighting d6, Notice d6, Guts d10

Pace: 2/12; **Parry:** 4; **Toughness:** 16(2/6)

Gear: dual imbedded light repeating blasters, imbedded comlink, armored chassis (+2 Armor), portable energy shield (+6 Armor)

Special Abilities

- **Rolling Mode:** Pace 12 rolling, Pace 2 walking, 1 action to change modes.
- **Size +1**
- **Two-fisted**
- **Construct**
- **Ambidextrous**

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Equipment and Gear

Hand Weapons

Type	Damage	Weight	Notes
Combat Gloves	STR+1	1	
Vibro dagger	STR+1	1	AP 2
Vibroblade	STR+2	3	AP 2
Lightsaber	STR+10	1	AP 4; Fighting -2 unless trained
Force Pike	STR+3	5	AP 2; Reach 1

Ranged Weapons

Type	Range	Dmg.	RoF	Weight	Shots	Notes
Blaster	12/24/48	2d6+1	1	2	30	AP 1
Holdout Blaster	6/12/24	2d6	1	1	5	
Heavy Blaster	12/24/48	2d10	1	2	15	AP 2
Blaster Rifle	24/48/96	2d8+1	1	8	60	AP 1
Blaster Carbine	12/24/48	2d8	3	4	60	
Blaster Cannon	24/48/96	4d10+5	1	50	50	AP 12
Light Repeating Blaster	24/48/96	2d8+1	3	24	50	AP 1
Heavy Repeating Blaster	24/48/96	3d10+4	3	60	100	AP 4
E-Web Blaster	24/48/96	3d12+4	3	80	100	AP 5

Armor

Type	Protection	Weight	Notes
Helmet and Flak Jacket	+2	10	Head and chest
Flight Suit	+2	15	All locations
Battle Armor	+3	20	All locations
Clone/Storm Trooper Armor	+6	30	All locations