

SAVAGE **STAR WARS**

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Hindrances

Dark Side Tainted/Consumed (Minor/Major)

Requirements: Force Attuned Edge

The character begins the game tainted by the Dark Side for a minor hindrance or consumed by the Dark Side for a major hindrance. Dark Side Tainted characters must spend two bennies to get the effect of one benny, unless the roll is to commit an evil act or make a soak roll. Consumed characters may only spend bennies on evil actions or soak rolls. Tainted and Consumed characters are usually discouraged except when running an evil campaign.

Edges

The following edges are not appropriate for Savage Star Wars: Champion, Gadgeteer, Holy/Unholy Warrior, Luck, Great Luck, Mentalist, Mr. Fix-It and Wizard.

Rapid Recharge, Improved Rapid Recharge and Soul Drain are only appropriate with Arcane Background (The Dark Side).

Champion of the Force/Dark Side (Professional Edge)

Requirements: Novice, Arcane Background (The Force or The Dark Side), Spirit d8+, Strength d6+, Vigor d8+, Fighting d8+

Champions are men and women who chose to fight for a particular side of the Force. Most are Jedi or Sith ready and willing to lay down their lives for a greater cause, but some follow alien ways of Force worship. Champions add +2 to damage when attacking Dark side (or Light Side) creatures, and increase Toughness by +2 when suffering damage from Dark side (or Light Side) sources, including arcane powers and the weapons, claws, or teeth of such creatures.

Force Attuned (Background Edge)

Requirements: Novice

The character has an affinity with the Force whether they are aware of it or not. The character starts play with an extra benny. Force Attuned characters may have good or bad feelings about specific situations. The GM will let the character know when they have these feelings and what the source of their anxiety or excitement is. In some cases, this may translate to a +2 bonus to an appropriate skill such as Notice, Persuasion or Streetwise. The character must be careful of what actions they take or they may gain the Dark Side Tainted hindrance.

Force Favored (Background Edge)

Requirements: Novice, Force Attuned

The character's connection to the Force is extremely strong. The character starts play with two extra bennies. Force Favored characters are destined to play big roles in the events of the universe. As such, they will attract situations that lead them to greatness, but also threaten their well being. These characters must be even more careful with their actions or the lure of the Dark Side will take hold. These characters are actively recruited and tempted by Dark side powers.

Force Discipline (Power Edge)

Requirements: Novice, Arcane Background (The Force)

Selects a force Trait; Control, Sense or Alter. Rolls for Force powers in the related Trait are made at +1. This Edge may be taken more than once but a different Force Trait must be selected each time.

Force Mastery (Power Edge)

Requirements: Veteran, Force Discipline

Selects a Force Trait (Control, Sense or Alter) in which the character has the associated Force Discipline. Rolls for Force powers in the related Trait are made at +2. This Edge may be taken more than once but a different Force Trait must be selected each time.

Mechanic (Professional Edge)

Requirements: Novice, Smarts d8+, Repair d8+, at least two other technology based Knowledge skills at d6+

The mechanic adds +2 to his Repair rolls. With a raise, he halves the time normally required to fix something. This means that if a particular Repair job already states that a raise repairs it in half the time; a Mechanic could finish the job in one-quarter the time with a raise.

The Force

The following two arcane backgrounds are the only ones available in Star Wars. The only powers available are the ones described in this section.

Arcane Background (The Force)

Requirements: Novice, Force Attuned

Arcane Skill: Control (Vigor), Sense (Smarts), Alter (Spirit)

Starting Force Powers: 2

The character is a student of the Force, whether as a Jedi or some alien form of Force study. Force powers do not require power points as the character is always in tune with the force. Characters without a teacher may only take the New Power Edge every other level up. All Force powers are based on one of the three Jedi

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disciplines: Control (Vigor), Sense (Smarts), Alter (Spirit).

Arcane Background (The Dark Side)

Requirements: Novice, Force Attuned, Dark Side Tainted/Consumed

Arcane Skill: Control (Vigor), Sense (Smarts), Alter (Spirit)

Starting Power Points: 10

Starting Dark Side Powers: 2

The character has gained access to the Dark Side of the Force. The Dark Side grants incredible power, but at a price. Unlike the Force Powers, Dark Side powers require power points to use. Power points are treated as in the Savage Worlds rule book. Whenever a Dark Side tainted character uses a Dark Side Power, he must make a Spirit roll or become Dark Side Consumed. All Dark Side powers are also based on one of the three force disciplines: Control (Vigor), Sense (Smarts), Alter (Spirit).

Force Powers

Absorb/Dissipate Energy (Control)

Requirements: Veteran, Control Pain

Trappings: Sucking blaster bolts into an outstretched hand.

The character may absorb damage from Blaster bolts by making a Spirit roll immediately after the damage. Each success and raise removes one Wound of damage from the shot. The character gains a +2 bonus when making Vigor rolls to Endure Sunburn, Intense Heat, Solar Wind, and Radiation Storms.

Affect Mind (Alter)

Requirements: Veteran, Telepathy

Trappings: Subtle hand gestures and softly spoken suggestions.

Make an opposed Spirit roll with the target character. Success alters perceptions. A raise indicates the memory alteration is permanent. Only one attempt may be made per target per encounter.

Animal Empathy (Alter)

Requirements: Novice, Sense Force

Trappings: Animals not attacking

This power only works against creatures with animal intelligence. The character can alter the mood of a creature by making an opposed Spirit roll. Success indicates that the creature is calmed and will not attack. If the creature is a beast of burden, it may be ridden by the Force user or a friendly character may ride the beast at -2 Riding. This power may be kept up, but counts as an action. Only one attempt may be made per creature per encounter.

Battle Meditation (Alter)

Requirements: Veteran

Range: Spirit x 2

Trappings: A feeling of confidence bolstering the troops, enemies running in fear.

Battle Meditation increases allies' resolve/success in battle or causes enemies to abandon assault/turn on each other. During a combat, the Force user may make a Spirit roll to enter battle meditation. The meditation counts as an action so the Force user incurs a -2 penalty to all other actions. All friendly troops within range gain a +1 to attack rolls, Intimidation rolls and Taunt rolls.

Burst of Speed (Control)

Requirements: Seasoned

Trappings: A blur of motion

The character can summon the Force to enhance his movement rate. The character's movement rate is doubled with successful Vigor roll and tripled with a raise. Burst of Speed counts as an action.

Calm (Control)

Requirements: Seasoned

Trappings: A deep coma like state

A successful Vigor roll allows the character to enter a deep trance that slows body functions. The character can survive one week in dry climates or one month in moist climates. Healing rolls may be made normally during this time.

As well, the character may make a Vigor roll to still his emotions. This emptiness makes it difficult to be sensed by force users and lasts as long as the character does not do anything strenuous or highly emotional. Sense Force attempts against the character are made at -6.

Control Pain/Remain Conscious (Control)

Requirements: Seasoned

Trappings: Grim determination.

The character can use the Force to ignore the effects of Wound and Fatigue modifiers. With a successful Vigor roll (including the modifiers), all Wound and Fatigue modifier are ignored. If the roll is failed it can not be tried again until at least one Wound or Fatigue level has been removed. If the character is further Wounded, another Vigor roll is needed to continue to Control the pain.

If the character becomes incapacitated through Wounds or Fatigue, a successful Vigor roll will allow him to remain conscious, but Shaken. If the character makes any strenuous action such as attacking, he will fall unconscious as soon as the action is complete. Results on the Knock Out Blow table still apply if the character remains conscious.

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Control Another's Pain, Return another to Consciousness (Alter)

Requirements: Seasoned, Control Pain

Trappings: An old man in a cloak bending over Luke and touching his face.

By laying hands on another character, the Force user may make a Spirit roll to control that character's pain. The controlled character can ignore the effects of Wound and Fatigue modifiers until further Wounded or Fatigued. If the roll is failed it can not be tried again until the affected character has removed at least one Wound or Fatigue level.

A Spirit roll may also be used to return any unconscious character to consciousness. The character retains all Wounds, but may ignore the affects of Fatigue until further Wounded or Fatigued. Results on the Knock Out Blow table still apply if the character remains conscious.

Deflect Blasters (Control)

Requirements: Seasoned, Lightsabre Combat

Trappings: A swirling sabre deflecting a blaster bolt.

When the character with an active lightsabre is successfully attacked by a blaster bolt, he can make a Fighting roll vs. the attack roll. Success indicates the bolt was deflected. A raise indicates that the bolt may be aimed at a target. Select at target and make another Fighting roll. Treat it as a Shooting roll with a range of 4/8/16. Damage is equal to the original weapon's damage. Deflect blasters can only deflect blasters from hand weapons and vehicles, not starfighters.

Fade into the Force (Alter)

Requirements: Heroic, Spirit: d8, Can not be Dark Side Tainted/Consumed

Trappings: Body dissolves at death.

The character has become so attuned to the force he is able to live on after death as a force spirit. If the character dies, his spirit remains bound to the physical world. The Spirit may interact with Force Sensitive characters and provide guidance to them. However, the Spirit may not directly intervene in the characters actions, only provide guidance.

If the character had an NPC student at the time of her death, the player may assume the role of the NPC as a Wild Card character, or the player may decide to create a new "Force Sensitive" character. In either event, the GM will then play the now deceased Jedi as a spirit guide to the new character.

Farseeing (Sense)

Requirements: Seasoned

Trappings: A blank look on the face while a vision fills the mind.

The character may spend one minute concentrating to attempt to glean information about the events from

past, present or future in the immediate vicinity or at a distance. The character makes a Smarts roll with the following modifiers: -2 Past or Future, +2 immediate surroundings, -2 if events occur on another planet. With a success general information is given. With a raise, more specific information is available. In either case, the character gains one level of Fatigue that will fade in 24 hours.

Force Leap (Control)

Requirements: Seasoned

Trappings: A great big leap

A successful Vigor roll allows the character to leap 2" vertically or add 1" to a horizontal jump. A raise on the roll adds another 1" to either type of jump.

Life Bond (Sense)

Requirements: Novice, Can not be Dark Side Tainted/Consumed

Trappings: Feeling of calm peace when in presence of life bonded individual.

The character has a special connection with another Force Attuned being. When in the presence of that being, the character gains a +1 bonus to all Smarts, Spirit and Vigor rolls. If both characters are life bonded to each other, the bonus is +2. Also, Telepathy rolls between these two beings receive the same bonuses.

Lightsabre Combat (Sense)

Requirements: Novice

Trappings: Great lightsabre fights

The character is trained to channel the Force with the Lightsabre as his focus. The character's Smarts die is used as Wild Die when fighting with a lightsabre. Ignore the effect of 1's on the Fighting die. Characters with Force Discipline and Force Mastery Edges may apply their Sense bonus to attack rolls and Control bonus to damage.

Magnify Senses (Sense)

Requirements: Novice

Trappings: Body dissolves at death.

The character must spend one minute concentrating on his surroundings. During this time, he may only move at half his pace and take no other actions. At the end of the minute, the character may make a Notice roll at +2 to detect sounds, smells, sights, vibrations, etc. This power may only be used once per area per hour.

Sense Force (Sense)

Requirements: Novice

Trappings: "I feel cold"

The character can detect the ambient force within an area and its nature: light or dark. The roll is at -2 weak Force signatures and +2 for Strong force signatures. The

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character may automatically Sense powerful force events, such as the destruction of Alderaan.

The character may make a Smarts roll to detect sentient beings with the following modifiers. Within 5": +2; greater than 20": -2, greater than 50": -4; target is force attuned: +2. The character may detect presence and identity of specific known beings.

Telekinesis (Alter)

Requirements: Seasoned

Range: 2 x Spirit

Trappings: Rocks and Artoo in the air.

The character can make a Spirit roll to move an object within range. Only one attempt may be made per object. The roll is modified by the size of the object as follows: Size under 20 lbs: +2, 20-100 lbs: +0, 100-500 lbs: -2, 500-1000 lbs: -4, 1000-5000 -6.

If successful, the character may continue moving the object within range. If he takes another action, he must re-roll his Spirit to retain control of the object being moved. If the object moved was over 1000 lbs, the character must make another Spirit roll with the same modifiers or gain a fatigue level. "Concentraaaate!"

Telepathy (Sense)

Requirements: Seasoned

Trappings: "Luke"... "Father"... "Ben, why didn't you tell me?"

The character may make a Smarts roll to send thoughts to another character. The Smarts roll is modified as follows: Target has Telepathy +2; Target farther than 100 yards: -2; Target miles away: -4; Target in another system: -6, Target is unwilling: -2.

The Dark Side

When a character with the Force Attuned Edge commits an act that the GM considers evil, the character must make a Spirit roll or gain the Dark Side Tainted hindrance. If the character spent a benny on the act, he must get a raise on the Spirit roll to prevent the hindrance. The GM must warn the character of the consequences of his actions before he commits to them.

Once Dark Side Tainted, it is possible to remove the Hindrance. The character must spend at least two adventures atoning. During the adventures, the character must not perform any evil actions and may not spend any bennies on soak rolls, only on heroic actions. At the end of the adventures a successful Spirit roll will remove the hindrance. Bennies may not be spent on this roll. If the roll is failed, the character may continue atoning. At the end of each subsequent adventure the character may attempt another Spirit roll. If the character commits an evil act or spends bennies on soak rolls, he must start the atonement from the beginning of two adventures.

Characters with Arcane Background (The Dark Side) may become Dark Side consumed. Whenever they use Dark Side Powers, they run the risk of becoming consumed by the Dark Side. Characters who become Dark Side Consumed usually become GM characters, unless running an evil campaign. The only way to remove the Dark Side Consumed hindrance is to commit an act of ultimate sacrifice in the name of good. If that is done, the character can make a Spirit roll at -2 to return to Tainted status.

Dark Side Infestations

An area may be infested with the Dark Side of the Force. These areas are usually the sites of horrific events or areas sanctified by Sith lords. Dark Side infested areas cause rolls for Force powers to be at negative -1 for a weak infestation and -2 for a strong infestation. Characters using Force powers used with evil intent ignore the penalty.

Dark Side Powers:

Bolt of Hatred (Alter)

Rank: Seasoned

Power Points: 2

Range: 12/24/48

Duration: Instant

Trappings: Dark energy, wave of anger, purple evil glow.

The character may attack with a blast of pure hatred. Make a Smarts roll with a range of 12/24/48, Damage 2d6. The bolt ignores armor.

Fear (Control)

Rank: Novice

Power Points: 1-2

Range: Line of sight

Duration: Instant

Trappings: Menacing presence, evil breath mask, and cool tattoo.

The character can use the vileness of her presence to cause fear in others. All characters who can see the character must make a Guts check. If 2 power points are spent, the check is made at -2.

Feed on Dark Side (Sense)

Rank: Veteran

Power Points: 4

Range: Smarts x 10

Duration: 10 rounds

Trappings:

The character can feed on fear, hatred negative emotions of others. If in the presence of angry or scared individuals or a Dark Side infested area, the character can make a Smarts roll to absorb the negative energy.

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The GM needs to determine the number of potential individuals in the area. Anyone who failed a Guts check in the current encounter is considered scared. The Smarts roll is modified as follows:

- +1 a weak Dark Side infestation
- +2 a Strong Dark Side infestation
- +0 less than five angry/scared beings
- +1 5 to 10 angry/scared beings
- +2 more than 10 angry/scared beings

For each success and raise on the Smarts roll, the character gains a wound level. All current and future wounds are applied against these additional wounds before affecting normal wounds. These additional wound levels disappear as wounds are applied to them. Normal wounds can be "healed" in this manner.

Force Choke (Alter)

Rank: Novice
Power Points: 3
Range: 6/12/24
Duration: Instant

Trappings: A wave of the hand followed by a strangled trachea.

The character may choke a target within range by make a ranged Spirit roll. Success causes a Wound, a Raise causes two wounds.

Force Lightning (Alter)

Rank: Veteran
Power Points: 4
Range: 6/12/24
Duration: Instant

Trappings: Bolts of blue lightning that cover an area.

The character attacks with Force Lightning. The lightning covers a Medium Burst template and does 3d8 damage. This attack ignores armor.

Force Storm (Alter)

Rank: Heroic
Power Points: 8
Range: Spirit
Duration: See text

Trappings: Swirling vortex of dark/vile evil.

Force storms suck in everything and are hard to control. When created, the storm is the size of a small burst template and does 2d6+2 damage. Characters touching the storm must make an Agility roll to avoid being sucked in. If successful, they jump free. Once trapped they automatically take damage each round until an Agility roll is made to escape.

Each round after the first, the creator of the storm must make a Spirit roll to retain control. A second Spirit roll can be made to dissipate the storm. If the Spirit roll to control the storm fails the storm grows, moves

randomly and becomes more deadly and more difficult to control.

For each failed Spirit roll, the characteristics of the storm change as follows:

Size	Damage	Escape	Control	Moves
Med. Burst	3d8	Agility -1	Spirit -1	1d6"
Large Burst	4d10	Agility -2	Spirit -3	2d6"
12" Diameter	5d12	Agility -4	Spirit -4	3d6"
Out of control	-	-	-	-

If a storm goes out of control, it will continue to grow by 12" per turn until it destroys its own caster.

Injure/Kill (Alter)

Rank: Seasoned
Power Points: 1
Range: Touch
Duration: Instant

Trappings: Deadly laying on of hands.

The character may make a Touch attack. If successful the attack automatically causes a wound, 2 wounds with a raise.

Transfer Life (Alter)

Rank: Legendary
Power Points: 10
Range: Interstellar
Duration: Instant

Trappings: Blast of blue dissipating energy as when the Emperor died in ROTJ.

The character has developed the power to live on after death by transferring his life force to a host body. At the point of death, the character must spend the required power points and may make a Spirit roll to transfer his life force to a prepared host such as a Dark Side adept or clone somewhere in the galaxy. All normal Wound modifiers apply. If no such host is available, possession of any nearby character may be attempted by making an opposed Spirit roll with an additional -2 penalty. If successful, the character has transferred to the host body thereby killing the original host.

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Starships

Since most starship combat occurs in space, space battles on the tabletop can be run by dividing all ranges by 100. This gives movement rates and ranges in 1" for space combat. Those starships that can enter the atmosphere (or shoot from low orbit) use the unmodified movement and weapon ranges. Starships in the atmosphere work the same as any other vehicles in Savage Worlds.

Scales

There are two starship scales in Savage Star Wars: Starfighter scale and Capital scale. Starfighter scale ships gain a +4 bonus to Shooting rolls when targeting Capital scale ships. Capital scale ships incur a -4 penalty to Shooting rolls when targeting Starfighter scale ships. Because Capital ships have crews that can range into the hundreds, all Capital ship die rolls are considered group rolls and receive a Wild Die. Capital Ships can bring a maximum of 50% of their weapons to bear on any one target.

Speed

Starship tabletop speed is in inches when combating in space. At this scale, handling penalties due to speed are ignored.

Hyperdrive

The entry for Hyperdrive shows the travel time multiplier. If a trip normally takes 5 hours and the ships Hyperdrive is x3, the trip will take 15 hours. Backup Hyperdrives are slower and good for one use only.

Shields

Many starships use shields to help protect against incoming fire. To keep things Fast, Furious and Fun, Shields are calculated into the armor rating of a ship.

Ion Cannons

Ion cannons have an impact on ships electrical systems. Ion Cannons do not have armor piercing attacks. Instead, Ion Cannons compare their damage roll total to the ship's armor rating. A success on the damage roll results in loss of shields until repaired. This causes the Armor rating to be ½ of its normal value for any ship with shields. If the ship doesn't have shields there is no effect on the armor. Each raise on the roll reduces the ship's maximum speed by 1" in space or 100" in atmosphere. Crew (other than the pilot) can make a Repair roll at -2 each turn to fix shields or one unit of lost speed.

Tractor Beam Projectors

Tractor beams are capital ship weapons that can only ensnare Starfighter scale vessels. If a tractor beam projector's damage roll beats the targets current Speed the target takes no damage, but is ensnared. In space, Tractor beams bring a ship 1" closer every turn. A pilot may attempt to break free of a Tractor beam by making a Piloting roll plus the Acceleration of the ship in inches. If this roll beats the original damage roll of the Tractor beam with a raise, the ship breaks free. A roll of one on this Piloting roll results in sheering force damage of a wound and critical hit to the ship.

Squadrons and Batteries

When fighting larger space combats, fighters of the same type may be grouped into squadrons of 4 vessels. The squadrons act as a single ship to reduce overall complexity of the combat. Squadrons make Piloting rolls at -1. All vessels in the squadron must fire the same weapon. Make a single roll for the squadron but increase the damage done by one additional die. For example a squadron of four X-Wings fires their Laser Cannons which normally do 4d8 AP8 damage. Since it is a squadron shot, the damage is 5d8 AP20.

Capital ship weapons may be grouped into batteries of four, somewhat like squadrons. The ship descriptions below already have the weapons grouped into batteries and the damage increased. If for some reason you want to separate a battery into individual shots (it's not Fast or Furious, but may be Fun) reduce the damage by one die.

Starfighter Scale Ships

X-Wing

Typical Crew Skills: Piloting d8; Shooting d6

Acc/Top Speed: 150/800; **Climb:** 50; **Toughness:** 16(4)

Hyperdrive: x1; **Hyperdrive Backup:** None

Crew: 1 + Astromech; **Cost:** 180,000

Notes: Atmospheric, Heavy Armor, Shields, Spacecraft

Weapons:

- Four Laser Cannons (fire linked) (Range: 200/400/800; Damage: 4d8; AP 8; ROF: 1; Heavy Weapon)
- Two Proton Torpedo Launchers (Range: 100/200/400; Damage: 6d10; AP 20; ROF: 1; Heavy Weapon)

Y-Wing

Typical Crew Skills: Piloting d6; Shooting d8

Acc/Top Speed: 100/700; **Climb:** 30; **Toughness:** 18(4)

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Hyperdrive: x1; **Hyperdrive Backup:** None
Crew: 1 or 2 + Astromech; **Cost:** 130,000
Notes: Atmospheric, Heavy Armor, Shields,

Spacecraft

Weapons:

- Two Laser Cannons (fire linked) (Range: 200/400/800; Damage: 3d8; AP 8; ROF: 1; Heavy Weapon)
- Two Proton Torpedo Launchers (Range: 100/200/400; Damage: 6d10; AP 20; ROF: 1; Heavy Weapon)
- Two Light Ion Cannons (fire linked) (Range: 200/400/800; Damage: 3d8; ROF: 1)

TIE/In

Typical Crew Skills: Piloting d6; Shooting d6
Acc/Top Speed: 200/1000; **Climb:** 50; **Toughness:**

11(2)

Hyperdrive: None; **Hyperdrive Backup:** None
Crew: 1; **Cost:** 80,000

Notes: Atmospheric, Heavy Armor, Spacecraft

Weapons:

- Two Laser Cannons (fire linked) (Range: 200/400/800; Damage: 3d8; AP 8; ROF: 1; Heavy Weapon)

TIE Interceptor

Typical Crew Skills: Piloting d8; Shooting d6
Acc/Top Speed: 300/1200; **Climb:** 80; **Toughness:**

11(2)

Hyperdrive: None; **Hyperdrive Backup:** None
Crew: 1; **Cost:** 120,000

Notes: Atmospheric, Heavy Armor, Spacecraft

Weapons:

- Four Laser Cannons (fire linked) (Range: 200/400/800; Damage: 4d8; AP 8; ROF: 1; Heavy Weapon)

Capital Scale Ships

Imperial Star Destroyer

Typical Crew Skills: Piloting d6; Shooting d6
Acc/Top Speed: 50/600; **Toughness:** 80(50)
Hyperdrive: x2; **Hyperdrive Backup:** x8
Crew: 37,085 + 9,700 troops; **Cost:** 1.5 Billion
Notes: Capital Ship, Heavy Armor, Shields,

Spacecraft.

Weapons:

- 15 groups of Turbolasers (60 Turbolaser Batteries) (Range: 500/1000/2000, Damage: 5d10; AP 20; ROF: 1; Heavy Weapon)
- 15 groups of Ion Cannons (50 Ion Cannons) (Range: 500/1000/2000; Damage: 6d10; ROF: 1; Heavy Weapon)
- 10 Tractor Beam Projectors (Range: 300/600/1200; Damage: 2d6; ROF: 1)

Mon Calamari Star Cruiser

Typical Crew Skills: Piloting d6; Shooting d6
Acc/Top Speed: 50/600; **Toughness:** 70(50)
Hyperdrive: x1; **Hyperdrive Backup:** x9
Crew: 5,402 + 1,200 troops; **Cost:** 600 Million

Notes: Capital Ship, Heavy Armor, Shields, Spacecraft. Mon Cal rolls to repair shields are at +2.

Weapons:

- 12 groups of Turbolasers (48 Turbolaser Batteries) (Range: 500/1000/2000, Damage: 5d10; AP 20; ROF: 1; Heavy Weapon)
- 5 groups of Ion Cannons (20 Ion Cannons) (Range: 500/1000/2000; Damage: 6d10; ROF: 1; Heavy Weapon)
- 6 Tractor Beam Projectors (Range: 300/600/1200; Damage: 2d6; ROF: 1)

Corellian Corvette

Typical Crew Skills: Piloting d8; Shooting d6
Acc/Top Speed: 100/600; **Toughness:** 40(20)
Hyperdrive: x2; **Hyperdrive Backup:** None
Crew: 165 + 600; **Cost:** 3.5 Million

Notes: Atmospheric, Capital Ship, Heavy Armor, Shields, Spacecraft.

Weapons:

- 6 Double Turbolaser Cannons (Range: 500/1000/2000, Damage: 4d10; AP 20; ROF: 1; Heavy Weapon)

Nebulon-B Frigate

Typical Crew Skills: Piloting d8; Shooting d6
Acc/Top Speed: 50/400; **Toughness:** 40(20)
Hyperdrive: x2; **Hyperdrive Backup:** x12
Crew: 920 + 75 troops; **Cost:** 6 Million

Notes: Atmospheric, Capital Ship, Heavy Armor, Shields, Spacecraft.

Weapons:

- 3 groups of Turbolasers (12 Turbolaser Batteries) (Range: 500/1000/2000, Damage: 5d10; AP 20; ROF: 1; Heavy Weapon)
- 3 groups of Laser Canons (12 Laser Cannons) (Range: 200/400/800; Damage: 4d8; AP 8; ROF: 1; Heavy Weapon)
- 2 Tractor Beam Projectors (Range: 300/600/1200; Damage: 2d6; ROF: 1)

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Alien Races

Various alien races in the Star Wars universe have specific starting Edges or Traits. Here is a quick summary.

Human: 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), Woodsman, 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), Small: Pace is 5", Low Light Vision

Trandoshan: Armored: Natural +1 Armor, Low Light Vision

Twilek: Low Light Vision

Wookiee: Strong (Strength d6), Berserk (Wookiee Rage), Code of Honor

Zabrak: Nerves of Steel

Droids

Droids get the Construct monstrous ability. Droids of any type can be designed like NPCs. Some sample droids given here.

Astromech Droid

Model: Industrial Automaton R2 Astromech Droid

Height: 3 feet

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

Skills: Piloting d6, Notice d6, Repair d10, Guts d6, Knowledge (Computers) d8.

Pace: 3; **Parry:** 3; **Toughness:** 4

Special Abilities:

- Construct

Equipped with:

- Retractable heavy grasper arm
- Retractable fine work heavy grasper arm
- Extendable 1 foot long video sensor (360 degree rotation)
- Small electric arc welder: (damage 1d6)
- Small circular saw (damage 1d8)
- Holographic projector
- Fire extinguisher.

Explorer Droid

Model: DeepSpace 9G Explorer Droid

Height: 3 feet

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

Skills: Piloting d4, Notice d12, Repair d10, Knowledge (Planetary Systems) d8, Survival d4

Pace: 6; **Parry:** 3; **Toughness:** 5

Special Abilities:

- Construct
- Repulsorlift unit (2" flight ceiling)

Equipped with:

- Retractable heavy grasper arm
- Holographic/Audio recorder
- Retractable fine work heavy grasper arm
- Long-range sensor (+1 to Notice at 25-50")
- Movement sensor (+1 to Notice moving objects)

Security Droid

Model: Rim Securities' K4 Security Droid

Height: 6 feet

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

Skills: Fighting d6, Knowledge (Security) d8, Notice d6, Shooting d8, Stealth d4

Pace: 8; **Parry:** 3; **Toughness:** 9(4)

Special Abilities:

- Construct
- Fleet footed (d10 running die)

Equipped with:

- Two auto-balanced legs
- Two arms
- Body armor (+4 Toughness)
- Internal blaster rifle (Range: 20/40/80, Damage: 2d8+1, AP 2)

Protocol Droid

Model: Cybot Galactica 3PO Human-Cyborg Relations Droid

Height: 5 feet

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

Skills: Knowledge (Cultures) d10, Knowledge (Languages) d12+2, Notice d4

Pace: 5; **Parry:** 3; **Toughness:** 4

Special Abilities:

- Construct

Equipped with:

- Humanoid body (two arms, two legs, head)
- Two visual and two audio sensors – human range
- Vocabulator speech/sound system
- Broad-band antenna receiver
- TranLang III Communications module with over seven million languages.

Savage Star Wars

Equipment

Breath Mask

Breath masks are portable filtering systems which cover the mouth and nose and provide life-sustaining gases for limited amounts of time; they provide no protection from cold or the vacuum of space. Most breath masks only work for one hour of continuous usage before their filters are spent.

Cost: 50

Comlink

Comlinks are portable communication devices. They are suitable for short range communication — personal devices have a range of about 50 kilometers, or up to low orbit in clear weather; vehicular comlinks can go up to 200 kilometers. Comlinks can broadcast over countless different frequencies. There are also "Standard Clear Frequencies" (or SCF's) which are used for any public communications, such as when a ship wishes to hail a spaceport or other ship, or when a local government needs to make a broadcast that should be picked up by all comlinks within a certain area. Most comlinks can be set to monitor one specific frequency and SCF's simultaneously; more advanced comlinks can be set to monitor several frequencies.

Cost: 25 personal; 100 military; 300 vehicle

Datapad

Datapads are primitive personal computers which are small, light and portable; they are the "notebooks" of the Star Wars universe since paper is rarely, if ever, used. They are often attached to a belt or pocket for easy carrying. They are most often used as data storage and retrieval devices, and as such can store relevant personal data, encyclopedic entries and other basic information; they cannot perform higher level functions, such as computing astrogation journeys.

Cost: 100

Glow Rod

Portable flashlights, glow rods can derive their power from long-lasting energy cells (possibly years of continuous usage) or from chemical reactants. Personal glow rods often have a range of up to 10", although more expensive models have much longer ranges. Energy cells last for 50 hours before requiring replacement.

Cost: 10

MacroBinoculars

Personal image magnification devices, macrobinoculars can magnify images up to one mile away (this is an "average" set of macrobinoculars; other models may have much longer or shorter ranges). They provide computer enhanced images, providing

information on range and targeting. They have zoom capability. All Notice rolls are increased by +2 when using these tools to view areas more than 100 yards away (normal modifiers apply).

If attached to a blaster via certain programming software, they provide an additional +1 bonus to all medium and long-range shots (they are ineffectual for short and point-blank range shots) as long as the character is in a "sniper" type of position, requiring a steady resting spot, and Aiming (+2).

Cost: 100

Medpacs

The "first aid" kits of the Star Wars universe, medpacs provide necessary medicines, stimulants, coagulants and healing drugs to save lives in crisis situations. Once a medpac has been used once, it is expended.

Medpacs can be applied to wounded characters. Make a Healing roll, a success heals one wound. Each subsequent Medpac used in a 24 hour period requires one additional raise on the Healing roll to be successful. (i.e. 2nd pack requires 1 raise, 3rd pack requires 2 raises) After a medpac roll is failed, no more may be applied until 24 hours has passed.

Cost: 100

Bacta Tanks

Bacta Tanks are advanced medical devices found in high tech hospitals or on medical vessels. They are able to heal crippling injuries. Sometimes permanent crippling injuries can be healed.

The injured character must spend an hour in a Bacta tank with proper medical attention. The supervising character then chooses one of the character's crippling injuries, other than Blinded or Brain Damage and makes a Healing roll. With a success, an injury is automatically healed. With a raise, a permanent injury is healed. If the roll fails the injury must heal normally, or if it was permanent, it can never be healed.

Recording Rods

Recording rods are small cylinders about ten inches long. They can record any sounds or speech, with a recording time of 100 hours. They can be replayed over and over, and may be reused by rerecording.

Bionic Replacements

When a character loses a body part, he may be able to buy a bionic replacement. Bionic replacements act in every way like the original, but they are synthetic and may provide power sources in emergencies. Injuries to bionic replacements are treated like normal damage, but may only be fixed by a qualified medic. Costs and availability of bionics are determined by the GM.

Savage Star Wars

Weapons

Stun Damage

Most blaster weapons can be set for Stun. When weapons are set for stun, each Wound of damage will knock a character unconscious for 5 rounds. Stun damage can be soaked just like other wounds.

E-Web Repeating Blasters and Wookiee Bowcasters can not be set for stun.

E-Web Repeating Blaster

This weapon requires three soldiers to carry it; one for the gun, one for the tri-pod, and one for the power pack. Three rounds must be spent assembling the weapon before it can be fired. Once set up it may not be moved. A crew of two is required to fire it, typically three soldiers are assigned to the crew so one can act as backup. It has effectively unlimited shots provided by the power supply. The E-Web can be disassembled in two rounds. It may not be set for stun.

Lightsabre

The lightsabre is the weapon of a Jedi knight. Its energy blade can slice through most materials easily. The lightsabre is considered a Heavy Weapon with Armor Piercing 4. However, it ignores conventional armor, so the AP is only used against heavy armor.

A lightsabre can be dangerous to use due to the difficulty in fighting with a blade that has no mass. A roll of 1 on the fighting die indicates the wielder has injured himself. Roll damage normally.

Double Bladed Lightsabre

This lightsabre may be used as a traditional saber, or a two handed weapon that can be used for two attacks per turn. Standard off-hand and multi-action penalties apply. This lightsabre is more difficult to use than the traditional lightsabre. Injury will occur if either the Fighting or Wild die rolls a 1.

Armor

Stormtrooper

This armor fully covers the individual and provides the listed armor protection. However, due to the bulkiness of the armor, all Agility based Traits have a penalty of -1 to the roll.

Snowtrooper

This armor fully covers the individual and provides the listed armor protection. However, due to the bulkiness of the armor, all Agility based Traits have a

penalty of -1 to the roll. Snowtrooper armor provides +2 to Survival rolls in cold environments for up to 24 hours.

Spacetrooper

Spacetrooper armor is a personal battlesuit. This armor is powered, provides excellent protection and propulsion through space. On the ground the wearer's Pace is 5 and he may not run. In Space his movement is 100". The suit has four hours of power and 10 hours of oxygen. The suit also has the following built in weapons. The suit also provides +1 to all Shooting skills

Grenade Launcher (Range: 12/24/48)

Concussion Grenades (Damage 3d6, Medium Burst template, Shots: 30)

Gas/Stun Grenades (Damage 3d6 (Stun only), Medium Burst template, Shots: 30)

Mini-Proton Torpedo Launcher (Range: 40/80/160, Damage: 4d8, AP 8, Small Burst Template, Shots: 6)

Blaster Cannon (Range: 20/40/80, Damage: 3d8, AP 2, Shots: 100)

Laser Cutters (Range: Touch, Damage: 3d6 AP 20)

Savage Star Wars

Armor

Type	Armor	Weight*	Cost	Notes
Stormtrooper	+4	20	Imperials Only	Head, Torso, Arms, Legs, See description.
Snowtrooper	+3	20	Imperials Only	Head, Torso, Arms, Legs, See description.
Scout Trooper	+3	15	Imperials Only	Head, Torso
Space Trooper	+6	0	Imperials Only	Head, Torso, Arms, Legs, See description.
Flak Jacket	+2	12	300	Torso
Blast Helmet	+2	5	300	Head
Bounty Hunter	+3	18	2500	Head, Torso, Arms, Legs

*This is effective weight when worn. Add approximately 25%-30% to weight when carried.

Hand Weapons

Type	Damage	Weight	Cost	Min Str	Notes
Gaderffii	Str+2	8	50	d6	Parry +1, requires 2 hands
Vibroaxe	Str+5	12	500	d8	AP 2, requires 2 hands
Vibroblade	Str+3	3	250		AP 2
Lightsabre	3d6	2	-	d6	Heavy Weapon, AP 4, ignores standard armor. 1 on fighting die injures self.

Ranged Weapons

Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str	Notes
Blasters								
Hold Out Blaster	3/6/12	2d4	1	275	1	6	-	
Sporting Blaster	6/12/24	2d6	1	350	3	50	-	AP 1
Blaster Pistol	10/20/40	2d6+1	1	500	3	100	-	AP 1
Heavy Blaster Pistol	5/10/20	2d8+1	1	750	4	25	-	AP 2
Blaster Carbine	15/30/60	2d8	1	900	8	100	d6	AP 2
Blaster Rifle	20/40/80	2d8+1	1	1000	10	100	d6	AP 2
Sporting Blaster Rifle	30/60/90	2d6+1	1	900	10	100	d6	AP 2
Lt. Repeating Blaster	20/40/80	3d8	3	2000	15	25	d8	AP 2, Snap fire, (AP1)
E-Web Repeating Blaster	40/80/160	4d8	3	5000	50	*	-	HW, AP 4, Assembled, May not move, power generator only
Archaic Weapons								
Wookiee Bowcaster	6/12/24	2d6+1	1		10		d8	AP 4
Throwing Knife	3/6/12	Str+1	1	25	1		-	
Explosives								
Grenade	5/10/20	3d6	1	200	1/3		-	Medium Burst Template
Thermal Detonator	3/6/12	4d8	1	2000	2		d6	Large Burst Template, HW
Anti-Personnel Mine	-	26+2	-	750			-	Medium Burst Template
Anti-Vehicle Mine	-	4d6	-	1500			-	Medium Burst Template, AP 10
Blaster Artillery								
Atgar Anti-Vehicle Tower	100/200/400	4d10	1 / 2	60000	-	-	-	Medium Burst Template, AP 30, HW
Anti-Orbital Ion Cannon	Atmosphere/Low Orbit/High Orbit	10d10	1 / 4	20Mil.	-	-	-	Ion Weapon (see Starships)