

Star Wars in Savage Worlds

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

- 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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Racial Abilities

Human

- **Bonus Edge:** Gain one free edge during character creation

Bothan

- **Agile:** Character starts with d6 in Agility
- **Fragile:** Character starts with d4-1 in Vigor
- **Alertness**

Cerean

- **Smart:** Character starts with d6 in Smarts
- **Spirited:** Character starts with d6 in Spirit
- **Clumsy:** Character starts with d4-1 in Agility
- **Danger Sense**

Duros

- **Agile:** Character starts with d6 in Agility
- **Smart:** Character starts with d6 in Smarts
- **Weak:** Character starts with d4-1 in Strength
- **Fragile:** Character starts with d4-1 in Vigor
- **Spaceborn**

Gammorean

- **Improved Strong:** Character starts with d8 in Strength
- **Stupid:** Character starts with d4-1 in Smarts
- **Clumsy:** Character starts with d4-1 in Agility
- **Obese**

Ithorian

- **Clumsy:** Character starts with d4-1 in Agility
- **Smart:** Character starts with d6 in Smarts
- **Spirited:** Character starts with d6 in Spirit
- **Survivalist:** +2 to all Survival rolls

Kel Dor

- **Agile:** Character starts with d6 in Agility
- **Spirited:** d6 in Spirit
- **Fragile:** Character starts with d4-1 in Vigor
- **Low Light Vision**
- **Methane Breather**

Mon Calamari

- **Smart:** Character starts with d6 in Smarts
- **Fragile:** Character starts with d4-1 in Vigor
- **Low Light Vision**
- **Amphibious**

Quarren

- **Vigorous:** Character starts with d6 in Vigor
- **Weak-Willed:** Character starts with d4-1 in Spirit
- **Amphibious**

Rodian

- **Agile:** Character starts with d6 in Agility
- **Weak-Willed:** Character starts with d4-1 in Spirit
- **Hunter:** +2 to all Tracking rolls

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Sullustan

- **Agile:** Character starts with d6 in Agility
- **Fragile:** Character starts with d4-1 in Vigor
- **Darkvision**
- **Climber:** +2 to all climbing rolls

Trandoshan

- **Strong:** Character starts with d6 in Strength
- **Clumsy:** Character starts with d4-1 in Agility
- **Armored:** Leathery skin provides an natural +1 Armor
- **Darkvision**

Twilek

- **Smart:** Character starts with d6 in Smarts
- **Weak-Willed:** Character starts with d4-1 in Spirit
- **Low Light Vision**
- **Combat Reflexes**

Wookiee

- **Improved Strong:** Character starts with d8 in Strength
- **Clumsy:** Character starts with d4-1 in Agility
- **Weak-Willed:** Character starts with d4-1 in Spirit
- **Berserk** (Wookiee Rage)

Zabrak

- **Nerves of Steel**

Droid

- **CPU:** Character is immune to normal mind effects. Requires additional programming to advance skills.
- **Artificial Body:** Character gains +2 to all rolls to recover from shaken. All attributes require purchased upgraded parts and installation.

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The Force

Arcane Background: Force Use (Spirit)

Force Use is subject to all the rules of arcane backgrounds with the following additions:

Calling on the dark side will provide a force user an additional wild die (taking the best of three dice), but it will also give the character Dark Side Points as explained below.

Dark Side Points (DSPs) represent a force user's reliance and use of the dark side of the force. A character is awarded DSPs as follows:

DSPs Gained	Action Taken
1	Acting selfishly or in anger; using the Force lightly for mundane tasks
2	Obvious acts of evil; causing pain and suffering; sadism
3	Blatant acts of evil; harming or killing the innocent
+1	Calling on the Dark Side (can be cumulative with above actions)

Whenever a character gains DSPs she must immediately make a Spirit test with each DSP penalizing the roll by -1. Success does not change the character's Taint or DSPs as she is able to suppress the dark urges. Failure results in the character gaining a level of taint and losing all DSPs.

Taint	Effect
0	no effects
1	+2 to all Force Use rolls when calling on the dark side
2	+2 to all Force Use rolls when calling on the dark side -2 to all Force rolls when not calling on the dark side
3	character becomes a Darksider (usually an NPC)

A character may remove one level of Taint before becoming a Darksider by spending a level up advancement. This represents time spent in meditation and reflection by the Force User on the nature of the Force and his place in it instead of training to increase other traits or gain an edge.

A character may remove DSPs by acts of selfless heroism as defined by the GM.

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Force Powers

Force Heal

Use the Heal power as stated.

Force Defense

Use the Armor power as stated.

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

Force Stealth

Power Points: 1

Range: Self

Duration: 1 (1/round)

Rank: Seasoned

Trappings: Eyes closed for a moment, drawing robes around himself.

Success grants the recipient a +2 bonus to all stealth rolls. Each raise grants the recipient an additional +2. Bonuses are lost and the character must re-roll stealth once the duration ends.

Force Jump

Rank: Novice

Power Points: 1

Range: Self

Duration: 1

Trappings: None.

Success grants the recipient a +2" bonus to all jump distances (vertical and horizontal). Each raise grants the recipient an additional +2".

Force Speed

Rank: Novice

Power Points: 1

Range: Self

Duration: 1 (may be maintained for 1PP/rnd)

Trappings: The Force User takes on a blurred effect while moving.

Success grants the recipient a +2" bonus to Pace. Each raise grants the recipient an additional +2".

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Telekinesis

Rank: Novice

Power Points: 1 + 1 per additional target

Range: 6/12/24

Duration: Instant (may be maintained for starting points expenditure / round)

Trappings: Waving hands to direct movement.

Telekinesis can be used to levitate or move inanimate objects, or to push or pull other beings to knock them down. A successful roll will move a small object (such as returning a dropped weapon to your hand). Larger objects may require one or more raises (GM's discretion). Pushing or levitating creatures requires a successful opposed roll against the target's Strength (including the any modifiers for size). The Force User can increase his Use Force roll +1 for each Power Point spent. The Force User can also affect multiple targets in one action by spending the appropriate Power Points to move each target and rolling Force Use for each target.

Example: Obi-Wan (Force Use d8) is approached by 4 Battle Droids (Strength d4) in the middle of a hectic combat. Obi-Wan uses his Telekinesis with a dramatic flourish to push the droids away. He spends 4 PP and rolls d8, d8, d8, and d6 wild die with results of 4, 5, 2, 6, and 3. The Droids roll d4 each for their strengths coming up with 3, 1, 2, and 5. Obi-Wan successfully pushes each droid to the ground and their shoddy construction does not survive the impact.

Enhance Senses

Rank: Seasoned

Power Points: 1

Range: Self

Duration: 1 (1/round)

Success grants the recipient a +2 bonus to Notice rolls. Each raise grants the recipient an additional +2.

Enhance Trait

Use the Enhance Trait Power with a Range of Self only.

Force Drain

Rank: Veteran

Power Points: 2

Range: 5/10/20/40

Duration: Instant

The Force User reduces 2 Power Points +2 Power Points per raise in an opposed roll versus the target's Spirit (with range modifiers applying to the user's roll). The drained power points are added to the user's total up to his allowed maximum.

Force Lightning

Use the Bolt power with a required rank of Veteran. Due to the excruciating pain of Force Lightning, all rolls are at -2 to recover from being Shaken.

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Professional Edges

Jedi

Requirements: AB:Force Use, Connections (Jedi Master)

Due to their rigorous training in the Force, Jedi gain +2 to all Force Use rolls. A Jedi with Taint (see Force Use) lose the +2 Force Use bonus for being a Jedi. Jedi is a requirement for Saber Defense (see below).

Jedi gain the hindrance Vow (major) as a pledge to the Jedi Code.

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.

Additional Edges and Hindrances

Spaceborn*

Requirements: Agility d6+, Smarts d6+

Gain +2 to all Pilot and Knowledge(Navigation) rolls.

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.

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.

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For each successfully defended hit, the character may 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.)

Improved Saber Defense

Requirements: Rank: Seasoned+, Saber Defense

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

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Equipment

Hand Weapons

Type	Damage	Weight	Notes
Club	STR+2	3	
Combat Gloves	STR+1	1	
Vibro dagger	STR+1	1	AP 2
Vibroblade	STR+2	3	AP 2
Lightsaber	STR+4	1	AP All
Force Pike	STR+3	5	AP 2

Ranged Weapons

Type	Range	Dmg.	RoF	Weight	Shots
Blaster	12/24/48	2d8	1	2	30
Holdout Blaster	6/12/24	2d6	1	1	5
Heavy Blaster	12/24/48	2d10	1	2	15
Blaster Rifle	24/48/96	2d10	1	8	60
Blaster Carbine	12/24/48	2d8	3	2	60
Slug Pistol	12/24/48	2d6	1	1	15
Slug Rifle	24/48/96	2d8	1	8	30
Blaster Cannon	24/48/96	2d10+4	1	33	50
Light Repeating Blaster	24/48/96	2d8	3	24	50
Heavy Repeating Blaster	24/48/96	2d10+4	3	36	100
E-Web Blaster	24/48/96	2d12+4	3	50	100

Armor

Type	Protection	Weight	Notes
Heavy cloak or leathers	+1	15	All locations
Helmet and Flak Jacket	+2	10	Head and chest
Flight Suit	+2	15	All locations
Battle Armor	+3	25	All locations
Clone/Storm Trooper Armor	+4	40	All locations

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Energy Shields

Energy shields provide additional Armor and an ablative effect represented by additional Wounds to a character or vehicle equipped with them. Shields are defined by their Armor bonus (when active) and the number of wounds. Some shields may be tough to penetrate but cannot absorb much damage (high Armor, low wounds), while others may be weaker protection, but absorb many hits (low armor, many wounds).

Shields cannot be shaken, damage that is equal to or greater than the modified toughness causes one wound to the shield. Each raise causes an additional wound on the shield. Once an energy shield runs out of wounds the shield is down and the armor bonus is removed. Any additional damage in an attack that takes a shield down is lost.

A character may regenerate/repair a shield with a successful Repair roll with a -1 penalty for every point of Armor and the shield provides. A successful check will regain 1 wound to the shield.

Examples of energy shields:

Droideka portable energy shield: +3A/+1W

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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.
- **CPU**
- **Artificial Body**
- **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

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

Special Abilities

- **CPU**
- **Artificial Body**
- **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:** 13/10

Gear: dual imbedded light repeating blasters, imbedded comlink, armored chassis (+2 Armor), portable energy shield (+3A/+1W)

Special Abilities

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