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*with help/comments/criticism from the
Savage Worlds mailing list and Great White / Pinnacle forums*
See Ted's great Star Wars Showdown cards at <http://naxera.com/starwars/>

Version 3.0 – 8/28/05

Changelog:

- 3.0 – Revisions on racial abilities to match with published works, simplified lightsaber defense to match Deflect Power, changes shields to have own Toughness and not be used as armor, minor wording changes to force powers, minor changes to gear and weapons (it **has** been a year since the last version, lots to update!)
- 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.

PLAYER RACES

Player Races

Human

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

Bothan

- **Agile** Agility starts at d6
- **Weak** Costs 2 points to raise Strength during character creation. Must dedicate 2 level up opportunities to raise Strength afterwards.
- **Alertness**

Cerean

- **Danger Sense**

Duros

- **Ace**

Gammorean

- **Strong** Strength starts at d6
- **Obese**

Ithorian

- **Spirited** Spirit starts at 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** (Toughness +1)
- **Aquatic**
- **Outsider**

Rodian

- **Agile** Agility starts at d6
- **Mean**
- **Hunter** Tracking Skill at d6

Sullustan

- **Agile** Agility starts at d6
- **Weak** Costs 2 points to raise Strength during character creation. Must dedicate 2 level up opportunities to raise Strength afterwards.
- **Low Light Vision**

Trandoshan

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

Twi'Lek

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

Wookiee

- **Strong** Strength starts at d6
- **Berserk** Trapping: Wookiee Rage
- **Mean**
- **Loyal**

Zabrak

- **Nerves of Steel**

Droid

- **Construct**

THE FORCE

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.

Dark Side Taint: A force user risks falling to the dark side though 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 and may incur a penalty when not calling on the dark side. 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. This represents meditation and contemplation on the force instead of time spent improving or learning new abilities.

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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 as noted.

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

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 Spirit. 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 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" with a success and 4" with a raise.

A character may attempt one use of force leap when falling. Each a success reduces falling damage by 5 points, a raise reduces damage by 10 points.

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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, Streetwise, and Knowledge rolls (including common knowledge) regarding the target of a hunt. The Bounty Hunter must start with a basic dossier of information on the target before the bonus can be used.

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

Lightsaber Defense

Requirements: Jedi Professional Edge

A character can declare saber defense by spending an action during his turn. 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.

The character makes a Fighting roll. With a standard success, attackers must subtract 2 from any Shooting rolls while using weapons that do not have an area of effect. A raise increases the penalty to -4.

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If the attacker is using a blaster or other energy weapon and rolls a 1 on the Shooting die (or a Wild Card rolls snake eyes) the bolt is deflected back and hits the attacker for normal damage.

Improved Lightsaber

Defense

Requirements: Rank: Seasoned+, Saber Defense

The Shooting penalty of Lightsaber Defense protects any allies within 2" of the character. This effect does not stack in the case of multiple overlapping Lightsaber Defenses.



Energy Shields

Energy shields protect the ships, vehicles and sometimes droids of the Star Wars universe.

Shields do not provide a bonus to Toughness as armor does. Instead an active shield has its own Toughness rating independent of what it is protecting and a number of hits it can take before failing. A shield can also have the Heavy Armor special ability.

Damage equal to a shield's Toughness rating counts as a hit. Shields cannot be Shaken. Each raise of damage above the Toughness rating counts as an additional hit. Once the shield has exhausted all hits it no longer provides protection and any further damage is counted against the target's normal Toughness.

Shields can cover separate arcs or areas of a larger vehicle or ship. Each shield is counted separately. A single shield hit may be regenerated by a successful Repair action during combat with a modifier of -1 for every 5 points of Toughness rating for the shield.

Shield generators/emitters may be destroyed by a called shot (see core rules). A destroyed shield generator takes spare parts and minutes to hours of time (GM's choice) to repair and is impractical during combat.

For vehicles the Critical Hit table can be changed for a result of 9 to hit the crew and 10 to destroy the shield generator.

Example: A small space fighter has Toughness: 16 (4), which is a natural Toughness of 12 and a bonus of +4 for physical Armor. The fighter also has a shield of 15 Toughness with 3 hits. If the fighter takes 22 points of damage from a laser cannon this would count as two hits on the shield (23 points required for two raises and three hits). The fighter has one remaining shield hit. If the fighter takes another 22 points of

damage the first 15 will be used against the last hit of the shield with the remaining 7 points not enough to damage the Toughness 16 hull of the ship.



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 (+2 Armor)

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:** 10(2), Shield: 15T/3h

Gear: dual imbedded light repeating blasters, imbedded comlink, armored chassis (+2 Armor), portable energy shield (15 Toughness, 3 hits)

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	
Vibroblade	STR+1	1	AP 2
Vibroblade	STR+3	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	Auto, 3RB
Blaster Cannon	24/48/96	4d10+5	1	50	50	AP 12, May not Move
Light Repeating Blaster	24/48/96	2d8+1	3	24	50	AP 1, Auto, Snapfire
Heavy Repeating Blaster	24/48/96	3d10+4	3	60	100	AP 4, Auto, May not Move
E-Web Blaster	24/48/96	3d12+4	3	80	100	AP 5, Auto, May not Move

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	+4	30	All locations