

# STAR WARS

**SAVAGE STAR WARS CORE BOOK**

# SAVAGE STAR WARS

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*For the Savage Worlds Role-Playing Game*

By Mike Glanville

# **SAVAGE STAR WARS**

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## AUTHOR'S NOTES

I'm a Star Wars fan. Yes, in spite of the prequels. It's sad that we Star Wars fanboys have to put that qualifier in these days, but such is the times we live in. As a Star Wars fan, I've been playing the Star Wars games long before the prequels, which means long before Wizards of the Coast got their hands on Star Wars, and long before even Timothy Zahn wrote the first novels that gave the world a picture of what was going on with Luke, Leia, Han and Chewie after Return of the Jedi. That's right; I was playing the d6 West End Games version of Star Wars.

When I first played Savage Worlds a year or so back, I thought this would make an excellent rules system for Star Wars, and lo and behold I found I wasn't the only one who thought so. On the Savage Worlds Fan Conversion web page I already saw three good attempts to take a crack at it. Victor Lacroix's own Star Wars 1.2.1 conversion from the d20 Saga Edition was, by far, the best one of the bunch.

In all due respect to Mr. Lacroix and the people who helped him make that work, I thought that approaching Star Wars by converting the Saga Edition's version of things to Savage Worlds was the wrong way to go about it. Rather, the best way to making a Savage Worlds Star Wars game was to take what you see from all six movies and other materials as you see them, instead of what others interpret them to be.

With that in mind I set about to make my own Savage Worlds Star Wars conversion primarily because I was utterly tired of Saga Edition and d20 in general. When you've played Savage Worlds, you look at d20 with a whole new perspective, wondering why they bothered to make things more complicated than it needed to be. I found myself ignoring or forgetting most of the rules for d20 because they got in the way of the game play itself.

Sitting down to do this project was an eye-opener. I went in sort of thinking that this would be a piece of cake, that all it takes is a little interpretation and a bit of understanding of how the rules work. But planting yourself in a chair coming up with how fast a speeder bike can go as opposed to a human being on a Tauntaun can be a bit tedious. I got a good sense of how much work goes into these things, and I now have a whole new appreciation of the craft of RPGs. I thoroughly enjoyed it.

Also, this is my resume enhancer. My goal is to write adventures and campaign settings for Savage Worlds and other game systems and get paid for it. In short, I want to be a game designer, either freelance or otherwise. I figure if I can do a good job, maybe I might get a license to do more.

What you're reading in my version of Savage Star Wars is my own interpretation of the material from the films, novels, television shows, and other sources. I've changed the way Force Powers work in a way I feel best reflects the nature of how the Force works, taking a small cue from the old West End Games line in dividing the Force into the three aspects Control, Sense and Alter, and then going even further by looking at what the Jedi and the Sith do as a mystical martial art, like kung fu from Wuxia films rather than the magical approach others have attempted. You may or may not agree with what I came up with, and that's fine. Feel free to change it.

If any game system best fits what Star Wars is all about, Savage Worlds is it. It's about action and story, and though there are scads of material cataloguing the various vehicles and equipment and settings the films have shown, in the end they don't matter half as much as what took place with regard to all this and why.

I hope you'll like it.

And, by chance, if you're Mr. George Lucas, Thank you very much for Star Wars. And please don't sue!

Mike Glanville

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## **CREDITS**

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Material Cited From:

Wookieepedia.com

Special Thanks to

George Lucas! Thank you for letting us play in your Galaxy Far, Far, Away, and for not suing!

# CHAPTER 1: CHARACTER CREATION

1) Species: Choose from one of the many different species Savage Star Wars has to offer. Droids are quite different than other Characters and are handled in Chapter X.

2) Traits: Choose your hero's attributes and skills. Unless a species description says otherwise, your character starts with a d4 in each of his five attributes: Agility, Smarts, Spirit, Strength, and Vigor. You then have 5 points to distribute among them as you choose. Raising an attribute a die type costs 1 point, and you may not raise an attribute above d12.

You also have 15 points to buy your skills. Raising a skill by a die type costs 1 point as long as it's no higher than the attribute it's linked to. It costs 2 points per die type to raise a skill over its linked attribute.

3) Languages: Characters begin the game with a number of languages equal to half their Smarts die, which also includes their starting languages from their Species, so a Nautolan hero, for example, with a d6 Smarts knows three languages, which are Basic, Nautola, and one other of the player's choice. Languages aren't rated by dice, and it's assumed a hero speaks the language fluently enough to hold a conversation. Available languages are shown on page X.

Once play begins, a character can learn a new language by devoting an Advance to mastering the tongue – assume he's been practicing the language during his adventures, so he doesn't have to spend any "downtime" on this. Heroes learning languages this way can know more than their Smarts allows.

Raising a hero's Smarts in place does not automatically grant him a new language.

Unless a character is Illiterate, he can also read and write any languages he speaks. An entry of N/A under alphabet means the language has no written form.

4) Derived Statistics:

**Charisma** is a measure of your hero's likeability, and is added to Persuasion and Streetwise rolls. Your Charisma modifier is 0 unless changed by Edges or Hindrances.

**Pace** is equal to 6", unless changed by Edges or Hindrances.

**Parry** is equal to 2 plus half your Fighting die type. Edges, Hindrances, and some types of equipment can modify your Parry score. If the Fighting die increases above a d12, round all fractions down.

**Toughness** is equal to 2 plus half your Vigor die type. Edges, Hindrances, and Armor can modify your Toughness. Vigor can, in some cases, go above d12. In such cases, all fractions are rounded down.

5) Edges and Hindrances: Great heroes are far more than a collection of skills and attributes. It's their unique gifts,

special powers, and tragic flaws that truly make them interesting characters.

You can take one Major Hindrance and two Minor Hindrances. A Major Hindrance is worth 2 points, and a Minor Hindrance is worth 1 point.

## For 2 points you can:

- Raise an attribute one die type (you may raise your attributes before purchasing skills)
- Choose an Edge.

## For 1 point you can:

- Gain another skill point.
- Gain additional money equal to your starting funds (if you start with 1,000 credits, you start with another 1,000 credits).

6) Glory: Star Wars heroes (and villains) are remembered for their legendary deeds against incredible odds. All characters have a Glory rating, which reflects a hero's reputation due to heroic actions.

To start with, your hero has a Glory of 0. This can be modified by the hero's actions during the game.

A positive Glory score indicates the character is on the path to true heroism. Those who choose an infamous road find their names reviled and quickly forgotten with the passage of time.

For more on how Glory works in the game and the rewards it bestows, see page X.

7) Gear: Next you need to purchase equipment. A list of gear can be found in the Gear chapter on page X. Unless you've acquired Edges or Hindrances that change this, a hero starts with the clothes on his back and 1,000 credits, or the most common form of currency in the GM's setting. Edges and Hindrances can alter this starting amount.

8) Background Details: Finish your character by filling in any history or background you care to. Ask yourself why your hero is where he is and what his goals are. Or you can just start playing and fill in these details as they become important.

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## CHAPTER 2: SPECIES

Besalisk

Arkanian



**Sharp:** Arkanians are considered quite intelligent, starting with a d6 in their Smarts.

**Infravision:** Arkanians can see in the infrared spectrum. They suffer half penalties in Dim or Dark conditions.

**Cold Resistant:** Arkanians have a +1 to Vigor tests when resisting Cold effects (see Cold, page 103 of the Explorer's Edition).

**Arrogant:** As the Major Hindrance, but this can be removed with two Advances.

**Description:** Arkanians are four-digited near-Humans that hail from the world of Arkania. There are numerous sub-species of Arkanians as a result of extensive genetic manipulation by Arkanian scientists that it is difficult to discern what exactly is a baseline Arkanian. They typically believe that they are the pinnacle of genetic perfection, which makes them come off as quite arrogant to other species.



**Multiple Appendages:** Besalisks have four arms. They are automatically Ambidextrous as the Edge, as they have no primary hand or off-hand. Though females can have up to eight, for game purposes four is what they start with.

**Hardy:** Besalisks start with a d6 in Vigor.

**Slow:** Besalisks aren't known for their speed. They start with a 4 in their Pace.

**Description:** Also known as Ojom and hailing from the oceanic world of the same name, Besalisks are descendants of flightless avians, though often mistaken for reptiles. Their bulky size and shape enables them to store food and water to enable them to survive for long periods of time without replenishment. Known also to be quite sociable and amenable, this characteristic has served Besalisks well throughout their history.

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Bith



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

**Frail:** -1 Toughness; -2 Resistance to 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.

**Description:** One of the galaxy's most ancient civilized races, the Bith are craniopods that are native to the planet Clak'dor VII, though they are fully adapted to the high-technological civilization of the galaxy at large, and are found practically everywhere. Known for their sensitivity to their surroundings and their intellectual prowess, Bith are notably prominent as engineers, scientists, advisors, and musicians.

Bothan



**Agile:** Starts with d6 in Agility.

**Iron Will:** Bothans have an above average will; they get a +2 to Spirit rolls to avoid being manipulated or tricked (this includes Force abilities).

**Frail:** -1 Toughness.

**Street Smart:** Bothans are very aware of the seedier nature of civilizations. They gain a +2 to Streetwise rolls.

**Languages:** Basic and Bothan.

**Description:** Bothans are furry mammalian anthropoids who share characteristics with equine, feline, and canine creatures. Known for their political approaches to conflicts rather than overt military displays of force, the Bothans are also known for their propensity for espionage. A group of Bothans were credited with discovering the location of the second Death Star over Endor, along with the information that the Emperor would be on location to oversee the final stages of that battlestation's construction.



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## Cerean



**Smart:** Due to their binary brains, Cereans start with a d6 in their Smarts.

**Intuitive:** When dealt a card for Initiative, Cereans may choose to draw a second card. They must keep the second card even if it's worse than their first card.

**All-Thumbs:** Cereans often have trouble dealing with technology that isn't directly built by or suited for them. They suffer all the effects of the All-Thumbs minor hindrance.

**Languages:** Basic and Cerean.

**Description:** Native to the world of Cerea, Cereans are tall humanoids with elongated tapered craniums that housed their binary brains which enable them to focus on many things at the same time. Due to the shorter lifespan of males (roughly similar to that of humans), Cerean males often marry many wives, with one primary wife as the "bond-wife" and the others being "honor-wives." As a result, Cerean males often have no money.

## Chagrian



**Aquatic:** Chagrians can breathe underwater, and may Swim at a rate equal to their Pace. Chagrians start with a d4 in Swimming.

**Radiation Resistant:** Chagrians double their Toughness where it comes to the effects of Radiation based effects.

**Lack of Taste:** Chagrians lost their sense of taste over the course of prolonged sea-dwelling. They lack the ability to taste foods and thus are vulnerable to ingested poisons without a means to scan for them.

**Languages:** Basic and Chagri.

**Description:** The Chagrians are a race of stoic amphibians from the world of Champala. They typically live long the scant coastlines of their aquatic world, where their homes are allowed to flood with the tides of the oceans. They are known for their dedication to the integration of government with all aspects of their civilization, ranging from providing health care to education. They are considered by many to be non-greedy, motivated to serve the greater needs of their clutches and their world, and by extension the galaxy as a whole.

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Chiss



**Thermal Vision:** Chiss have the ability to see in the infrared spectrum. They gain a +2 to their Notice rolls, even in Dim or Dark conditions, and this can negate a certain amount of Concealment.

**Skilled:** Chiss culture stresses excellence in what one does. They gain 2 Skill Points at character creation.

**Outsider:** In general, the Chiss keep to themselves in their Chiss Ascendancy. Among a galaxy of aliens everywhere the Chiss make quite an impression. He suffers all the effects of the Outsider minor Hindrance.

**Languages:** Basic and Cheunh.

**Description:** A highly advanced humanoid race, the Chiss have established their own interstellar domain known as the Chiss Ascendancy. They have blue skin, black hair, and bright red luminous eyes. They have a strong sense of duty and are fiercely independent of their nation and their culture.

Clawdite



**Changeling:** Clawdites are capable of altering their appearance to look like someone else. This is limited to their general shape, and humanoid features and size. It requires a Spirit roll to maintain this disguise from their natural, reptilian form, if they are distracted in some way.

**Sneaky:** Clawdites are good at hunting and stealth. They start with a d4 in Stealth.

**Overconfident:** As the Hindrance, but this can be overcome with two Advances.

**Languages:** Basic and Zolander.

**Description:** Clawdites are a shape-changing species native to the planet of Zolan. Often referred to as Changelings, Clawdites are normally reptilian in appearance when they're not impersonating another humanoid creature.

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## Devaronian



**Male:** Starts with a d6 in Agility, and either the Mean or the Greedy (Minor) Hindrances.

**Female:** Starts with d6 in Smarts and the Cautious or Stubborn Hindrances.

**Extra Edge:** A Devaronian starts with an extra Edge for free.

**Languages:** Basic and Devaronese.

**Description:** One of the more unusual humanoid races in the galaxy, Devaronians exhibit a stark gender dimorphism. Males are smooth skinned with horns protruding from their foreheads, while females are often covered in fur from head to toe ranging from dark brown to white. Where males are considered aggressive and brash with mouths full of sharp incisors; females are regarded as more docile and political, with mouths full of molars and a couple of incisors. Devaronians developed one of the galaxy's first hyperdrive systems more than 27,000 years ago, and are one of the oldest star-faring races.

## Dug



**Agile:** Dugs start with a d6 in their Agility.

**Ambidextrous:** Dugs have no primary hand, or foot as the case may be. They start with the Ambidextrous Edge for free.

**Pilot:** Dugs begin with a d4 in either Driving or Piloting.

**Small:** Dugs are Small in stature, which means they have a -1 to their Toughness and +1 to their Parry. Their encumbrance is at half that of Medium characters.

**Surly:** Dugs have a mean disposition, and it shows. They start with a -1 to their Charisma.

**Languages:** Basic and Duggan.

**Description:** Dugs are small intelligent mammals from the high gravity world of Malastare. Unlike other humanoids, Dugs walk on what would be their hands and use their feet for hands. Dugs are notably flexible and agile, and highly coordinated, making them natural pilots. Unfortunately, they are known for their sour disposition, which some believe was brought on largely from centuries of rule by the Gran. Dugs feel as though to get anywhere in the world they have to throw their weight around, even if they come off as offensive to others.

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## Duros



**Intelligent:** A Duros starts with a d6 in his Smarts.

**Pilot:** Flying ships comes rather naturally to the space-faring Duros culture. Duros start with a d4 in Piloting.

**Frail:** Duros start with a -1 to Toughness.

**Languages:** Basic and Duresse.

**Description:** The Duros are a humanoid species with smooth blue-green skin, bald heads with large eyes. Hailing from the world of Duro, they were one of the galaxy's first star-faring civilizations. Normally taciturn, they do love to talk about their travels and are often great sources of information about various sectors of the galaxy.

## Enygmon



**Spiritual:** Enygmons are highly spiritual creatures. They start with a d6 in their Spirit.

**Clarity:** Known for their insight, Enygmons gain a +2 to their Notice, Streetwise and Tracking rolls.

**Small:** Being short in stature, Enygmons gain a -1 to their Toughness, and a +1 to their Parry when dodging attacks.

**Weak:** Being short in stature affects their Strength. Enygmons start with half of a character's normal carrying capacity, and they cannot take the Brawny Edge.

**Languages:** Basic and Enyggesse.

**Description:** Nobody really knows where Enygmons come from. They don't tell. There isn't too many of them in the galaxy, with maybe one found on any given planetary population. They are quite short in stature, with large ears and blue-green to green-gray skin, with three digits on each hand and foot. They purposely distort the Basic language to make others believe they're wiser than they actually are, making them among the galaxy's greatest charlatans and con-artists. They have also been known for being Jedi.

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Ewok



**Sharp Sense of Smell:** Ewoks gain a +2 to Notice and Tracking targets by means of smell. .

**Small:** -1 to Toughness, but +1 to Parry when dodging attacks. Their small stature reduces their normal Encumbrance by one-half. Brawny Ewoks have this Encumbrance restored to normal.

**Survivalist:** Having come from a highly primitive culture, the Ewoks gain a +2 to all Survival rolls.

**All-Thumbs:** Ewoks gain the All-Thumbs hindrance.

**Languages:** Basic and Ewokese.

**Description:** The inspiration for cuddly stuffed animals throughout the galaxy, Ewoks are short humanoid mammals that hail from the forest moon of Endor. Prior to the Battle of Endor, these creatures were plentiful, but after the destruction of the Death Star II there are very few left following the holocaust that resulted from the explosion, with those remaining being resettled on a remote colony on Tatooine, where it is hoped that the relentless daily treatment of intense heat will finish the job.

Falleen



**Esthetically Pleasing:** Falleen have the Attractive Edge for free.

**Pheromones:** Falleen exude pheromones pleasing to the genders of almost any race. They grant a +2 to their Persuasion tests.

**Cold-Blooded:** Falleen are more susceptible to the effects of Cold. They face an extra -1 penalty to all Vigor tests to resist the effects of Cold. (See Cold, page 103 of the Explorer's Edition).

**Languages:** Basic and Falleen.

**Description:** Falleen are a cold-blooded reptilian humanoid species that can alter their skin pigmentation to reflect their mood, and they use pheromones to affect the mood of others. They are an advanced species that has been a member of the Republic 4,000 years prior to the Battle of Yavin. Their planetary origin is unknown.



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## Feeorin



**Strong:** Feeorin start with a d6 to their Strength starting out.

**Large:** Feeorin are Large humanoids, and they get the Brawny Edge for free, along with a +1 to their Toughness.

**Mean:** Feeorin are notoriously bullish around others, using their size and strength to get their way. They start with the Mean Hindrance.

**Languages:** Basic and Feeorin.

**Description:** Feeorin are tall, warm-blooded reptilian humanoid species with long tentacles that protrude from their heads which gives them a similar appearance to the Nautolans. They are known to be quick to anger and are quite impersonal in relation to others. Since the demise of their adopted homeworld of Odryn, Feeorin have since become a scattered, nomadic race, finding a home wherever they can. As a result, their species has few cultural references of its own.

## Gamorrean



**Strong:** Gamorreans start with a d6 in Strength.

**Brawny:** Gamorreans start with the Brawny Edge.

**Clueless:** As the Hindrance.

**Languages:** Basic and either Gamorrean or Hutttese.

**Description:** Large, porcine humanoids from the lush jungle-world of Gamorr, known for their brute strength and their effect and aggressive use of it. Gamorreans are a normally a primitive, matriarchal society on Gamorr who have spread throughout the galaxy as hired muscle, bodyguards and soldiers for various patrons ranging from Republic commanders to Separatist mercenary factions.

## Gand



**Ultraviolet Vision:** Gands gain +2 to Notice rolls even in Dim or Dark conditions. Concealment modifiers apply if a target is hiding.

**Regeneration:** Gands have an amazing ability to regenerate from serious injury. If they are not killed, Gands can regenerate and completely recover from Injuries in 2d10 days.

**Outsider:** As the Outsider Major Hindrance.

**Hard to Kill:** As the Edge.

**Special Equipment:** Gands require special breathing equipment in order to survive outside the atmosphere of their home world. If he loses this equipment, or it becomes damaged, the Gand begins to suffocate. Gands also have a vocabulator, which enables them to communicate in languages other than Gand. Without it, he cannot communicate.

**Languages:** Basic and Gand.

**Description:** An insect race that breathes an ammonia-enriched gas, Gands are known for the profession known as Findsmen, who are renown bounty hunters among their own culture. Gands are a highly durable species, capable of regenerating lost limbs and organs. Though they may appear to be a relatively humble species in general, their reputation as ruthless warriors should not be ignored.

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## Gungan



**Healthy:** Gungans start with a d6 in Vigor.

**Semi-Aquatic:** Gungans can hold their breath four times their Vigor Die in minutes, and they automatically start with a d4 in Swimming. They can also move at their Pace in Swimming.

**All-Thumbs:** Beyond their own technology, Gungans can be a bit clumsy around other races technology. Gungans get the All-Thumbs Hindrance effect.

**Clueless:** As the Hindrance.

**Languages:** Basic and Gungan.

**Description:** A proud amphibian race that dwell in massive undersea cities, the Gungans are a highly nationalistic and advanced culture that mostly prefers to remain on Naboo rather than venture out beyond even their own watery domains. Their large floppy ears enable them to swim in the water quickly. They tend to be regarded as a bit clumsy and culture-shocked outside of their own familiar settings, but can become adjusted to it over time.

## Human



Humans gain either one of the following.

**Free Edge:** A human may take an Edge provided he qualifies for it.

**Skilled:** The human may start with two extra Skill Points.

**Languages:** Basic and one other.

**Description:** The most prolific and the most dominant species in the known galaxy, the precise origin of humans is not really known. They have settled on countless worlds, and have spawned numerous off-shoots of near-humans, including, among other species, the Chiss and the Miraluka. Most of the technology that the greater galactic civilization enjoys was built by and for the human race. Humans have skin color ranging from dark brown to freak white, hair color ranging from black to white, with males generally being larger than females.

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## Ithorian



**Spirited:** Starts with a d6 in Spirit.

**Bellow:** As the Stun Power, with a Sonic Trapping. May be used once a day.

**Clumsy:** It costs Ithorians twice as much as required to increase their Agility attribute.

**Languages:** Basic and Ithorese.

**Description:** Natives of the planet Ithor, the Ithorians are herbivorous humanoids with elongated "T" misshapen heads. They are an ancient star-faring race that long ago developed city-sized "herdships" in an effort never to desecrate their beloved "Mother Ithor." Highly spiritual, the Ithor are quite pacifistic on the whole, preferring to inflict guilt trips on other races rather than direct physical confrontations.

## Jawa



**Agile:** Jawas start with a d6 in Agility.

**Mechanic:** Jawas start with the Mr. Fix-It Edge and a d4 in Repair.

**Weak:** Jawas small stature impairs their Strength. Their carrying capacity is reduced by half.

**Small:** The small stature of Jawas gives them a -1 to their Toughness, but a +1 to their Parry when dodging attacks.

**Languages:** Basic and Jawaese.

**Description:** The galaxy's greatest scavengers and pawn dealers, Jawas are small humanoids descendent from rodents who are found throughout the galaxy, though they are thought to be one of the two natives of Tatooine (the other being Tuskan Raiders). They tend to live a communal yet nomadic existence, which naturally suits their scavenging ways roaming between Tatooine's few cities in large sandcrawlers like ships on a vast ocean.

## Kel Dor



**Wise:** Starts with a d6 in Spirit.

**Frail:** -1 to Toughness.

**Force Sensitive:** Kel Dor are known for their affinity for the Force.

**Special Equipment:** Outside their natural environment, Kel Dor cannot survive without special goggles and breathing apparatus. This apparatus can actually enable a Kel Dor to survive in Vacuum. Without this equipment, the Kel Dor is blind and will begin to suffocate.

**Languages:** Basic and Kel Dor.

**Description:** Kel Dor come from the technological world of Dorin. They are roughly the same size and build as humans, with heads that tapered to a gaping mouth surrounded by four tusks protruding from the sides of their jaws. They normally go about wearing special goggles and a breathing mask when in oxygen-rich atmospheres or any atmosphere.



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that's alien to their normal helium-rich one on Dorin. Kel Dor are unique for their near common affinity with the Force, having been familiar with it long before they joined the Galactic Republic and the Jedi. Their Baran Do Sages, though smaller in number due to the dominance of Jedi doctrine, are still a prominent Force using tradition on Dorin and other worlds.

Miraluka



**Force Sensitive:** Miraluka are all sensitive with the Force.

**Sight:** Physically, Miraluka are blind, but they are able to use the Force to see all about them. This is just like the Sense Force Ability, except it's always on. This does require the Miraluka to devote a Force Point at all times to using this power. Without it, he is blind. Creatures that are invisible to the Force, such as Yuuzhan Vong and Ysalimiri, or those who successfully utilize *Shroud* are invisible to this sight.

**Slow Response:** Miraluka are dealt two Initiative cards and must take the worst of the two.

**Languages:** Basic and Miralukese.

**Description:** The Miraluka are near-Humans who, over many centuries of living on a world where the sun's rays only come in the infrared spectrum. They are able to see through their affinity with the Force. The Miraluka tend to wear masks or veils to cover their empty eye-sockets. They are quite introspective and are a culture known for its general lack of ambition for personal gain or glory.

Mon Calamari



**Aquatic:** Cannot drown in sea-water. Starts with a d4 in Swimming, and has a normal Pace while swimming underwater.

**Low-Light Vision:** No penalties for seeing in Dim or Dark lighting conditions.

**Frail:** -1 to Toughness.

**Languages:** Basic and Mon Calamarian.

**Description:** One of the two principle races on the oceanic world of Dac, the Mon Calamari are an advanced star-faring culture of amphibians with a rich civilization of culture, art, science, and engineering. They are roughly the size of a human, but with large eyes and fins on their hands and feet, with skin colors ranging from copper to salmon in color. They can dive down to 30 meters before requiring special equipment. They share Dac with the Quarren, with whom they have had numerous conflicts with for control.

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## Nautolan



**Aquatic:** Cannot drown in sea-water. Starts with a d4 in Swimming and can move at a normal Pace underwater.

**Vigorous:** Nautolans start with a d6 in Vigor.

**Enhanced Smell:** Nautolans can detect emotional states of various creatures, and thus gain a +2 to any Notice check when appraising other people, including if whether or not they're lying or bluffing.

**Clueless:** Nautolans are notably unconcerned with events happening off world, unless it directly concerns them.

**All-Thumbs:** Except where underwater technology is concerned, Nautolans have a bit harder time adapting to alien technology.

**Languages:** Basic and Nautola.

**Description:** Nautolans are humanoid cephalopods roughly the size of humans with long tentacles descending from their heads. They come from the aquatic world of Glee Anselm, and have no difficulties that other aquatic creatures may have on dry land.

## Nikto



### Choose one of the following sets:

**Kajain'sa Nikto:** The most common sub-species of Nikto, noted for their orange-bronze skin, forehead ridges and small horns on their faces, the Kajain'sa Nikto is highly adapted to hot, dry desert conditions. They gain +2 to all Vigor tests related to Heat conditions (see Heat, page 105 of the Explorer's Edition).

**Kadas'sa Nikto:** Also known as the Green Nikto, this subspecies is more adapted for mild forest regions. They possess claws that deal Str + d4 damage, and grant +2 to Climbing tests.

**Esral'sa Nikto:** Dwelling in the mountainous regions of Kintan has evolved this blue-grey skinned subspecies to be more resilient to the cold. They get +2 to all Vigor tests related to Cold effects (see Cold, page 103 of the Explorer's Edition).

**Gluss'sa Nikta:** This pale subspecies of Nikto is quite adapted to life on the high seas. They start with a d4 in Swimming and can move at his normal Pace underwater.

**M'shento'su Nikto:** Known as the "southern Nikto," this subspecies has no horns, a covered nose and several sets of breathing tubes which served as ultrasensory olfactory organs. They gain a +2 to Notice tests relating to smells.

**All-Nikto:** Instead of one of the above sets, the Nikto may instead opt for a Free Edge starting out.

### All Nikto Get:

**Unexpressive:** Due to the lack of the development of facial muscles among Nikto, they automatically get a -1 to Charisma.

**Languages:** Basic and either Nikto or Huttese.

**Description:** The Nikto are a reptilian humanoid race comprising five distinct subspecies that are the result of their dying star's high radiation spurring a jump-start in their evolutionary development dependant on the general region where the Nikto roamed on their homeworld of Kintan. All five sub-species can interbreed with a great chance that the

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offspring will assume the characteristics of one parent or the other, with a small chance that it will gain features of both.

## Quarren



**Tough:** Quarren start with a d6 to Vigor.

**Rude:** Quarren's impatient demeanor makes them come off as rude to other races. They get a -2 to Charisma.

**Aquatic:** Cannot drown in sea-water. Quarren start with a d4 in Swimming and can move at a normal Pace underwater.

**Low-Light Vision:** Quarren have no penalties for Dim and Dark Lighting.

**Stubborn:** As the Hindrance.

**Languages:** Basic and Quarran.

**Description:** The other sentient species that shares the world of Dac with the Mon Calamari, the Quarren are an aquatic race with a head that resembles a squid, with prehensile tentacles extending down on either side of their mouths. They have reddish-brown to grey-green skin which has been known to change during mating rituals. The Quarren have had numerous long-standing conflicts with the Mon Calamari over control of their world.

## Rodian



**Agile:** Rodians start with a d6 in their Agility.

**Thermal Vision:** Rodians can see in the infrared spectrum, which can negate Light Concealment and enable them to see in Dim and Dark conditions.

**Overconfident:** As the Hindrance.

**Mean:** -2 to Charisma.

**Tracker:** Rodians gain +2 to Tracking rolls.

**Languages:** Basic, and Rodese or Huttese.

**Description:** Rodians were a reptilian humanoid species native to Rodia in the Tyrius system. Highly recognizable due to characteristics in facial structure and skin pigment, Rodians were infamous for their violent culture, which sprang from the difficulties of life in the jungles of their homeworld. Though they were often relegated to the fringes of galactic society as bounty hunters or criminal henchmen, Rodians were not merely simple-minded thugs. The Rodian people managed to produce artists, merchants, and politicians who were found even among the upper classes of the Core Worlds.<sup>1</sup>

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<sup>1</sup> Wookieepedia.com Rodian entry.

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Shard



**Intellectual:** Shards start with a d6 in their Smarts.

**Crystalline:** Shards are intelligent crystals that need not breathe, eat, or sleep, and are immune to most toxins and poisons. They are also immune from the effects of age, and have been known to exist for millennia.

**Immobile:** By themselves, Shards are immobile. They cannot move or act without their droid bodies.

**Droid Body:** All Shard characters start with a Droid body worth 1,000 credits.

**Description:** Shards are sentient silicon-based crystal life-forms from the planet Orax that grow into whole communities of crystalline colonies formed by the world's numerous hot springs. They use electromagnetic communication to talk to one another, which further enables them to use electronic devices such as the special droid bodies some of them inhabit in order that they may interact with the carbon-based universe all around them. Highly contemplative, they can spend centuries deciding upon an issue, and they certainly have the time to spend.

Force-sensitive Shards have formed a side order of Jedi Knights known as Iron Knights.

Sullustan



**Tough:** Sullustans start with a d6 in their Vigor.

**Survivalist:** Sullustans start with a d4 in Survival.

**Near-Sighted:** Sullustans suffer an additional -1 to all Range Increments, including Short range.

**Languages:** Basic and Sullustese.

**Description:** A diminutive species of near-Humans<sup>[2]</sup>, Sullustans ranged from 1 to 1.8 meters in height and bore round, tapered skulls. Sullustans were distinguishable for their almond-shaped black eyes, facial jowls called *dewflaps* and large, round ears. Their wide earlobes provided excellent hearing, and their large eyes provided exceptional low-light vision and excellent peripheral vision. Sullustans could see up to 20 meters in the dark without being sensitive to infra-red, meaning they could effectively read and see normally with no light at all. Perhaps due to their relative lack of exposure to natural light, Sullustans began to suffer from corneal defects after 30 standard years. After significant deterioration, many chose to wear special visors to prevent further damage. Some Sullustans tattooed their heads as a form of individual expression.<sup>2</sup>

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<sup>2</sup> Wookieepedia.com; Sullustan entry.



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## Togruta



**Agile:** Togruta start with a d6 in their Agility.

**Sneaky:** Togruta start with a d4 in Stealth.

**Frail:** -1 to Toughness.

**Languages:** Basic and Togruti.

**Description:** The **Togruta** were a humanoid species from the planet Shili. The race exhibited head-tails which were similar to those of Twi'leks, perhaps suggesting a common ancestry. Togruta were also distinguished by montrals, large hollow horn-like projections from the top of their heads, that gave the species a form of passive echolocation.

In order to protect themselves from dangerous predators, and to hunt their own prey, Togruta banded together in dense tribes and relied on their natural pigmentation to disrupt and confuse the slow-witted beasts. Togruta worked well in large groups, and individualism was seen as abnormal within their culture, although it was also a necessary quality in leaders.<sup>3</sup>

## Toydarian



**Flyer:** Toydarians fly and gain altitude at their Pace.

**Strong-Minded:** Toydarian shrewdness has enabled them to immune to the Force Mind Trick.

**Small:** Toydarians start with a -1 to their Toughness and they start with one-half of normal Encumbrance. Taking the Brawny Edge would put them at normal Encumbrance.

**Languages:** Basic and Toydarian.

**Description:** Toydarians are a race of winged avians from the world of Toydaria. They have strong, leathery wings that flap continuously as they hover about. They have three digits on each hand and foot, and males exhibit tusks from their mouths and whiskers about their lower face. Toydarians are often quite shrewd business-dealers and have an unsavory reputation as hucksters and con-artists, though most lead quite honorable lives.

## Trandoshan



**Strong:** Trandoshans begin with a d6 in their Strength.

**Regeneration:** Trandoshans may regenerate Injuries in a matter of 2d10 days, if they are not killed.

**Natural Armor:** +1 to Toughness.

**Clumsy:** Trandoshans need to spend twice what is required to increase their Agility.

**Cold-Blooded:** Trandoshans have a tougher time in colder climates, and suffer a -2 to their Vigor rolls to avoid succumbing to cold effects.

**Languages:** Basic and Dosh.

**Description:** Trandoshans (T'doshok in their language) were large, bipedal reptilian humanoids from the planet Trandosha (or Dosh). They had super-sensitive eyes that could see into the infrared range and the ability to regenerate lost limbs, although very slowly, and were anatomically built heavier and stronger than most humanoids, including Humans. They would also periodically shed their skin. Unlike some other reptilian humanoids such as the Barabels and the Ssi-ruuk, Trandoshans had no tails. The Trandoshans were a warlike species who allied early with

<sup>3</sup> Wookieepedia.com; Togruta entry.

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the Empire, taking Wookiees as slaves. They are renowned in the galaxy for their great physical strength.<sup>4</sup>

Twi'lek



**Charismatic:** As the Edge.

**Low-Light Vision:** Twi'leks ignore penalties for Dim and Dark lighting conditions.

**Weak-Willed:** Twi'leks suffer a -2 penalty to their Tests of Will.

**Languages:** Basic and Ryl or Huttese.

**Description:** Twi'leks (pronounced /'twɪlɛk/) were an omnivorous humanoid species originating from the planet Ryloth. They tended to eat cultivated molds, fungi, and rycrit meat. Their distinctive features included colorful skin, which varied in pigment from individual to individual, and a pair of shapely prehensile tentacles that grew from the base of their skulls. The tentacles, called "brain-tails" or "head-tails" are advanced organs used for communication and cognitive functions. Twi'leks possessed a fairly standard humanoid vocal structure and were capable of learning most alien languages; however, they usually preferred their native language of Ryl, which incorporated subtle movement of the lekku. When they wished, they could even communicate in complete secrecy using their versatile brain-tails. Twi'lek females were often used as slaves or dancers because of their beauty.<sup>5</sup>

Ubese



**Combat-Oriented:** Ubese start with a d4 in either Fighting or Shooting.

**Survivalist:** Starts with a d4 Survival.

**Outsider:** Ubese are notoriously xenophobic. They get the Outsider Hindrance as a result.

**Special Equipment:** Outside their homeworld, Ubese cannot survive without a breathing apparatus. If he loses his breathing mask he will start to suffocate. Ubese also require a vocabulator in order to communicate with others; without it his voice comes out as a mere whisper. Ubese characters get an environmental suit for free (+1 Toughness and +1 to Vigor rolls to resist environmental effects).

**Awkward:** Their general impairments make them a bit socially awkward beyond other Ubese. They start with a -2 to their Charisma.

**Languages:** Basic and Ubese.

**Description:** The Ubese were near-Humans who appeared graceful but frail. They tended to have fair skin and dark hair, with eye colors of brilliant green or blue. They could not grow any facial hair. Their facial structure was narrow, with high cheekbones and eyes that appeared much too large for their faces when compared to baseline Humans. Males and females of the species both stood roughly by the same height – around 1.4 meters and 1.9 meters – with males being slightly heavier of build than females. Their vocal chords could not produce speech above a rasping whisper sound, so they used a highly refined form of sign language called Ubennian when communicating with other Ubese.

After centuries of having scratched a tenuous existence breathing the parched and oxygen-poor air on their planet, the "true" Ubese from Uba IV had to use specially tuned breath masks or filters to process Type I atmospheres.

Few beings, however, knew what an Ubese looked like – they rarely, if ever, appeared to non-Ubese unless concealed by masks, battle armors, or environmental suits. Those who have interacted face to face with an Ubese have

<sup>4</sup> Wookieepedia.com; Trandosha entry.

<sup>5</sup> Wookieepedia.com; Twi'lek entry.

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not recognized them as such, because there are no records in any databases that describe their appearances.<sup>6</sup>

Wookiee

Weequay



**Survivalist:** Weequay start with a d4 in Survival, and a +2 to Vigor tests regarding Heat effects (see Heat, page 105 of the Explorer's Edition).

**Pheromonic Language:** Weequay possess pheromones that aren't meant to alter the mood of others, but to communicate with one another. This language is known only to the Weequay and is not understood even by protocol droids, though Jedi senses can detect if a pair or a group of Weequay are communicated in this manner.

**Mean:** Weequay characters start with the Mean Hindrance.

**Description:** A race of humanoids from the arid world of Sriluur in the Outer-Rim, the Weequay are a rather clannish, xenophobic species who are known for a surly and aggressive demeanor. They tend to travel in groups when off their homeworld, often selling their services as mercenaries or bodyguards. The result of their recent war with Houk colonists on their own homeworld has given them a good reputation for making some of the finest force pikes in the known galaxy.



**Strong:** Wookiees start with a d6 to their Strength.

**Large:** Bigger than most humanoids, Wookiees get the Brawny Edge for free, along with a +1 to their Toughness.

**Claws:** These natural claws are primarily good for Climbing, granting them a +2 to their Climbing Rolls. They rate as Str+2 weapons.

**Outsider:** As the Hindrance.

**Languages:** Basic and Shyriiwook. Most wookiees cannot speak Basic.

**Description:** Large hairy humanoid omnivores from the lush and heavily forested world of Kashyyyk, Wookiees are a proud and highly technological species. Known for their great size and strength and their strong devotion to honor and integrity, Wookiees have developed a reputation throughout the galaxy as worthwhile allies and dreaded enemies. On their hands, Wookiees have claws that are used for climbing, particularly for climbing the mighty trees that exist on Kashyyyk. Though they could be used as a weapon, Wookiees find the use of such claws as dishonorable and disgraceful.

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<sup>6</sup> Wookieepedia.com; Ubese entry.

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Zabrak



**Adept:** Zabrak start with a d6 in their Smarts attribute.

**Resilient:** Zabrak gain +2 to rolls to resist Fatigue from heat and cold effects, and gain +1 Toughness.

**Uncouth:** Zabrak aren't particularly known for social graces. They start with a -1 to their Charisma. This can be negated with an Advance.

**Languages:** Basic and Zabraki.

**Description:** Also known as Iridonians, Zabraks are roughly the same size as humans but with the distinct feature of a crown of vestigial horns on the top of their heads. Zabraks indulge in cultural tattoos that they adorn on their face and bodies which symbolize many things ranging from rites of passage to family lineage. Their species itself is further differentiated by skin coloration depending on the world they hail from, but unlike humans do not grow facial hair or eyelashes. Zabraks are known for being quite determined and single-minded in what they do.

Zeltron



**Attractive:** Zeltrons have the Attractive Edge for free.

**Pheromones:** When dealing with members of an opposite gender of any race, Zeltrons gain a +2 to their Persuasion rolls.

**Overconfident:** Their social capabilities have given many Zeltrons a false sense of competence in themselves in various capacities. They start with this Hindrance which can be overcome if they spend Two Advances.

**Languages:** Basic. Zeltrons have no base language of their own.

**Description:** Zeltrons are near-Humans who are chiefly known for their exotic and almost unnatural beauty and their passionate approach to life. While thought of as particularly hedonistic, Zeltrons are thrill-seekers, who find the conflicts that come from love and warfare to be the real spice of life. Though they hail from the world of Zeltros, Zeltrons themselves have no particularly culture that differentiates them from the greater galactic culture as a whole. Zeltron females are highly prized as dancers and concubines.



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## CHAPTER 3: EDGES AND HINDRANCES

The following new Edges and Hindrances are available in *Savage Star Wars*. Where Edges and Hindrances are duplicated from the Explorer's Edition core rules, those presented here take precedent.

New Hindrances

### Dark Side Taint (Minor and Major)

Requirements: Arcane Background (Force); can only take at Novice Rank.

This Hindrance allows you to begin the game with the presence of the Dark Side within you. A Minor Dark Side Taint corrupts just one of your Force Points. A Major Dark Side Taint corrupts three of your Force Points. You cannot Atone for these points until you reach Veteran Rank.

### Orders (Minor)

While the character may have his own plans, he ultimately serves another power and is expected to follow orders when they are issued. A hero with this Hindrance may be an agent for a noble, a soldier for the Empire, or a mercenary under contract.

New Edges

### Arcane Background (Force)

Requirements: Novice, Force Sensitivity.

Taking this Edge grants you the ability to use Force Powers. You start with access to the Force Skill, which is linked to your Spirit Attribute, but you must spend Character Points or Advances in order to gain die types in that skill. You also gain three Force Powers (provided you qualify for them) and you get 5 Force Points

### Bounty Hunter

Requirements: Novice; Ship; Tracking d6; Streetwise d6

The term "bounty hunter" refers to a private agent who tracks people or items down for money. They've developed something of an unsavory reputation in the galaxy as fortune-seekers who will turn their own parents in if there was a bounty on them. Bounty Hunters get a +2 to their Tracking and Streetwise rolls when pursuing a quarry.

### Force Sensitivity

Requirements: GM's Permission (SPECIAL).

This is not an Edge or a Hindrance. This characteristic is simply something that isn't chosen, but bestowed by what some might call the Will of the Force. If the GM wishes you to be Force Sensitive, he or she will allow you to be.

### Jedi (Apprentice Level Force User)

Requirements: Novice; Force Sensitivity; Character cannot have any Dark Side Taint.

Jedi are the Guardians of Peace and Justice in the Galaxy. Known for their dedication to the Light Side of the Force, and their expert use of the Lightsaber as their weapon of choice, Jedi must do what they can to avoid the temptations of the Dark Side of the Force and the evils that it causes.

All Jedi gain a Lightsaber (color of their choice) for free, along with Jedi Robes and a Jedi Mentor to teach them the Jedi Arts. They automatically gain the Arcane Background (Force) Edge. Also, they gain Lightsaber Defense Edge (see Block and Redirect Ranged Attacks, pg. X). They also gain the Connections – Jedi Order Edge free.

Prohibited Force Powers: Any Dark Side Power at character creation.

### Jedi Knight (Knight Level Force User)

Requirements: Seasoned; Force Sensitive; Jedi; Force d6; Character must have no Dark Side Taint; GM's Permission.

This Edge is conferred to the character by the GM. No longer considered a Padawan, the character is now a Jedi Knight. In addition, he gets the Expert Lightsaber Defense Edge for free. He gains 5 Power Points; if he already got 5 points from other Force Order Edges, he does not get another 5 Power Points.

### Jedi Master (Master Level Force User)

Requirements: Heroic; Force Sensitive; Jedi; Jedi Knight; Force d10; Character must have no Dark Side Taint; GM's Permission.

This Edge is conferred to the character by the GM. No longer considered a Knight, now the character is a Jedi Master. In addition, he gets the Master Lightsaber Defense Edge for free. He gains an additional 5 Power Points. If he gained 5 PP from a another Master Level from another Order, he does not gain 5 PP from this Edge.

### Nightmaiden (Knight Level Force User)

Requirements: Seasoned; Force Sensitive; Nightsister; Force d6; Must be completely consumed with the Dark Side of the Force; GM's Permission.

This Edge is conferred to the character by the GM. No longer considered simply a "Nightsister," the character is now considered a "Nightmaiden." In addition, she gains 5 additional Force Points, unless she already had gotten 5 Force Points from another Order's Knight Level, plus two additional Force Powers.

### Nightmistress (Master Level Force User)

Requirements: Heroic; Force Sensitive; Nightmaiden; Force d10; Must be completely consumed with the Dark Side of the Force; GM's Permission.

This edge is conferred to the character by the GM. No longer considered a "Nightmaiden," the character is now considered a "Nightmistress." In addition, she gains 5 additional Force Points unless she got Force Points from a Master level of another Order, plus two additional Force Powers.

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## Nightsister (Apprentice Level Force User)

Requirements: Novice; Force Sensitivity; Female characters only.

Also known as the Dark Witches of Dathomir, the Nightsister is a Dark Side practitioner of a sect known as the Witches of Dathomir. Unlike Jedi or Sith, the Witches generally don't use lightsabers, and are able to imbue any weapon with the Force when they wish in order to use against such weapons. Like the Sith, the Nightsisters are a Dark Side sect that broke away from the traditional Witches of Dathomir to raise their own children to heed the call of the Dark Side.

All Nightsisters gain a melee weapon of their choice (including a Lightsaber), along with Nightsister outfits and a Nightmistress mentor to train them in the Dark Side of the Force. They automatically gain the Arcane Background (Force) Edge, four Force Powers instead of three. They also get the Connections – Nightsisters Edge free.

Prohibited Powers: Any Light Side Power.

## Ship

Requirements: Piloting d6; GM's Permission.

This Edge allows you to possess a ship of your own. This ship can be a Starfighter, a Gunship, or a Light Transport, presumably equipped with a Hyperdrive. How you came to own this ship (or partly own it) is up to you and the GM.

## Sith (Apprentice Level Force User)

Requirements: Novice; Force Sensitive; Must be completely consumed with the Dark Side of the Force when this Edge is Taken; must be accepted by a Sith Mentor.

The Sith were once Jedi long ago who fled from the order and embraced the power of the Dark Side of the Force willingly. To the Sith, the Force is to be controlled to one's own will. Filled with anger, fear, and hatred, the Sith seek to dominate the galaxy under their iron cruelty.

All Sith gain a lightsaber (usually red, but any color is acceptable) for free, along with Sith Robes and tattoos, and a Sith Mentor to teach them the Sith Arts. If the hero doesn't have the Arcane Background (Force) at the time this Edge is bestowed, he does now. He gains the Lightsaber Defense Edge (see Block and Redirect Ranged Attacks, pg. X). They also gain the Connections – Sith Order Edge free.

Prohibited Force Powers: The Sith apprentice may not learn any Light Side powers or Plant Growth.

## Sith Warrior (Knight Level Force User)

Requirements: Seasoned; Force Sensitive; Sith; Force d6; Must be completely consumed by the Dark Side of the Force at the time this Edge is taken; GM's Permission.

This Edge is conferred to the character by the GM. The character may or may not be an "apprentice," but is now considered a Sith Warrior. In addition, he gets the Expert Lightsaber Defense Edge for free. He gains 5 Force Points, unless he gained 5 Force Points from a Knight Level of another Order, he does not gain this 5 PP.

## Sith Lord (Master Level Force User)

Requirements: Heroic; Force Sensitive; Sith; Sith Warrior; Force d10; Must be completely consumed by the Dark Side of the Force at the time this Edge is taken; GM's Permission

This Edge is conferred to the character by the GM. The character may or may not be a "warrior," but is considered a Sith Lord. In addition, he gets the Master Lightsaber Defense Edge for free. Often, he probably has to kill his former Master to take his mantle as Sith Lord, depending on era. He gains another 5 Power Points, unless he gained 5 PP from another Master Level Edge from another Order.

## Smuggler

Requirements: Novice; Ship; Piloting d6; Persuasion d6; Stealth d6

Wherever there are prohibitions on cargo there will always be a need for a smuggler to around customs agents. All you need is a ship that can carry enough cargo to make such end-run s around the law worth one's while. Smugglers get a +2 to their Persuasion rolls when dealing with law-enforcement officials and they gain a +2 to Stealth rolls while piloting a spacecraft in an effort to avoid detection.

## Vergence

Requirements: Novice (cannot take this at higher levels); Force Sensitive; GM's Permission.

By the Will of the Force, you have a natural talent for the Force that is somewhat inexplicable. Instead of rolling a d6 for your Wild Die, you roll a d8.

## Zeison Sha (Apprentice Level Force User)

Requirements: Novice; Force Sensitive; Character cannot have any Dark Side Taint.

Long ago, a group of Jedi were left abandoned on the harsh world of Yanibar. Having feeling forsaken from their order, these Jedi developed an order of their own based more on self-reliance and a focus on Telekinesis as a means of surviving the harsh conditions of Yanibar.

All Zeison Sha gain a Discblade, which is the weapon of choice of the Zeison Sha. In the hands of a Zeison Sha, a Discblade is a deadly weapon. Both a melee and a ranged weapon, using Telekinesis a Zeison Sha is an offensive juggernaut. The novice Zeison Sha also gets 5 Force Points to start with, gains the Telekinesis Force Power for free in addition to one other Force Power. Also, the Zeison Sha is given Zeison Sha robes, and Connections – Zeison Sha Edge for free.

Prohibited Powers: The character may not take any Dark Side Power at character creation.

## Zeison Sha Knight (Knight Level Force User)

Requirements: Seasoned; Force Sensitive; Character must not be consumed by the Dark Side of the Force; GM's Permission.

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This Edge is conferred to the character by the GM. The character is no longer considered a Novice, but a Zeison Sha Knight. The Zeison Sha Knight gains +2 to his Force tests involving Telekinesis, 5 additional Force Points unless he gained 5 additional Force Points from another "Knight" level of another Order. The Zeison Sha Knight also gains one Force Power.

## **Zeison Sha Master (Master Level Force User)**

Requirements: Heroic; Force Sensitive; Character must not be consumed by the Dark Side of the Force; GM's Permission.

This Edge is conferred to the character by the GM. The character is no longer a Zeison Sha Knight, but is now a Zeison Sha Master. He gains a Zeison Sha Ally as his apprentice, as well as 5 additional Force Points, unless he already gained 5 Force Points from another Master Level Force User Edge.

## **CHANGED EDGES AND HINDRANCES**

### **Arcane Background**

The only Arcane Background available in Savage Star Wars is Arcane Background (Force). Psionics, Weird Science, Sorcery, and Miracles does not exist.

### **Arcane Resistance**

This is used only to resist the Force.

**Small:** Being Small in Savage Star Wars also includes the effect of being relatively weak. Small characters start with half of a character's normal encumbrance. If a Small character takes the Brawny Edge, their encumbrance is restored to normal.

### **Soul Drain**

Requirements: In addition to the other requirements from the Explorer's Edition, Savage Star Wars requires that the character be completely consumed with the Dark Side of the Force.

### **Champion**

Does not exist.

### **Gadgeteer**

Arcane Background (Weird Science) no longer required to possess this Edge.

### **Holy/Unholy Warrior**

Does not exist.

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## CHAPTER 4: GEAR

Even a Jedi needs equipment to help him out with his adventures. Star Wars is filled with equipment and weapons that bear explanation and enable you to do things that might not be possible in other settings without magic or something extraordinary at work.

Ordinarily, heroes start out in Savage Star Wars with 1,000 Credits with which to purchase initial gear. Edges and Hindrances can alter this starting amount.

### CURRENCY

For the sake of simplicity, every character starts with Credits that can be used in most of the worlds and locales in the Star Wars galaxy. There are some places that do not accept Imperial or Republic Credits, but accept a local currency or some sort of commodity, such as Kessel Spice or Tibanna Gas.

Credits are usually carried in a Data Cylinder or a Credit Chip. By and large they can also be accessed from a bank electronically by other means of authorization. It is rare to find it in a physical form in paper or coins.

### A GALACTIC EMPORIUM

Most of the descriptions of weapons and gear in this book are very basic. In a galaxy of billions of worlds and trillions of beings, there are millions of different manufacturers of goods and gear. True, there are notable companies such as Sienar and Incom, but where this comes more into play is where ships are concerned (see Ships, pg. X). For the sake of simplicity, a Blaster Rifle made from one company is really no different than a Blaster Rifle made from another in terms of damage and effect.

### ACCESSORIES

Accessories can augment weapons and gear as listed. To attach an Accessory to the appropriate gear or weapon, you must make a Repair Check with the necessary penalties, and roll 1d6 for the amount of hours it may take to properly make the modifications. Raises and toolkits can cut this down to a minimum of 30 minutes. Every raise reduces the time down by a half-hour increment.

### AVAILABILITY

All gear, goods, and weapons have an Availability rating. This indicates how common something might be in a given location. If you're looking for a particular item, the GM consults the Availability rating of the item with the location that the character is looking for it. He may adjudicate that it is readily available, or he may roll to see if it is or not.

For Common items, the GM may roll a d12.

For Uncommon items, the GM rolls a d8.

For Rare, the GM rolls a d4.

Anything more obscure than that will be practically Unique.

The second rating for the item is Legality. Most items are generally Legal. Some items are Restricted, which means they require a License to possess (which always costs 10% of the item's listed cost if you wish to purchase one). If you do not have a license, you may run into trouble with law enforcement authorities if they find you in possession of such an item. Military items are usually restricted from civilians. If you belong to a formal Military, such as the Republic Navy or the Imperial Army, you may have possession of this item. Military items usually are not for sale, and is up to the GM to allow you to purchase them.

Illegal items are just that, Illegal. If your character is caught in possession of the item without a special authorization, there may be consequences.

Legality is a general term meant to apply to any Star Wars Era. Some items may be rendered Illegal to possess in different eras. For instance, in the Dark Times and the Rebellion Era, a Lightsaber might be Illegal to possess by most citizens. If the Empire captures you with one, you may be summarily imprisoned, or worse.

### WEAPONS

Most weapons are pretty straight forward. However, some weapons require more than one hand to wield properly. Rifles, for instance, can be fired with only one hand, but you suffer a -2 penalty for it on top of penalties, such as Range, Off-Hand use, Called Shots and others.

Heavy Weapons may require more than one person to operate properly. The E-Web Heavy Repeating Blaster requires a gunner and a generator operator. Though one person could use it, and suffer a -2 penalty for every attack, two people are required to set it up quickly and effectively, and regulate the amount of power coming out of the generator so that it doesn't damage the gun itself.

# SAVAGE STAR WARS

## MELEE WEAPON DESCRIPTIONS

### Amphistaff



The Amphistaff is a living creature genetically crafted and used by the Yuuzhan Vong as a weapon. It is a serpent-like creature that can be used in one of three different ways.

In Quarterstaff mode, the creature stiffens and possesses the damage characteristics of a quarterstaff.

In Spear Form, the creature stiffens for an aerodynamic purpose, with a Range setting of 5/12/20. The head of the weapon is poisonous.

In Whip mode, the weapon has a reach of 1" and can Grapple targets like a regular whip. The head is still poisonous, and if a target is struck by the head on a maximum roll of its damage dice it delivers poison. It can also help the user span 4" distances.

In all of its modes, the Amphistaff can be directed to expel venom at a target up to 10" away.

### Booma Atlatl

The Booma Atlatl is a weapon specifically designed by the Gungans to hurl their Boomas at targets at a much greater distance than by simply throwing them. This extends the throwers Range to 10/18/24. This weapon can be modified to throw Grenades with a Repair Check.

### Bayonet

This is a long knife that attaches to a rifle that enables you to use the rifle as a spear, though it shouldn't be thrown as one. If thrown (rifle and bayonet), the range is 2/5/10. It requires two hands to be used if used on a rifle.

### Cesta



This is a flexible pole used by the Gungans to throw boomas at targets. It can also be used as a staff.

### Club/Baton

Ubiquitous blunt weapon.

### Combat Gloves

This is a pair of padded gloves that merely augments the users Strength slightly for the purposes of damage. These gloves cannot be Disarmed from the user in combat.

### Electrostaff



One of the few weapons that can resist the impact of a lightsaber, the Electrostaff is made of a phrik alloy that makes it extremely tough. It is a double-ended weapon with electrostatically charged ends that deliver energy and blunt damage, and it generally requires two hands to operate. The IG-1000 MagnaGuards of General Grievous used these weapons.

### Force Pike



This is a spear-like weapon roughly over a yard long has a powered tip. It can be set for stun or lethal settings, and it delivers both piercing and energy damage. The Force Pike requires two energy cells to operate.

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## Knife

This represents a standard combat knife for use by medium sized humanoid creatures, good for slicing and stabbing attacks and useful as a general cutting tool.

## Lightsaber



Renowned weapon of a Jedi Knight. It is basically cylindrical handgrip that, when activated, produces a blade of pure energy roughly a yard and a half long that can cut through almost any substance with relative ease. Because of its noted capability, it is often considered as dangerous to an untrained user as it is to his enemy. In the hands of a trained Force User it is devastating, and is a formidable defense against blaster fire.

The blade is generated by directing the power out of an energy cell through a special crystal that also grants the blade its color. Jedi lightsabers tend to use natural crystals found on select worlds, while Sith weapons use artificial red crystals. Certain crystals and modifications are available to grant the weapon special effects.

## Double-Lightsaber



This weapon is, in essence, two lightsabers joined together at their ends to create a "lightstaff," where two blades are available to the user for attack and defense. When using a weapon like this, using both blades in an attack will confer a -2 to each attack, not to mention the -2 penalty for the off-hand attack. Activating a double-lightsaber doesn't grant any additional bonus to Parry for Lightsaber Defense beyond what a Force-User usually gets from those Edges.

This weapon uses two energy cells instead of one, and two crystals, most often the same color.

## Short Lightsaber



Shorter Force-Users tend to favor this weapon over the standard Lightsaber, as a standard weapon would be more ungainly to wield (the problem being that a standard lightsaber length would be prone to scraping the ground). This weapon deals a bit less damage, but still grants the same benefits of a lightsaber otherwise.

## Mace

A solid metal club often affixed with spikes made with forged metal. Used with one hand.

## Quarterstaff

A long, straight staff roughly 5 to 7 feet long made of strong dense wood, plastic or metal. Can be used as a double weapon, conferring the -2 attack penalties for using the off-hand weapon. When equipped, this weapon confers a +1 bonus to Parry.

## Spear

A long straight staff with a metal or plastic spike on the end for piercing damage. Has a reach of 1" and can be thrown with a range of 3/10/15.

## Stun Baton





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This is a device similar to the electrostaff and force pike. It is a club that is charged with energy to render an opponent stunned or unconscious with a touch. This device can be used to inflict Fatigue damage.

## Vibroweapons

**Rules Note:** All vibroweapons utilize a device in them that causes the business end of the weapon itself to vibrate at a very high frequency. These devices require power cells in order to function. In the event that a character rolls a Critical Failure when using these weapons, this indicates that the weapon has ceased functioning in that role. In such a case, they become a normal type of weapon instead of a "vibro-axe" or "vibrosword."



## Vibro-Axe

A vibro-axe is an axe fitted with a discrete sonic pulse generator in the head of the axe that enables the blade itself to vibrate at a very high frequency. This causes the weapon to inflict more damage, potentially opening the wound on the target with less effort than with a regular axe.

## Vibrobayonet

Affixed to the end of a rifle just like a regular bayonet, the vibrobayonet has a small sonic generator that causes the blade to vibrate at a very high frequency, which causes the blade to inflict more damage on a target than an ordinary bayonet.

## Vibrohammer

Similar to the vibro-axe, the vibrohammer is a combat weapon designed mainly to penetrate personal armor. The sonic generator in the head creates a very high frequency vibration that allows the hammer to inflict more damage and penetrate armor in a superior effect than a regular combat hammer.

## Vibrosword

Continuation with the principle of vibroweapons, the vibrosword contains a sonic generator that creates a very high frequency vibration in the blade which causes it to inflict more damage to a target than a regular sword might.

## Vibroknife

Small and rare, the vibroknife is a vibroweapon that is small enough to be concealed and is balanced for throwing.

## RANGED WEAPON DESCRIPTIONS

**Rules Note:** For the purposes of the elegant simplicity of Savage Star Wars, all ranged weapons are presumed to have enough ammunition to be used from round to round. If any player rolls a Critical Failure (a "1" on the Shooting Die and the Wild Die), then the weapon has either jammed or has ran out of energy, and must be reloaded.

## Blaster Cannon



This is a heavy blaster weapon that is often mounted on a vehicle or is a shoulder-fired man-portable weapon system. It produces enough firepower to be an area effect weapon. If it is a man-portable weapon, it weighs 50lbs. and requires a 10lb. Power Pack. It uses the Small Blast Template.

## Blaster Carbine



A cut-down version of a blaster rifle with some of its power in a more compact frame. They feature foldable or retractable butt-stocks which makes them more portable than full-fledged rifles. They can be slung from a shoulder without being equipped and from there can be drawn and equipped as a Free Action with the Quick Draw Edge. These weapons are most commonly seen as standard weapons for military forces, such as the E-11 for Imperial Stormtroopers or the E-5 used by Trade Federation Battle Droids.

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Blaster, E-Web Repeating



This crew-served weapon requires four operators to deploy and utilize: two to carry the gun itself, one to carry the power generator and one other to carry the tripod. It can be mounted on a vehicle, which, depending on the vehicle, may be able to supply power to the blaster without a power generator. When used properly, the E-Web Repeating Blaster can lay down a withering barrage of firepower effective against both troops and most vehicles short of heavy armor. Without someone to regulate the power coming out of the generator, this weapon will fail on a roll of 2 on the user's Shooting die.

Blaster, Heavy Repeating



The heavy repeating blaster is a devastating weapon that is often mounted on a vehicle or in a fortified emplacement. It can be carried by one trooper, and it can only fire in full auto mode.

Blaster Pistol



Probably the most common weapon used in the Star Wars universe, the term refers to the countless different

versions throughout the galaxy. It is a relatively short range weapon compared to its larger and more powerful brethren. Concealable and very portable, it's a cheap, quick weapon with sufficient firepower to handle most common threats.

Blaster Pistol, Heavy



Packing a bit more firepower, the heavy blaster pistol is a bit larger than a standard blaster pistol, and it fires less shots as a result. It is still concealable enough as a regular pistol.

Blaster Pistol, Hold-Out



A small, highly concealable pistol designed for personal self-defense. It's not particularly powerful, but its power pack can last a long time and it grants a +2 to Stealth Rolls to conceal the weapon.

*"Hokey religions and ancient weapons are no match for a good blaster at your side, kid."*  
*Han Solo – A New Hope.*

Blaster Pistol, Sporting



Also known as a targeting pistol, the sporting blaster is a standard pistol that's designed a bit more for accuracy than for power.



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## Blaster Rifle



Long dedicated blaster rifle that can be fired on a semi-automatic setting or a full-automatic setting. Confers a +2 to Shooting rolls, but can only be used with two hands.

## Blaster Rifle, Heavy



A more powerful weapon than the standard blaster rifle, this weapon trades firepower for accuracy. Can be fired in semi or fully-automatic. Requires two hands to use properly.

## Blaster Rifle, Sporting



## Bow



A simple ranged weapon that uses spring force action from a drawn string set from a rigid bow-frame, it fires wooden or plastic arrows with sharp heads at a target out to 300 yards distant for some types of bows.

## Bowcaster



The bowcaster is a weapon crafted exclusively by the Wookiees of Kashyyyk. The weapon uses torsion much

in the same way as a bow does to hurl an explosive energy quarrel at a target. Fires 5 shots before it must be reloaded.

## Discblade



The preferred weapon of the Zeison Sha, the Discblade is a balanced throwing weapon that spins like a saw-blade through the air. Combined with a Zeison Sha's accomplished telekinesis, a discblade is a deadly weapon. Can also be used as a melee weapon.

## Flamethrower

The flamethrower projects a gout of flame at a target using the Cone Blast Template from the user. It can be used five times before the weapon's canisters must be replaced or refueled.

## Ion Pistol

A specialized weapon meant for disabling droids or electrical devices. It discharges an ionic blast that short circuits the electrical circuits of a droid or other electrical device (such as cybernetics) rendering it inoperative until repairs or reactivation can be made. Uses Ion Damage only.

## Ion Rifle



A larger version of the Ion Pistol, this weapon fires a more powerful ion charge at the target electrical system. This weapon uses Ion Damage only.

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## Sling

A primitive weapon that is simply a length of cloth, animal hide, or other loose flexible material that is used to hurl stones at targets. This weapon can be modified to hurl grenades at the same distances. The range for this simple weapon is 10/20/30.

## Slugthrower Pistol

A pistol that fires a solid bullet by means of a reactive chemical propellant like gunpowder. Though not as powerful as blasters, the slugthrower is immune to ion damage.

## Slugthrower Rifle



A longer, more accurate and powerful version of the slugthrower pistol, this weapon fires a solid bullet by means of a chemical propellant. Though not as powerful as its blaster cousins, it is immune to ion damage.

## Grenade Launcher



The Grenade Launcher merely extends the range of a grenade dramatically than would otherwise be done if thrown by either hand or by a sling. They can be mounted underneath blaster rifles or carbines with Repair Check with adequate tools to do so. Any grenade round can be fired out of this weapon at a Range of 20/30/100. Grenade weapons are tracked, and are not presumed to continually be used until a Critical Failure results.

## Missile Launcher

A shoulder or vehicle mounted weapon that can fire short-ranged missiles at targets. Use Grenade stats for blast and damage.

## GRENADES

### Booma



This is a weapon comprising of blue plasma taken from Naboo's oceanic core wrapped in a shell that breaks if thrown hard enough at a target. It is particularly effective against droids and vehicles, but is effective against organic creatures as it leaves behind a plasma "goo" upon impact. Smaller boomas can be thrown as Grenades. It uses the Small Burst Template.

### Grenade, Frag

A Frag Grenade is a high explosive device that disperses metal shrapnel over a broad area to do lethal damage to personnel. It uses the Medium Blast Template.

### Grenade, Ion

An Ion Grenade is an explosive device directed mainly at droids and vehicles. When it detonates, it sends out an ionic pulse that short circuits a droid or vehicles electrical systems to render it inoperative until it can be restarted or repaired again. This weapon uses the Medium Burst Template, and only deals Ion Damage.

### Grenade, Stun

A Stun Grenade, or Concussion Grenade, is a low-explosive weapon designed to stun organic targets and disorient them. It uses no fragmentation or energy to harm targets, but the sheer explosive force creates a shockwave of blast and sound to utterly overwhelm a target's senses to disorient him. If a target is in the blast radius of this weapon when it goes off, he must make a Vigor Check at a -4 Penalty. If he fails, he is Shaken. If the weapon deals damage to the point that it equals or exceeds what is necessary to render him Incapacitated, he is in no danger of dying, and he has received no permanent Injury, though he may receive a Temporary Injury. This weapon has no disorienting effect on Droids, but may cause damage to them anyway if they are in the blast zone. This weapon uses the Small Blast Template.

### Net

Not a grenade, of course, but it is a special weapon that is thrown and is designed mainly to grapple and ensnare targets caught within its radius. The range of this weapon is 3/7/11. When used properly, all targets within

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must make an Agility check at -4 in order to escape the net. If they fail, they are grappled and are slowed down to a Pace of 2. They may continue to try to escape the net using an Agility check every round until they are freed or they escape. This weapon presumes that it is cast by a medium sized creature, and therefore uses the Small Blast Template.

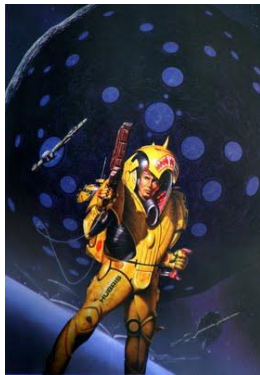
## Thermal Detonator



A highly lethal device, the thermal detonator is effectively a tiny atomic grenade. When detonated, it will unleash a terrible fireball that will radiate intense heat that will destroy or vaporize most materials within the blast zone. This weapon uses the Large Blast Template.

## ARMOR

### Armored Spacesuit



This heavy set of armor enables a user to survive comfortably in the vacuum of space or other harsh environments provided that the gravity and pressure isn't particularly intense for 24 hours.

### Battle Armor

Battle Armor covers head, torso, arms and legs and grants some protection against mild radioactive threats. It can be modified with various devices (See Modifications).

### Battle Armor, Heavy

Heavy Battle Armor is bulkier and heavier than standard Battle Armor, but is far more protective.

### Blast Helmet and Vest

The blast helmet and vest provides modest protection for the head and torso. It is normally worn by field officers, gunners, and other personnel who don't want to their mobility restricted by heavier armors.

### Ceremonial Armor



Ceremonial armor is designed both for protection and for ostentation. Covering head, torso, arms and legs effectively, it often is modified with additional sensors, shields, and other devices to allow the wearer more capabilities to do his job.

### Combat Jumpsuit



This is a standard jumpsuit designed to give light protection to the wearer, often underneath another set of clothing. Many military and paramilitary forces, such as the Rebel Alliance, issue this as standard because it is cheaper than full-fledged battle armor. It cannot be modified.

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## Corellian Powersuit

This set of armor is an exoskeleton that replaces a Medium sized humanoid wearer's Strength Die with a d8, and automatically grants the Brawny Edge. Even if a character's Strength is equal to or higher, their natural Strength die is replaced by the suit. It offers protection for the head, torso, arms and legs, and can be extensively modified.

## Flight Suit, Armored

The Armored Flight Suit provides some modest protection for the pilot's head and torso, as well as some protection against the vacuum of space for 10 hours. It comes with a comlink, but cannot be modified.

## Flight Suit, Padded

Standard flight suit that is worn to provide some protection against g-forces and the vacuum of space for 10 hours.

## Stormtrooper Armor



The distinctive armor of the elite soldiers of the Galactic Empire, this armor is a temperature regulated black body-glove beset from head to toe with white armored shells that offers good protection to the wearer from blaster fire and shrapnel, and rudimentary environmental protection. With slight modifications, it can be tailored to specific environments, and can be rigged for the vacuum of space. A female version exists as well for female clones, though its design leaves a little less to the imagination.

## EQUIPMENT

### Comlink



A Comlink is a personal transceiver. It can not only transmit and receive sound, but other data as well. Some come equipped with video and holographic transmission capability with some added cost.

Comlinks come in two basic forms; Short-Range and Long-Range. Short Range Comlinks are good out to 25km. Long-Range Comlink is good out to 200km or to low orbit.

### Pocket Scrambler

This device can be attached to any communications device and is used to scramble transmissions, which can then only be decoded with a linked pocket scrambler.

### Vox-Box

This is a simple audio play-back device used by those who cannot understand a common language to the local area. It contains a dozen or so basic phrases to help a character get around and ask for assistance. Normally sold using the Galactic Basic language, this device is also sold in other languages.

### Code Cylinder



A code cylinder is a device most commonly used by military, political, and corporate officials to get access to secured locations or computer terminals. They're basically electronic keys with specific security codes.

### Credit Chip

A credit chip is a flat card that's easily concealable and portable that carries currency in secured electronic form.

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## Datacards, blank (10)

A datacard is an external electronic data storage device that can handle virtually all kinds of data ranging from audio to holographic. Princess Leia inserted such a device into R2-D2 to record her message to Obi-Wan Kenobi in A New Hope.

## Datapad



This is a handheld personal computer that can do virtually anything a modern computer can do, in addition to linking up with local information networks via comlink and sharing data with other users on the network. Highly portable and light, datapads are a staple of life in the more civilized worlds of the Star Wars universe.

## Holoprojector, personal

This is a hand-held device that can store holographic information and transmit it through a comlink.

## Portable Computer

A larger version of a datapad that's the size of a briefcase or a backpack, this device is used when large amounts of information and communication is required. Common users include military commanders, project managers, and administrative staff.

## Electrobinoculars



This device magnifies distant images and can translate them into night vision or infrared. It also provides data on azimuth, range, and elevation. This device adds +2 to Notice Checks when using them.

## Glow Rod

This is a portable light source that projects light out to 7".

## Fusion Lantern

This hand-held light source can direct light out to a 7" radius, or be reduced manually as needed to a minimum of 2", and a shutter can direct the light in a cone out to 7".

## Recorder

This is a storage device that can be used to record audio, visual, or even holographic information. Holographic information takes up more memory than either video or audio, and therefore can only record up to one hour of holography per Datacard used.

## Sensor Module

This is a portable scanning device that can provide information on life forms, topography, power readings, and communication signals in the general area.

## Aquata Breather



This small device can provide breathable air for up to 2 hours when equipped.

## Breath Mask

A breath mask is a atmosphere filtration system that consists of a mask that fits over the nose and a mouth, attached to a portable support system. It can provide 1 hour of breathable air before the filter in the canister has to be replaced. A breath mask system can be built into modifiable armor systems.

## Flight Suit

A flight suit is a suit of coveralls that provides some life-support in the vacuum of space if necessary and helps resist g-forces. It also has numerous pockets on the arms, legs, and chest areas to store items necessary for the pilot to fly, such as writing implements, survival gear, flight logs and code cylinders. When a pilot is suddenly exposed to vacuum, the suit seals around the pilot (wearing a helmet) and provides life support for 10 hours.

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## Space Suit

This suit provides life support and completely protection from vacuum and many different hazardous environments for up to 24 hours.

## Bacta Tank

A Bacta Tank is a clear tank filled with a highly restorative compound called Bacta, and is used to promote rapid healing for patients. If an Injury doesn't involve an amputation or an outright organ loss, a Bacta Tank can help the patient regenerate those Injuries. The Bacta Tank can give both the healer a +2 to his Healing Check and the Patient to his Vigor Check to restore Injuries at a rate of 1 Wound/Injury per six hours.

## Medical Kit

A medical kit provides enough supplies and equipment in a portable box to grant a healer a +2 bonus to his Healing check on a patient (or on himself) to prevent the patient from dying. A character without the Healing skill still gains the bonus to his Smarts check, negating the basic -2 Penalty. A Medical Kit requires replenishing of supplies after 10 uses. This device can restore Wound Points, but it cannot regenerate Injuries.

## Medpac

A Medpac is a one-time use kit small enough to fit in a Utility Belt or a pocket that's designed mainly to stabilize an Injured character and prevent death. It does not restore Wound Points.

## All-Temperature Cloak

The All-Temperature Cloak helps regulate the wearer's temperature to help enable him to survive harsher climates. It grants a +2 bonus to Fatigue checks brought on by extreme Heat or Cold.

## Field Kit

This is a survival kit the size of a suitcase that has condensed food, two canteens of fresh water, and supplies that can help the user survive in the wilderness for several days with proper use. This kit grants the user a +2 bonus to Survival Checks to avoid Fatigue brought on by hunger or dehydration.

## Jet Pack



This is a propulsion system designed to give the user a brief amount of flight for up to five consecutive rounds before the user has to set down to allow the system to recharge. It can provide the user a flying ACC/Pace of 10/30, with a Climb of 10. Using the Jet Pack requires the use of the Piloting Skill.

## Liquid Cable Dispenser

Cable dispensers contain a special liquid compound that solidifies when it comes into contact with either vacuum or atmosphere. The dispenser itself exudes that liquid into a cable that is flexible and is as strong as syntherope. One canister contains enough compound for 15 meters (10"), and can support up to 550kg.

## Ration Pack

These compact packages individually have enough nutrients to sustain a medium sized character for one day. Six of these packs can fit in the space of a datapad. The food itself isn't appealing and doesn't include water.

## Syntherope

The actual syntherope isn't as compact and portable as liquid cable, it is a bit more reliable and can withstand conditions that can render liquid cable away into nothing, such as flame and acids. It is as strong as liquid cable.

## Binder Cuffs

These are durasteel restraints designed to lock two limbs of a prisoner together, either by the wrists or ankles, and mostly designed for Medium to Large creatures. Breaking them imposes a -10 penalty on Strength Checks.

## Energy Cell

An energy cell powers many devices and weapons. It is nominally small and light, roughly 1 kg in weight, and can be recharged with a power charger from a Power Generator or on a spacecraft.



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## Fire Extinguisher

A full blast from this canister can put out a Medium Burst Template's worth of fire, and creates the same size of a cloud that can provide some Medium Concealment at -4 against Ranged Attacks.

## Mesh Tape

This is duct tape. It has a million and one uses for it.

## Power Generator

This is a portable micro-fusion generator that can provide power to an starship deck, a starfighter's systems, or to several droids as their systems can handle. Can also be used to recharge energy cells for weapons or other devices.

## Power Recharger

This is a formal device used to recharge energy cells for weapons and other devices. Most often found on ships and workshops.

## Security Kit

This kit, roughly the size of a suitcase, comes complete with equipment necessary to bypass most electronic or mechanical security systems, and can override some sensor systems. Generally restricted, regulated, or otherwise illegal to possess without permits on most worlds, this kit grants a +2 operational bonus to Repair Checks used to bypass any security alarm or surveillance system or lock.

## Tool Kit

If you plan on refitting or modifying a droid or repairing a piece of equipment, you need a tool kit of some kind. Without one, you suffer a -2 penalty to your Repair rolls for every attempt. With a toolkit, you get a 0 penalty to your roll. This tool kit contains practically everything a character needs to repair and modify droids and personal equipment, and can remedy vehicles to some degree. In it, there are hydrosplanners, laser torches, laser welders, wrenches, pliers, mesh tape, and the materials necessary to get the job done.

## Utility Belt



This belt has pouches and links to attach other items to it as required. This can carry five small items plus a holster for a pistol. A grenade counts as a item, as does a Medpac, a Comlink, Ration Pack, etc. A Medikit counts as two items.

## Bandolier

When you need to carry a lot of energy cells for your weapons and other equipment, a bandolier will do the trick. This can carry up to twenty energy cells.

## Helmet Set



With a Repair Roll, you can set up any common helmet with a short-range comlink and electrobinocular system.

## Holster

A holster is a pouch designed to carry either a pistol or a rifle in a manner that can be quickly and easily accessed if necessary. A pistol holster can be slung underneath each arm or on each hip. A rifle holster is usually set on a vehicle or a pack animal, or strapped to the back.

## Targeting Scope



With a Repair Roll, this scope can be attached to any pistol, crossbow, or rifle. A simple magnifying scope costs less than the electroscope, which offers all the benefits of an electrobinoculars.

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Table 4-1 Melee Weapons Listing

| Type                      | Damage          | Weight | Cost | Notes   |
|---------------------------|-----------------|--------|------|---|
| <b>Amphistaff</b>         | See Description | 5      | X    | Rare/Illegal  |
| <b>Bayonet</b>            | Str + d4        | 1      | 100  | Common/Restricted; Can be attached to a rifle.        |
| <b>Booma Atlatl</b>       | 2d8             | 1.5    | 100  | Rare/Restricted; Used to throw grenades or Boomas.    |
| <b>Cesta</b>              | Str + d6        | 1.8    | 200  | Rare/Restricted; can be used to throw Boomas.         |
| <b>Club/Baton</b>         | Str + d4        | 1      | 40   | Common/Legal  |
| <b>Combat Gloves</b>      | Str + 1         | 1      | 150  | Common/Legal  |
| <b>Electrostaff</b>       | Str + 2d6       | 2      | 3000 | Rare/Restricted; Energy damage; can block Lightsabers |
| <b>Force Pike</b>         | Str + 2d8       | 2      | 1000 | Uncommon/Restricted; Reach; AP 1                      |
| <b>Knife</b>              | Str + d4        | 1      | 50   | Common/Legal; Thrown 3/7/10                           |
| <b>Lightsaber</b>         | Str + 2d8       | 1      | 3000 | Rare/*; Energy; Ignores Armor.                        |
| <b>Lightsaber, Double</b> | Str + 2d8       | 2      | 7000 | Rare/*; Energy; Double-Weapon; Ignores Armor          |
| <b>Lightsaber, Short</b>  | Str + 2d6       | 0.6    | 3000 | Rare/*; Energy; Ignores Armor                         |
| <b>Mace</b>               | Str + d6        | 2.5    | 50   | Uncommon/Legal  |
| <b>Spear</b>              | Str + d6        | 1.5    | 50   | Common/Restricted; Can be thrown 3/10/15. Reach 1.    |
| <b>Stun Baton</b>         | Str + d6 Stun   | 0.5    | 50   | Uncommon/Legal; Causes Fatigue                        |
| <b>Unarmed Large</b>      | Str + 1         | -      | -    | -   |
| <b>Unarmed Medium</b>     | Str             | -      | -    | -   |
| <b>Unarmed Small</b>      | Str – 1         | -      | -    | -   |
| <b>Vibro-Axe</b>          | Str + 2d6       | 5      | 500  | Uncommon/Restricted; AP 1                             |
| <b>Vibrobayonet</b>       | Str + 2d4       | 2      | 200  | Uncommon/Restricted; AP1; Can be attached to a rifle. |
| <b>Vibrohammer</b>        | Str + 2d6       | 5      | 600  | Uncommon/Restricted; AP 2                             |
| <b>Vibroknife</b>         | Str + 2d4       | 2      | 240  | Uncommon/Restricted; AP 1; Can be Thrown as a Knife   |
| <b>Vibrosword</b>         | Str + 2d8       | 4      | 600  | Uncommon/Restricted; AP 1.                            |

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Table 4-2 Ranged Weapon Listing

| Type                            | Range     | Damage  | RoF | Cost   | Wt. | Notes  |
|---------------------------------|-----------|---------|-----|--------|-----|--|
| <b>Blaster Carbine</b>          | 12/24/48  | 2d8     | 2   | 900    | 2.2 | Uncommon/Restricted; AP 1; Stun  |
| <b>Blaster Cannon</b>           | 40/80/160 | 3d8     | 1   | 10,000 | 40  | Uncommon/Military; AP 4; Small Burst Template; HW                                |
| <b>Blaster, E-Web Repeating</b> | 40/80/160 | 2d12    | 3   | 8000   | 38  | Rare/Military; AP 3; Autofire only; Snapfire Penalty; Scope. HW; 4 Crew          |
| <b>Blaster, Heavy Repeating</b> | 24/48/96  | 2d8     | 3   | 4000   | 12  | Uncommon/Military; AP 2; Autofire; Snapfire Penalty                              |
| <b>Blaster, Light Repeating</b> | 24/48/96  | 2d4     | 3   | 1500   | 10  | Uncommon/Military; AP2; Autofire; Snapfire Penalty                               |
| <b>Blaster, Repeating</b>       | 24/48/96  | 2d6     | 3   | 2000   | 10  | Uncommon/Military; AP2; Autofire; Snapfire Penalty                               |
| <b>Blaster Pistol, Heavy</b>    | 15/30/60  | 2d8     | 1   | 750    | 1.3 | Common/Restricted; AP 1; Stun  |
| <b>Blaster Pistol, Light</b>    | 12/24/48  | 2d4     | 1   | 450    | 1   | Common/Restricted; AP 1; Stun  |
| <b>Blaster Pistol</b>           | 12/24/48  | 2d6     | 1   | 500    | 1   | Common/Restricted; AP 1; Stun  |
| <b>Blaster Pistol, Sporting</b> | 15/30/60  | 2d4     | 1   | 600    | 1   | Uncommon/Restricted; AP 1; Stun; +2 Shooting                                     |
| <b>Blaster Rifle</b>            | 30/60/120 | 2d6+1   | 2   | 1000   | 4.5 | Common/Restricted; AP 2; Stun; Scope   |
| <b>Blaster Rifle, Heavy</b>     | 30/60/120 | 2d8+2   | 2   | 2000   | 6   | Uncommon/Military; AP 3; Stun; Scope   |
| <b>Blaster Rifle, Sporting</b>  | 30/60/120 | 2d4+1   | 2   | 1200   | 4   | Uncommon/Restricted; AP 2; Stun; Scope (standard); +2 Shooting.                  |
| <b>Disclade</b>                 | 10/20/30  | 2d6+1   | 1   | 300    | 2   | Rare/Restricted; AP 2; +2 Throwing.  |
| <b>Ion Pistol</b>               | 20/40/80  | 2d6 ion | 1   | 400    | 1   | Common/Restricted; AP 1; Only effective against Droids and electrical equipment. |
| <b>Ion Rifle</b>                | 30/60/120 | 2d8 ion | 2   | 800    | 3.1 | Common/Restricted; AP 2; Only effective against Droids and electrical equipment  |
| <b>Slugthrowing Rifle</b>       | 30/60/120 | 2d6+1   | 2   | 300    | 4   | Common/Restricted; AP 2  |
| <b>Slugthrower Pistol</b>       | 20/40/80  | 2d4+1   | 1   | 250    | 1.4 | Common/Restricted; AP 1  |

Table 4-3 Grenades 3/7/12

| Type                     | Damage      | Cost | Wt   | Notes                   |
|--------------------------|-------------|------|------|-------------------------|
| <b>Booma</b>             | 2d8 Small   | 20   | 0.25 | Rare/Restricted         |
| <b>Frag</b>              | 3d6 Med     | 200  | .5   | Common/Military         |
| <b>Ion</b>               | 3d6 Ion Med | 250  | .5   | Common/Restricted       |
| <b>Stun</b>              | 3d6 Stun    | 250  | .5   | Uncommon/Restricted     |
| <b>Thermal Detonator</b> | 5d6 Med     | 2000 | 1    | Uncommon/Illegal/ AP 10 |

# SAVAGE STAR WARS

Table 4-5 Special Weapons

| Type                           | Range     | Damage  | RoF | Cost   | Wt. | Notes   |
|--------------------------------|-----------|---------|-----|--------|-----|---|
| <b>Bowcaster</b>               | 20/40/80  | 2d8+1   | 2   | 1500   | 8   | Rare/Restricted; See description.   |
| <b>Grenade Launcher</b>        | 24/48/96  | 4d8     | 1   | 500    | 5   | Uncommon/Military; Med Burst; 4 shots   |
| <b>Light Missile Launcher</b>  | 36/72/144 | 3d6     | 1   | 2000   | 10  | Uncommon/Military; Med Burst; Scope; 1 Round to reload; 3 shots                                   |
| <b>Medium Missile Launcher</b> | 36/72/144 | 4d8+2   | 1   | 5000   | 12  | Uncommon/Military; AP 33; Small Burst; Scope; HW; Snapfire Penalty; 1 Rd. to Reload; 3 shots.     |
| <b>Heavy Missile Launcher</b>  | 40/80/160 | 5d8     | 1   | 10,000 | 20  | Rare/Military; AP 50; Medium Burst; Scope; HW; Snapfire Penalty; 1 Rd. to Reload; 1 Shot; 3 Crew. |
| <b>Net</b>                     | 3/5/10    | See Des | 1   | 50     | 2   | Common/Legal  |
| <b>Flamethrower</b>            | 5/10/20   | 2d8     | 1   | 1000   | 10  | Rare/Military; Fire, uses Cone Template.  |

# SAVAGE STAR WARS

Table 4-6 Armor

| Armor                        | Arm or Rating | Cost   | Weight | Notes   |
|------------------------------|---------------|--------|--------|---|
| <b>Armored Spacesuit</b>     | 6             | 12,000 | 35     | Uncommon/Restricted; Covers all, has properties of Spacesuit.         |
| <b>Battle Armor</b>          | 4             | 7,000  | 16     | Uncommon/Military; Covers All   |
| <b>Blast Helmet and Vest</b> | 2             | 500    | 3      | Common/Restricted; Covers head and torso.                             |
| <b>Ceremonial Armor</b>      | 4             | 5,000  | 13     | Rare/Military; Covers all   |
| <b>Combat Jumpsuit</b>       | 2             | 1,500  | 8      | Common/Restricted; Covers torso, arms and legs.                       |
| <b>Corellian Powersuit</b>   | 6             | 10,000 | 20     | Rare/Restricted; Covers all; Grants Strength d10. See description.    |
| <b>Flight Suit, Armored</b>  | 2             | 4,000  | 10     | Uncommon/Restricted; Covers all; comes with Helmet Set                |
| <b>Flight Suit, Padded</b>   | 1             | 2,000  | 5      | Common/Legal; Covers all; comes with Helmet Set                       |
| <b>Stormtrooper Armor</b>    | 4             | 8,000  | 10     | Uncommon/Military; Covers all; comes with Helmet Set. See description |

|                                  |         |     |                 |
|----------------------------------|---------|-----|-----------------|
| <b>Aquata Breather</b>           | 350     | 0.2 | Uncommon        |
| <b>Breath Mask</b>               | 200     | 2   | Uncommon        |
| <b>Flight Suit</b>               | 1,000   | 3   | Common          |
| <b>Spacesuit</b>                 | 2,000   | 15  | Common          |
| <b>Bacta Tank</b>                | 100,000 | 500 | Rare            |
| <b>Bacta, 1 liter</b>            | 100     | 2   | Uncommon        |
| <b>Medical Kit</b>               | 600     | 20  | Uncommon        |
| <b>Medpac</b>                    | 100     | 1   | Common          |
| <b>All-Temperature Cloak</b>     | 100     | 1.5 | Common          |
| <b>Field Kit</b>                 | 1,000   | 10  | Uncommon        |
| <b>Jet Pack</b>                  | 300     | 30  | Rare            |
| <b>Liquid Cable Dispenser</b>    | 10      | 0.2 | Uncommon        |
| <b>Ration Pack</b>               | 5       | 0.1 | Common          |
| <b>Syntherope</b>                | 20      | 2.5 | Common          |
| <b>Binder Cuffs</b>              | 50      | 0.5 | Uncommon        |
| <b>Energy Cell</b>               | 10      | -   | Common          |
| <b>Fire Extinguisher</b>         | 50      | 3   | Uncommon        |
| <b>Mesh Tape</b>                 | 5       | 0.5 | Common          |
| <b>Power Generator</b>           | 750     | 15  | Uncommon        |
| <b>Power Pack</b>                | 25      | 0.1 | Common          |
| <b>Security Kit</b>              | 750     | 1   | Rare/Restricted |
| <b>Tool Kit</b>                  | 250     | 4   | Uncommon        |
| <b>Utility Belt</b>              | 500     | 1   | Uncommon        |
| <b>Bandolier</b>                 | 100     | 2   | Uncommon        |
| <b>Helmet Package</b>            | 4,000   | 1   | Uncommon        |
| <b>Holster, Concealed</b>        | 50      | 0.2 | Uncommon        |
| <b>Holster, Hip</b>              | 25      | 0.5 | Uncommon        |
| <b>Targeting Scope, standard</b> | 100     | 0.2 | Uncommon        |
| <b>Targeting Scope, EB</b>       | 1,000   | 1.2 | Uncommon        |

Table 4-7 Equipment

| Item                           | Cost  | Weight | Notes               |
|--------------------------------|-------|--------|---------------------|
| <b>Comlink SR</b>              | 25    | 0.1    | Common; Range 50km  |
| <b>Comlink LR</b>              | 250   | 1      | Common; Range 200km |
| <b>Pocket Scrambler</b>        | 400   | 0.5    | Uncommon            |
| <b>Vox-Box</b>                 | 200   | 0.1    | Common              |
| <b>Code Cylinder</b>           | 500   | 0.1    | Common              |
| <b>Credit Chip</b>             | 100   | 0.1    | Common              |
| <b>Datacards, blank (10)</b>   | 10    | 0.1    | Common              |
| <b>Datapad</b>                 | 1,000 | 0.5    | Common              |
| <b>Holoprojector, personal</b> | 1,000 | 0.5    | Common              |
| <b>Portable Computer</b>       | 5,000 | 2      | Common              |
| <b>Electrobinoculars</b>       | 1,000 | 1      | Common              |
| <b>Glow Rod</b>                | 10    | 1      | Common              |
| <b>Fusion Lantern</b>          | 25    | 2      | Common              |
| <b>Recording Unit</b>          | 50    | 0.1    | Common              |
| <b>Sensor Pack</b>             | 1,500 | 9      | Uncommon            |

# SAVAGE STAR WARS

## CHAPTER 6: VEHICLES AND STARFIGHTERS

### Vehicle Rules:

Vehicles in Savage Star Wars by and large use the same type of Vehicle and Chase Rules out of Savage Worlds. One key difference is the use of scale.

Scale adjusts the speed of which combat and maneuvers take place. Many vehicles move at tremendous speeds where standard character scale simply can't apply.

Scales are as follows: Character (C), Airspeeder (A), and Starfighter (S). Capital Ships have rules of their own basically outlined in the Explorer's Edition rules.

At Character level, the vehicle moves on par with characters on foot or on animal

At Airspeeder level, the Acc/TS may seem the same, but merely multiply acceleration and top speed by a factor of 5 to get their comparable character speeds.

At Starfighter level, multiply those speeds by 20 to get their comparable character speeds. Multiply those speeds by 10 in order to get Airspeeder scale speeds.

Weapons are not adjusted in any way to characters or to vehicles in relation to one another.

### Movement:

Vehicles are not like characters who, if they're healthy, have no general constraints in their ability to move beyond terrain and other considerations. Meaning, they can turn on a dime in a way very few vehicles can. Vehicles have to contend with the bulk of their mass hampering their ability to turn rapidly.

To represent this, all vehicles have different ratings for Pace that is different than a character's. A vehicle has an Acceleration Value, a Top Speed Value, and a Maneuverability Value.

Acceleration (Acc) indicates the vehicle's additional speed it can move up to its Top Speed in Hex Inches, or Inches.

Top Speed (TS) is how many hexes, or inches, a vehicle can move across flat terrain in normal gravity in a combat turn.

Handling is a modifier for a character's Piloting or Driving roll. If a character wishes to make a maneuver he must make a Piloting or Driving roll using this Handling modifier in order to succeed. Failure may result in simple failure to execute the maneuver or a Crash. See the Out of Control tables on page 114 of the Explorer's Edition.

### Vehicle Terms:

Acc/TS: This refers to Acceleration and Top Speed. The notations C, A, and S refer to the speed scales

of Character, Airspeeder, and Starfighter. If the vehicle is an animal, it'll have its Pace instead.

Handling: This is the vehicle's Handling rating.

Climb: This is the rate at which flying vehicles can gain altitude in terms of inches. Ground vehicles and landspeeders do not get a Climb value.

Toughness: This refers to the vehicles overall ability to resist damage. The notation in parenthesis indicates the Armor of the vehicle, which has been already factored into the vehicles Toughness.

Shields: If the vehicle is equipped with Shields, this represents the amount of damage that is automatically taken away from the attacker's damage role against this vehicle. The number in parentheses represents the rate at which the shields regenerate every round. If the vehicles shield generator is damaged, this number will be affected or eliminated.

Crew: This indicates the number of people who are required to operate the vehicle. A "+" notation indicates the number of passengers and other people the vehicle can carry. The notation "G" indicates gunners.

Cost: This refers to the vehicle if it is new.

Notes: This will state general Availability and Legality, as well as Armament and special equipment the vehicle may possess. Vehicles with a Skill, such as Shooting, have targeting systems required to use the weapons on board. When firing such weapons, users must use the vehicle's Shooting die rather than their own.

### Weapons

Linking: Multiple Weapons that are linked together, such as Quad -Linked Laser Cannons or Twin-Linked Laser cannons are treated as one weapon instead of multiple. Their damage has already been factored in, with Twin-Linked weapons increasing the die step of the ordinary weapon by one, Triple-Linked increasing the weapon's die step by two, and Quad-Linked increasing the weapon's die step by three, and so on.

Turbolasers: For the sake of simplicity, Turbolasers can vaporize anything within double the size of a Large Blast Template, and can escalate that even bigger to encompass an area of a mile in diameter for a nuclear-like explosion.

# SAVAGE STAR WARS

## Ground Vehicles

### Aratech 74-Z Speeder Bike



Acc/TS: 20/40 C; Handling +2; Toughness 8 (2); Crew 1+1; Cost 6,750

Notes: Uncommon/Restricted; 1 Day of Operation; 30kg of Cargo

Weapons: Blaster Rifle 3d8, RoF 2. AP 1.

Description: This is the speeder bike used by Scout Troopers of the Imperial Army. It comes equipped with a light blaster rifle meant for light targets such as troops and vehicles. It's light and fast, and has plenty of range for patrol operations.

### SoroSuub X-34 Landspeeder



Acc/TS: 20/40 C; Handling +1; Toughness 11 (3); Crew 1+1; Cost: 10,550.

Notes: Common/Legal; 1 Day of Operation; 30kg of cargo space.

Description: This is the landspeeder Luke had on Tatooine. It's a sturdy coupe speeder with holographic displays, navigation systems, and good stability over rough terrain.



AAT-1

Acc/TS: 6/20 C; Handling +0; Toughness 45 (10); Crew 3+3; Cost: Not for Sale.

Notes: Rare/Military; Shooting d8; 1 Week of Operation; 500kg of Cargo.

Weapons: Heavy Laser Cannon (4d10; RoF 1; AP 10; Turreted; Medium Blast Template); Two Light Blaster Cannons (5d6; RoF 1; AP 2; Turreted; Small Blast Template); Heavy Repeating Rifle (3d8; RoF 3; AP 2; Stun); Missile Launchers (4d8; RoF 3; AP 5; Medium Blast Template).

Description: This is the main battle tank of the Trade Federation Army. This has enough armor and firepower to dominate the battlefield against most enemy threats, and enough mobility to respond quickly about the battlefield.

## Airspeeders

### Modified Incom T-47 Airspeeder



Acc/TS: 10/20 A; Climb: 10; Handling +1; Toughness 12 (3); Shield 5 (1); Crew 1+1; Cost: 75,000

Notes: Uncommon/Military; 1 Day of Operation; 50kg Cargo; Shooting d8;

Weapons: Twin Linked Blaster Cannons (3d8; RoF 3; AP 43; Small Burst Template); Blaster Cannon (3d6; RoF 2; AP 4; HW; Small Burst Template); Harpoon Gun with Syntherope Cable Dispenser 50"



# SAVAGE STAR WARS

Description: This was the modified Snowspeeder used by Rebel forces at the Battle of Hoth. It wasn't particularly sturdy, but it got the job done.

LAAT/i Gunship



Acc/TS: 8/20 A; Climb 5; Handling +1; Toughness 15 (4)/Shield 10; Crew 2+2+30; Cost: 65,000

Notes: Rare/Military; 2 Days of Operation; Shooting d8; Mass Driver Missile Launchers (5d8; RoF 2; AP 10; Large Burst Template); Twin-Linked Autofire Blaster Cannons (3d8; RoF 3; AP 2; Autofire only); Composite Beam Lasers (2) (4d10; RoF 1; AP 5; Lateral Turrets).

Description: The standard troop gunship of the Republic Army during the Clone Wars. This gunship is tough, reliable, and heavily armed to support a platoon-sized element in combat.

## Walkers

AT-AT (All-Terrain Armored Transport)



Acc/TS: 3/23 C; Handling -1; Toughness 65 (50); Crew 3+50; Cost: Not for Sale.

Notes: Rare/Military; Huge Sized 4-Legged Walker; 1 Week of Operation; Shooting d8; Driving d6.

Weapons: Twin-Linked Heavy Laser Cannons (4d12; RoF 2; AP 15; Medium Blast Template; Max Fire); Light Blaster Cannons (3d4; RoF 2; AP 3; HW; Small Burst Template). Carries 5 Aratech 74-Z Speeder Bikes or 2 AT-ST Walkers. Optical Sensors; LR Comlink network.

Description: The dreaded AT-AT is a 15.5 meter tall four-legged monster that instills as much terror in its enemies as it dishes out the firepower. It's heavily armored and packs enough punch to devastate anything on the battlefield. Used as a primary operations center for a Stormtrooper Platoon element, the AT-AT also serves as a mobile tactical operations center. There is a medical and full command variants available.

AT-RT (All-Terrain Recon Transport)



Acc/TS: 10/35 C; Handling +2; Toughness 12 (2); Crew 1 + 1; Cost: Not for Sale.

Notes: Rare/Military; Giant Sized 2-Legged Walker; 1 Day of Operation; Shooting d6; Driving d6; Optical Systems; LR Comlink.

Weapons: Blaster Cannon (3d6; RoF 1; AP 3; HW; Small Blast Template); Mortar Launcher (As Grenade; 20/40/65 Indirect; AP 5; HW).

Description: A light reconnaissance walker that was used as a harassment striker by the Republic Army during the Clone Wars. Equipped with mortar launcher, this often was used with Ion Grenades against droid deployments.

# SAVAGE STAR WARS

AT-ST (All=Terrain Scout Transport)



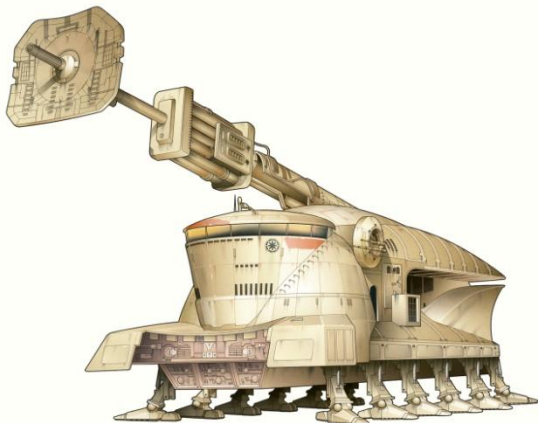
Acc/TS: 10/30 C; Handling +1; Toughness 24 (4); Crew 2+1; Cost: Not for Sale.

Notes: Rare/Military; Giant sized; Shooting d8; LR Comlink; Optical Sensors, 50kg of Cargo. 3 Days of Operation

Weapons: Twin-Blaster Cannons (3d6; RoF 2; AP 4; Small Burst Template); Grenade Launcher (4d8; RoF 1; 10/20/40; Medium Burst Template); Light Blaster Cannon (3d4; RoF 2; AP 3; HW; Small Blast Template). .

Description: The AT-ST is a fast and nimble attack walker that keeps up well with infantry and can support them with heavy firepower as needed , and is ideal for cramped city or forest environments where larger walkers would have difficulty engaging the enemy.

SPHA – T; I; or V (Self-Propelled Heavy Artillery).



Acc/TS: 3/8 C; Handling -1; Toughness 20 (20); Crew 15+40; Cost: Not for Sale.

Notes: Rare/Military; Shooting d10; Driving: d6; Optical Sensors; LR Comlink Network.

Weapons: Heavy Turbolaser Cannon (7d10; RoF 1; AP 20; Large Burst Template; Turreted; for SPHA-T variant); or Heavy Ion Turbolaser Cannon (7d10 Ion; RoF 1; AP 20; Large Burst Template; Turreted; for SPHA- I variant); or Heavy Laser Cannon (4d10; RoF 2; AP 20; HW; Large Burst Template; Turreted; for SPHA-V variant).

Description: This is the gargantuan SPHA brute that required Acclamator Star Destroyers to land on the surface of a planet in order to deploy them. It comes with a massive heavy turbo laser that can fire directly at large targets or indirectly over several miles. The SPHA was used extensively at the First Battle of Geonosis against Trade Federation starships as they were trying to leave the planet.

## Starfighters

Vulture Droid Starfighter



Small Starfighter

Acc/TS: 200/1200 (Ground 10); Climb : 6; Handling +2; Toughness 8 (3); Crew: Droid; Cost: Not for Sale

Notes: Rare/Military; Shooting d6; Piloting d8; 100kg of Cargo; 1 Week of Operation

Weapons: Twin Linked Blaster Cannons (3d8; RoF 3; AP 4); Proton Torpedoes (6d10; RoF 2; AP 20; Large Blast Template; 6 Shots) or Discord Missiles (3 Buzz Droids – See Description; RoF 2; 6 Shots).

Description: The Vulture Droid Fighter was the principle fighter employed by the Trade Federation and Confederacy of Independent Systems forces during the Clone Wars. It has adequate speed and maneuverability, but no hyperdrive systems.

# SAVAGE STAR WARS

Droid Tri-Fighter



Small Starfighter

Acc/TS: 10/40; Climb 10; Handling +2 ; Toughness 18 (3);  
Crew: Droid; Cost: Not for Sale

Notes: Rare/Military; Shooting d8; Piloting d8; 50kg of  
Cargo; 1 Week of Operation.

Weapons: Blaster Cannon (3d6; RoF 4; AP 5; Autofire; HW);  
Triple-Linked Light Blaster Cannons( 3d6+1; RoF 2; AP 4;  
HW Small Burst Template); Discord Missiles (3 Buzz-Droids  
– see description; RoF 2; 4 Shots).

Description: The Droid Tri-Fighter was to be a faster, more  
nimble fighter to contend with the Jedi Eta-2 Actis  
Interceptor, though by the time it appeared at the Battle of  
Coruscant there were too few of them to make a significant  
difference to the Separatist war effort during the Clone Wars.

Eta-2 Actis Interceptor



Small Starfighter

Acc/TS: 200/1200; Climb 10; Handling +2; Toughness 18  
(3); Crew: 1 with Astromech; Cost:

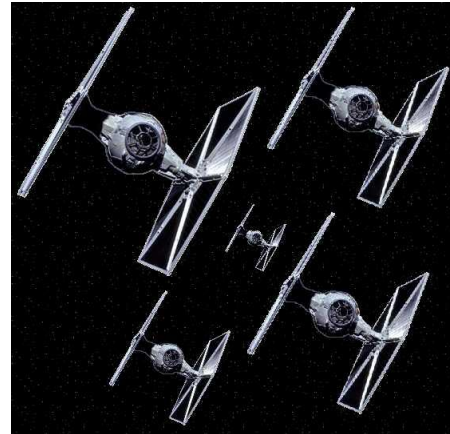
Notes: Rare/Military; Shooting d8; Piloting d6; Hyperdrive x1  
(with booster ring).

Weapons: Twin-Linked Blaster Cannons (3d6; RoF 2; AP 4;  
HW; Small Burst Template); Twin-Linked Light Ion Cannons  
(3d6 Ion; RoF 2; AP 4; HW; Small Burst Template.).

Description: Also known as the Jedi Interceptor, this fast  
and nimble fighter was unshielded in order to cut down on  
weight to add to speed and maneuverability to best keep up  
with Jedi piloting techniques. Often used a hyperdrive ring

to get around the galaxy when not being ferried by larger  
craft.

TIE Fighter



Small Starfighter

Acc/TS: 200/1200; Handling +2 ; Toughness; 18 (2); Crew 1

Notes: Common/Military; Shooting d8; Piloting d8; 2 Days  
of Operation

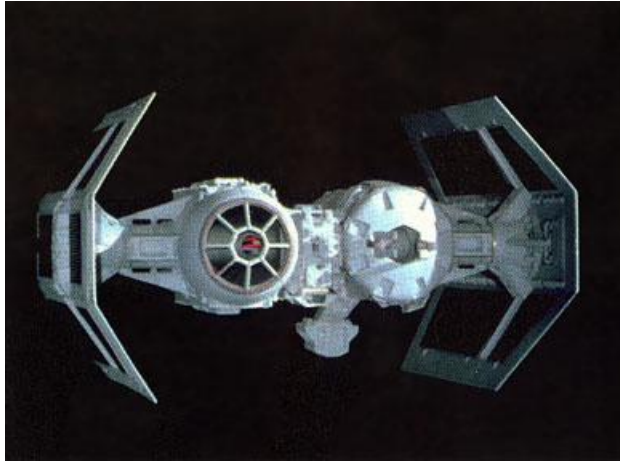
Weapons: Twin-Linked Blaster Cannon (3d8; RoF 3; AP 4;  
HW; Small Blast Template).

Description: This is the ship and base defense starfighter for  
the Imperial Navy. Meant to be launched and recovered  
from battle-stations and capital ships, the TIE Fighter was  
also meant to be mass-produced and fielded in greater  
numbers in order to fill the skies with large numbers of them.  
They were unshielded, but they were fast and nimble.



# SAVAGE STAR WARS

TIE Bomber



Small Starfighter

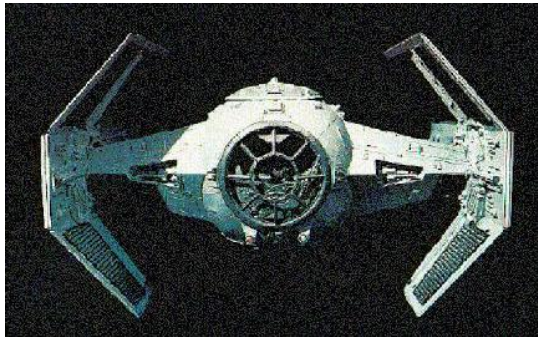
Acc/TS: 200/1100; Handling +1; Toughness 20 (3); Crew 2.

Notes: Uncommon/Military; Shooting d8; Piloting d8; 2 Days of Operation

Weapons: Proton Bomb Launcher (6d10; RoF 2; HW; AP 20; Large Blast Template; 20 Shots); Light Blaster Cannon (3d4; RoF 2; AP 3; HW).

Description: The bomber variant meant for ground and anti-ship attacks to supplement the Fighter squadrons of the Imperial Navy. So successful was this ship that a Shuttle variant for ship-to-ship operations was developed and deployed to Imperial ships throughout the galaxy.

TIE Advanced x1



Small Starfighter

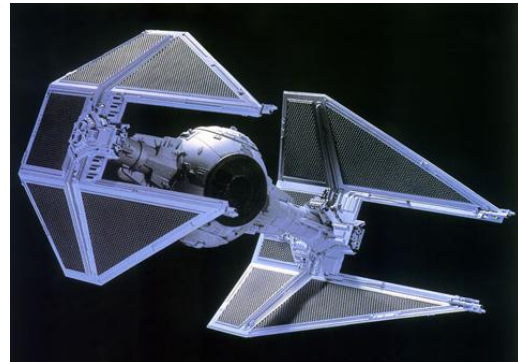
Acc/TS: 200/1200/HS; Handling +2; Toughness 20 (4); Shield 10; Crew 1 + 1

Notes: Rare/Military; Shooting d8; Piloting d8; Hyperdrive x4; 5 Days of Operation

Weapons: Twin-Linked Blaster Cannon (3d8; RoF 3; HW; AP 4);

Description: Only a few of these fighters were made, one of which belonging to Lord Vader. It was a prototype designed mainly to test the feasibility of hyperdrive and defensive systems on TIE spacecraft not so much for design considerations but doctrine considerations. The research and development on the TIE Advanced x1 would go on to help develop the TIE Interceptor and the TIE Defender.

TIE Interceptor



Small Starfighter

Acc/TS: 200/1300; Handling +2; Toughness 18 (2); Crew 1;

Notes: Rare/Military; Shooting d8; Piloting d8; 2 Days of Operation

Weapons: Quad-Linked Blaster Cannons (3d8 +2; RoF 3; HW; AP 4).

Description: Following the devastating loss of the first Death Star, Imperial officials clamored for a fighter that could adequately and decisively engage the Rebel Alliance's Incom T65B X-Wing Fighter. Their solution was to increase the already successful TIE Fighter's general speed and provide the craft with a firing profile with a larger pattern of fire to give it a better chance of hitting and damaging its target. The result is the TIE Interceptor, with its distinctive canted and dagger like solar arrays. It is considered one of the fastest fighters in the galaxy, rivaling the speeds of the A-Wing Starfighter.

RZ-1 A-Wing Starfighter



Small Starfighter

# SAVAGE STAR WARS

Acc/TS: 200/1400 S; Climb 18; Handling +2; Toughness 20 (3); Shield 10 (2); Crew 1; Cost: 175,000

Notes: Rare/Military; Sensor Jamming System (-2 to Notice Checks within 100"). Shooting d8; Piloting d8; Hyperdrive x1; 1 Week of Operation.

Weapons: Twin Linked Light Blaster Cannons (3d6; RoF 3; AP 4; HW); Concussion Missiles (3d10; RoF 2; AP 10; HW); Medium Blast Template; 6 Shots).

Description: The A-Wing Starfighter is one of the fastest fighters in known space. Concerned that a small element of TIE Fighters nearly destroyed the main fighting force of the Rebel Alliance at the Battle of Yavin, General Jan Dodonna commissioned a fighter that could outrun TIEs, possess a good hyperdrive in keeping with Alliance naval doctrine, and still pack as much of a punch to fulfill as many roles as the Rebellion requires, the A-Wing Starfighter was quickly rushed into design and production with little flight testing. As a result, the fighter is known to be a maintenance hog. Still, it is considered by many to be one of the best fighters flying during the Galactic Civil War. One had even managed to deal such a blow to the Super Star Destroyer *Executor* that it lost control and crashed into the Death Star II.

## B-Wing Starfighter



## Small Starfighter

Acc/TS: 180/1200; Climb 10; Handling +0; Toughness 25 (4); Shield 12 (3); Crew 1; Cost: 220,000

Notes: Rare/Military; Shooting d8; Piloting d6; Hyperdrive x2

Weapons: Twin Repeating Blaster Cannons (3d6; RoF 3; AP 2; Autofire; HW); Laser Cannons (4d8; RoF 2; AP 4; HW; Small Blast Template); Light Ion Cannons (3d4 Ion; RoF 2; AP 4; HW; Small Burst Template); Proton Torpedoes (6d10; RoF 2; AP 20; HW; 10 Shots; Large Blast Template).

Description: Developed by Slayn and Korpil at the behest of Admiral Ackbar's request for a heavy attack fighter for the Rebel Alliance, the B-Wing Starfighter is one of the largest and most heavily armed fighters in the Rebel's arsenal. This ship featured a unique gyrostabilizing system where the entire ship rotated around the cockpit compartment. In squadrons, these ships proved a serious threat even to the mighty Imperial Star Destroyers.

## V-Wing Starfighter



## Small Starfighter

Acc/TS: 200/1100/HS; Handling +1; Toughness 20 (3); Shield 10 (2); Crew 1 (Astromech); Cost: 102,500

Notes: Rare/Military; Shooting d8; Piloting d6; Hyperdrive x1 (with booster ring). 16 Hours of Operation.

Weapons: Twin-Linked Laser Cannons (3d6; RoF 3; AP 3; HW).

Description: The Alpha-3 *Nimbus*-class starfighter was a sturdy, wedge-shaped starfighter similar to the Delta-7 *Aethersprite*-class interceptors employed by the Jedi Order. It was manufactured by Kuat Systems Engineering, the same company responsible for both the Delta-7 fighter and its successor, the Eta-2 *Actis*-class light interceptor.

## T-65B X-Wing Starfighter



## Small Starfighter

Acc/TS: 200/1200/HS; Climb 12; Handling +1; Toughness 20 (3); Shield 10 (2); Crew 1 plus Astromech; Cost: 150,000

Notes: Rare/Military; Shooting d8; Piloting d6; Hyperdrive x1; 1 Week of Operation

Weapons: Quad-Linked Laser Cannons (4d8 + 2; RoF 3; AP 4; HW); Proton Torpedoes (6d10; RoF 2; AP 20; HW; 6 shots; Large Blast Template).

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Description: Hailed as probably the greatest starfighter developed and fielded, the Incom T-65 X-Wing Starfighter was quite a shock to Imperial war planners during the Galactic Civil War. Fast and maneuverable, the X-Wing proved more than a match for the Imperial TIE Fighter, and is most renowned for the fighter that destroyed the Death Star.

Y-Wing Starfighter



Acc/TS: 9/45; Climb 10; Handling +1; Toughness 20 (3); Shield 15 (3); Crew 2 plus Astromech; Cost 125,000

Notes: Uncommon/Military; Shooting d8; Piloting d6; Hyperdrive x1; 1 Week of Operation; 110kg Cargo.

Weapons: Twin-Linked Laser Cannons (4d8; RoF 3; AP 5; HW; Small Blast Template); Ion Cannons (3d6 Ion; RoF 2; AP 4; HW); Proton Torpedoes (6d10; RoF 2; AP 20; HW; 6 Shots; Large Blast Template).

Description: A rugged, dependable fighter, the BTL Y-Wing Starfighter was considered by many to be the workhorse of the Rebel Alliance during the Galactic Civil War. Used primarily in a strike fighter role, the Y-Wing made appearances in virtually every significant combat engagement the Alliance was involved with.

ARC-170 Starfighter



Acc/TS: 9/45 S; Climb 10; Handling +1; Toughness 24 (3); Shields 12 (3); Crew 3 + Astromech; Cost: 155,000

Notes: Rare/Military; Shooting d8; Piloting d6; Hyperdrive x1.5; 5 Days of Operations; 110kg Cargo.

Weapons: Twin-Linked Heavy Laser Cannons (4d8; RoF 2; AP 3; HW; Medium Blast Template); Rear-Mounted Blaster

Cannon (3d8; RoF 1; AP 4; HW); Proton Torpedoes (6d10; RoF 2; AP 20; HW; 6 shots; Large Blast Template).

Description: The Aggressive Reconnaissance (ARC) 170 Starfighter is a heavy strike fighter/bomber that was deployed in a scouting role required for the defense of Republic space against Outer Rim Separatist attack. Often going on patrols that would take them away from capital ship protection, they were armed with enough firepower to handle most threats and have enough speed to get away to warn the rest of the fleet.

## Freighters and Transports

YT-1300



Medium Light Freighter

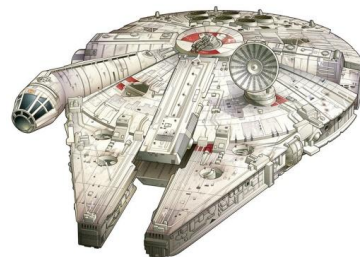
Acc/TS: 8/30 S; Climb 10; Handling +0; Toughness 30 (5); Shield 10 (2); Crew 4 + 6; Cost: 100,000

Notes: Uncommon/Legal; Piloting d6; Hyperdrive x2; 2 Months of Operation; 100 Tons of Cargo.

Weapons: Laser Cannon (3d6; RoF 2; AP 3; HW).

Description: One of the most successful light freighters ever put to space, the Corellian Engineering Corporation's YT-1300 has been in the hands of government officials and pirate captains alike. It is said that no two YT-1300s are alike, having been heavily modified to suit the needs and desires of their owners.

Millennium Falcon





# SAVAGE STAR WARS

## Medium Light Freighter

Acc/TS: 150/1200/HS; Handling +1; Toughness 30 (5); Shield 10; Crew 4 + 6; Cost: Not Available for Sale

Notes: Unique; Piloting d6 or as Ace Crew; Hyperdrive x0.5; 2 Months of Operation; Cargo 100 tons.

Weapons: Quad-Blaster Cannon (3d8 + 2; RoF 2; AP 4; HW; Autofire); Concussion Missiles (2d10; RoF 2; AP 10; HW; 8 Shots; Medium Blast Template); Light Repeating Blaster (2d4; RoF 3; AP 2; Autofire; Snapfire Penalty).

Description: The **Millennium Falcon** became famous as the personal smuggling starship of Han Solo and Chewbacca. It began life as a standard Corellian Engineering Corporation YT-1300 stock light freighter. Eventually it was won by Solo from Lando Calrissian in the Cloud City Sabacc Tournament. Throughout its operational lifetime, the ship endured many adventures and upgrades which led to its dilapidated exterior appearance. Under both Calrissian and Solo, it played a vital role in the Galactic Civil War and later conflicts.

## YT-2000



## Medium Light Freighter

Acc/TS: 10/35 S; Climb 10; Handling +1; Toughness 30 (5); Shield 10 (2); Crew 4 + 7; Cost 150,000

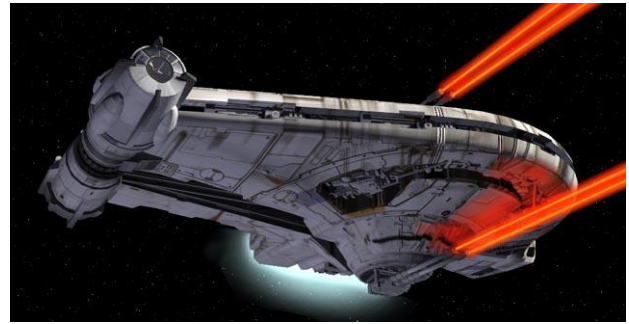
Notes: Uncommon/Legal; Escape Pod; Shooting d6; Piloting d6; Hyperdrive x2; 3 Months of Operation; 115 Tons of Cargo.

Weapons: Twin-Linked Laser Cannons (3d8; RoF 3; AP 3; HW; Turreted).

Description: The YT-2000 combined the YT-1300's successful saucer-like design with the YT-1930's symmetrical theme, including the centralized cockpit placement. The standard cockpit design of the YT-2000 deviated from the pilot and co-pilot sitting side by side, as in previous models. Instead, the pilot sat in front while the co-pilot was situated behind and raised above the pilot, with no room for any other people in the cockpit.

Due to the turbulent times in which the ship was designed and produced, the YT-2000 boasted heavier standard shields and weapons (two dual laser turrets) than most civilian freighters, certainly than any of its predecessors. The heavy armament and shields, coupled with its speed and maneuverability, caused many Imperial officials to view the YT-2000 being marketed as a "civilian" ship with suspicion.

## The Outrider



## Modified YT-2400 Medium Light Freighter

Acc/TS: 160/1200; Climb 15; Handling +1; Toughness 30 (5); Shield 10 (2); Crew 4 + 7; Cost: Not Available for Sale.

Notes: Unique; 2 Escape Pods; Shooting and Piloting (As Ace Pilots); Hyperdrive x .75; 3 Months of Operation; 110 Tons of Cargo.

Weapons: Twin-Linked Laser Cannons (3d8; RoF 3; AP 3; HW; Turreted); Concussion Missiles (2d10; RoF 2; AP 10; HW; 8 Shots; Medium Blast Template).

Description: The *Outrider* belongs to the smuggler Dash Rendar. About as heavily modified as Han Solo's *Millennium Falcon*, only much newer and nicer than Han's ship, the *Outrider* is a fast, sturdy vessel and well-armed to the smuggler's tastes for a ship that can take and dish out some trouble that naturally comes in his line of work.

## GR-75 Medium Transport



## Medium Transport

Acc/TS: 100/1000; Climb 8; Handling +0; Toughness 60 (10); Shield 10 (2); Crew 6 + 40; Cost: 350,000

Notes: Uncommon/Legal; Escape Pod; Piloting d6; Hyperdrive x4; 6 Months of Operation; 19,000 Tons of Cargo.

Weapons: Point Defense Double Laser Cannons (3d6; RoF 2; Autofire; AP 3)

Description: This ubiquitous transport was something of a feature on major trade routes and was useful as a bulk transport for the Rebel Alliance and pirate cartels.

# SAVAGE STAR WARS

## Lambda Class Shuttle



## Medium Transport

Acc/TS: 180/1200;; Handling +0; Toughness 30 (5); Shield 20 (5); Crew 6 + 20; Cost 240,000.

Notes: Uncommon/Military; Shooting d6; Piloting d6; Hyperdrive x1; 2 Months of Operation; 80 Tons of Cargo.

Weapons: Blaster Cannon (2) (3d6; RoF 2; AP 4; HW; Small Blast Template); Twin-Linked Laser Cannons (4d10; RoF 2; AP 6; HW; Small Blast Template).

Description: This heavily armed and shielded craft served as a VIP shuttle for the Imperial Navy and the government of the Galactic Empire. The Lambda replaced the old Theta-Class Shuttle, which was deemed to have inadequate defenses for the role it was assigned. Packing twin-linked laser cannons, the Lambda is a definite threat for most fighters.

Description: The Consular-Class Cruiser was a ship widely used by the Galactic Republic to transport officials, diplomats, and Jedi around the galaxy as needed. Manufactured by Corellian Engineering Corporation, this ship featured a modular salon pod that could be swapped out for other pods to accommodate a wide variety of missions. The Consular served the Republic for many decades prior to the rise of the Empire.

## Naboo Queen's Transport



## J-Type 327 Nubian Royal Medium Transport

Acc/TS: 150/1200; Handling +0; Toughness 20 (5); Shields 20 (5); Crew 5 + 20 with six Astromechs; Cost: 5,000,000.

Notes: Rare/Restricted; Luxury Accommodations; Piloting d8; Hyperdrive x1.

Weapons: None.

Description: The Nubian Royal Starship was the personal yacht for the Royal House of Naboo for many years prior to its decommission by Queen Jamillia.

## Republic Cruiser



## Medium Transport

Acc/TS: 130/1200/HS; Handling +0; Toughness 30 (5); Shield 10 (4); Crew 8 + 16; Cost: 1,250,000

Notes: Uncommon/Restricted; Shooting d6; Piloting d6; Hyperdrive x2; 6 Months of Operation; 2 Escape Pods; 1,000 Tons of Cargo.

Weapons: None.

# SAVAGE STAR WARS

## CHAPTER 6: CAPITAL

### STARSHIPS

#### CAPITAL SHIPS

Capital ships are enormous spacecraft that can carry the heaviest, most powerful weapons in the Star Wars universe. They are large enough to carry multiple smaller spacecraft, many thousands of crewmembers and many thousands of tons of cargo.

For Savage Star Wars, representing Capital Ship Combat is a bit complex and daunting for the "Fast! Furious! Fun!" motif of the game. To that end, Savage Star Wars generally leaves Capital Ship Combat up to the GM's decision. However, if it becomes necessary to run a combat encounter with them, what follows is a Savage Worlds adaptation based out of the Explorer's Edition to help manage them.

This largely follows from the rules outlined in the Savage Worlds Sci-Fi World Builder's Toolkit and Sci-Fi Gear Tool Kit by Paul "Wiggy" Wade-Williams, with some interpretations of my own.

In Star Wars, all spacecraft have the Spacecraft quality and Atmospheric quality unless otherwise stated. Naturally, they'll have sufficient equipment such as comlinks, sensors, and other things to do their job.

Some weapons can be "Linked" together to fire upon one target. If so, they have to be of the same type of weapon system. Damage for the Linked value is indicated.

### STARSHIPS

#### CR 90 Corellian Corvette



#### Large Capital Ship

Acc/TS: 100/900/HS; Handling -1, Toughness 35 (5); Shields (All) 20; Crew 165 + 600

Piloting d6; Shooting d6; Repair d6; Notice d6.

Weapons: 2 Turbolaser Turrets (6d10; RoF 2; AP 10; HW; Medium Blast Template; Linked: 7d10)

4 Light Turbolasers (4d10; RoF 2; AP 10; HW; Small Blast Template; equipped on the four Maximum Capacity Life Ships; Linked (2 on each side) 5d10)

Squadrons: None.

Equipment: Hyperdrive x1; 8 Standard Escape Pods; 4 Maximum Capacity Life Ships; Small Starfighter Landing Bay (enough for 2 fighters). 1 Year of Operation; 3,000 tons of cargo.

Description: The Corellian Engineering Corporation's CR 90 Corvette, also known as the Rebel Blockade Runner, is a highly versatile starship widely employed by governments and private interests throughout the Clone Wars and the days of the Galactic Empire under Emperor Palpatine. It is a fast, and highly configurable for various missions ranging from cargo running to diplomatic envoys.

#### Action IV Heavy Freighter

#### Large Capital Ship

Acc/TS 100/700/HS; Handling -2; Toughness 25; Shields (All) 10; Crew 8;

Piloting d4; Notice d4.

Weapons: None.

Squadrons: None.

Equipment: Hyperdrive x3; 3 Months of Operation; 30,000 tons of Cargo.

Description: The Action IV Heavy Freighter is an example of a Capital Scale ship that isn't a capital ship by definition. It is a rather common, ubiquitous freighter that plies the most common hyperspace routes delivering cargo across the galaxy. This ship can and has been extensively modified to suit a wide ranging set of missions ranging from piracy to customs administration.

#### EF76 Nebulon-B Frigate



#### Large Capital Ship

Acc/TS: 100/700; Handling -2; Toughness 50 (15); Shields (All) 20; Crew 920 + 75.

# SAVAGE STAR WARS

Piloting d6; Shooting d6; Repair d8; Notice d6.

Squadrons: 1 Fighter or Bomber Squadron of 24 craft.

Weapons: Turbolaser Battery (5d10; RoF 2; AP 10; HW; Medium Blast Template); Point Defense Laser Cannon Battery (3d8; RoF 2; AP 4; HW; Small Blast Template).

Equipment: Hyperdrive x2; Tractor Beam; 2 Years of Operation; 6,000 tons.

Description: The Nebulon-B Medium Frigate is a fast escort ship meant principally for anti-starfighter support, but can be adapted to suit many different missions ranging from logistical support to hospital duties. A prominent ship featured in the Rebel Alliance, the Nebulon-B would find itself serving on the frontlines of many of the New Republic's conflicts right up through the Yuuzhan Vong invasion and beyond.

## Acclamator –Class Assault Ship



### Huge Capital Ship

Acc/TS 80/700; Handling -2; Toughness 100 (50); Shields 40; Crew: 700 + 16,000 troops.

Piloting d6; Shooting d6; Repair d8; Notice: d6.

Squadrons: Carrier variant carried 6 squadrons of V-19 Torrent Starfighters.

Weapons: Quad Turbolaser Cannons (8d10; RoF 2; AP 20; HW; Large Blast Template); Point Defense Laser Cannons (3d8; RoF 2; AP 4; HW; Small Blast Template); Proton Torpedos (6d10; RoF 4; AP 20; HW; Large Blast Template)

Equipment: Hyperdrive x0.75; Tractor Beam; 2 Years of Operation; 200,000 tons of cargo which usually encompasses 320 74-Z Aratech speeder bikes, 80 LAAT gunships, 48 AT-TE Walkers, and 36 SPHA Walkers.

Description: The Acclamator Assault Ship was created for the Galactic Republic by Rothana Heavy Engineering, and was a predecessor to the Star Destroyer line of ships that would feature prominently during both the Clone Wars and the Galactic Empire years. Principally serving as an army transport, other variants included fighter carriers and medical ships. Acclamators can land on the surface of a world and even float on water to conduct operations.

## Venator-Class Star Destroyer



### Gargantuan Star Destroyer

Acc/TS: 40/500/HS; Handling -2; Toughness 120 (60); Shields 50; Crew 7,400 + 2000 troops.

Piloting d8; Shooting d8; Repair d8; Notice d8

Squadrons: 12 Squadrons of either V-19 Torrents (12 fighters each) or 12 Squadrons of V-Wing Starfighters (12 fighters each); 12 Squadrons of Eta-2 Actis Starfighters (12 fighters each); 3 Squadrons of ARC-170 Starfighters (12 Fighters each).

Weapons: 8 Dual Heavy Turbolaser Turrets (7d12; RoF 2; AP 30; HW). 2 Dual Turbolasers (6d10; RoF 2; AP 10; HW; Large Blast Radius); 52 Point Defense Laser Cannons (3d8; RoF 2; AP4; HW; Small Blast Radius); 4 Proton Torpedo Tubes (6d10; RoF 2; AP 20; HW; Large Blast Radius; 16 shots).

Equipment: Hyperdrive x1; Tractor Beam; 2 Years of Operation; 20,000 Tons of Cargo. 40 LAAT gunships; 24 Military Walkers; numerous shuttles. Pre-fabricated Garrison Base.

Description: Developed during the Clone Wars for a need for a versatile, multi-role upgrade to the Acclamator Assault Ship, the Venator was used extensively by the Galactic Republic and subsequently by the Galactic Empire, as well as numerous other governments and private interests. It featured a massive dorsal hangar bay which allowed rapid deployment of its more than 400 fighters, but was found to be vulnerable to enemy fighters.

## Imperial Star Destroyer





# SAVAGE STAR WARS

## Gargantuan Star Destroyer

Acc/TS; 35/500/HS; Handling -4; Toughness 160 (80); Shields 100; Crew 37,035 + 9700 troops.

Piloting d8; Shooting d8; Repair d8; Notice d8.

Squadrons: 4 TIE/in Fighter Squadrons (12 Fighters Each); 1 TIE/sa Bomber Squadron (12 bombers); 12 TIE Shuttles or 8 Lambda Shuttles (or mix thereof); various support ships.

Weapons: Dual Heavy Turbolaser Battery (7d12; RoF 2; AP 30; HW); 2 Dual Heavy Ion Cannon Turrets (7d12 Ion; RoF 2; AP 20; HW; Causes Fatigue of Electronic/Electrical systems); Quad Turbolaser Battery (8d10; RoF; AP 20; HW; Large Blast Template); Triple Turbolaser Battery (7d10; RoF 2; AP 15; HW; Large Blast Template); Base Delta Zero.\*

\*Base Delta Zero – The Imperial Star Destroyer is so heavily armed that it can direct most of its weapons onto a planet surface and reduce the surface to slag in a matter of hours.

Equipment: Hyperdrive x2; Tractor Beams; 6 Years of Operation; 35,000 tons of Cargo; 20 AT-ATs; 30 AT-STs; Pre-Fabricated Garrison.

Description: The Imperial Star Destroyer is the principle symbol of the Galactic Empire's might and political authority. During the reign of Palpatine, more than 25,000 of these ships were constructed and spread throughout the galaxy. Though haphazardly built and fielded, it proved to be a robust starship that would serve in various capacities for various governments well into Darth Krayt's Empire more than a century later.

## Munificent Class Banking Clan Frigate



## Gargantuan Capital Ship

Acc/TS: 70/600/HS; Handling -2; Toughness 100 (40); Shields 50; Crew 200 + 150,000 battle droids.

Squadrons: Up to 3 Droid Starfighter squadrons (12 in each squadron) could cling within the open hull of the ship. 12 Landing Craft.

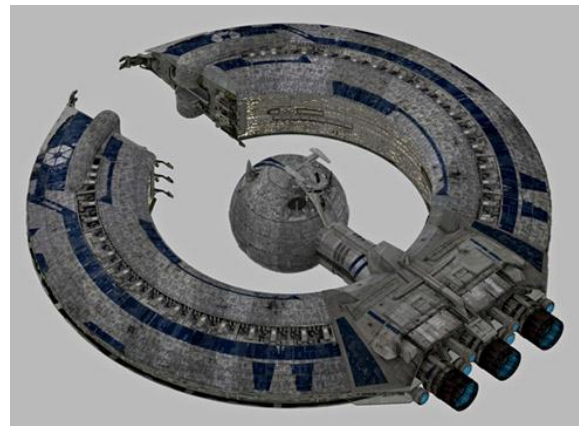
Weapons: 2 Prow Dual Heavy Turbolaser Batteries (7d12; RoF 2; AP 30; HW); Long Range Heavy Ion Cannon Battery (7d12 Ion; RoF 2; AP 20; HW; Causes Fatigue on Electrical

systems); Light Turbolaser Battiers (4d10; RoF 2; AP 10; HW; Large Blast Template); Point Defense Laser Cannon Batteries (3d8; RoF2; AP 4; HW; Small Blast Template).

Equipment: Hyperdrive x1; Hyperdrive Jammer (Prevents ships from going to hyperspace within 1000 inches of the ship); Tractor Beams; 2 Years of Operation; 40,000 Tons of Cargo.

Description: The Munificent-class star frigate was developed and fielded by the Intergalactic Banking Clan as a response to the need for more security and, of course, the Clone Wars. Taking advantage of the droid nature of the Separatists combat forces, the Munificent is largely skeletal in design, allowing for droid fighters and landing craft to hang within its open superstructure for rapid deployments. When the Confederacy was disbanded after the victory of the Republic, most of these ships were either scuttled or taken up by pirate or other private interests.

## Lucrehulk-class Trade Federation Battleship



## Gargantuan Capital Ship

Acc/TS 30/500/HS; Handling -4; Toughness 150 (30); Shields 50; Crew 300 + 100,000

Squadrons: 1500 Droid Starfighters (125 squadrons of 12 fighters each); 50 C-9979 Landing Craft; 1500 Troop Carriers; Various support craft.

Weapons: 48 Turbolasers (5d10; RoF 2; AP 20; HW; Large Blast Template); Point Defense Laser Batteries (3d8; RoF 2; AP 4; HW; Small Blast Template); 472 Assault Laser Cannons (4d8; RoF 2; AP 4; HW; Medium Blast Template).

Equipment: Hyperdrive x2; Tractor Beams; 500 Days of Operation; 5 Million Tons of Cargo; 329,000 Battle Droids; 6,250 AAT-1s; 550 MMTs.

Description: The massive Lucrehulk-class Battleship is a converted planetary-scale freight hauler used for mass transport of cargo. Just one Lucrehulk was sufficient enough of a threat to deploy hundreds of thousands of battle droids quickly and decisively anywhere and virtually anytime, and could pack sufficient firepower to handle almost any threat.

# SAVAGE STAR WARS

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**What about the Super Star Destroyers, the Eclipse and the Death Star?** Those are so big that resolving them accurately would be pointless for Savage Worlds. They've got hundreds of thousands of Turbolasers, and the Eclipse and Death Star Superlasers are for dramatic purposes only; they destroy whatever they target.



# SAVAGE STAR WARS

## CHAPTER 7: THE FORCE

Upon taking Arcane Background (Force) you get a set amount of Force Points, which regenerate at a rate of 1/round. The Force itself is split into three aspects: Control, Sense and Alter. Each use of Control, Sense or Alter requires at least one FP, and additional FP thereafter if you want to augment the ability in some way (see descriptions).

Whenever you use a Force Power or an affiliated ability, you roll a Force Check. That check will be granted a penalty based on the complexity of the Force ability itself and its mastery level. Force Points are used both to activate and augment the ability, with even the first FP providing the initial augmentation. For instance, if you wanted to use *Lightning*, which is a Control/Alter Force ability, costing 2 FP, if you spent nothing more you'd deliver 2 (Force Skill Die Type) of damage to the target by default.

### Complexity

The more complex the Force Power, the tougher it is to do. Regardless of the Force-user's own experience Rank, he can attempt to do any power, and the difficulty penalty of that power does not change for him at all. Powers that require only one aspect of the Force to use, such as Telekinesis, have a 0 Penalty applied to the user's Force Skill roll. Powers that require two aspects of the Force to use, such as Heal Self, have a -2 penalty applied to them. Powers that use all three aspects of the Force, such as Battle Meditation,

### Trained and Untrained Usage

Any Force Power can be attempted by any Force User, whether he has been trained to do it or not. Attempting to do a power in which you haven't been trained in confers a -2 Penalty, in addition to complexity.

### Sustainability

Some Force Powers can be used from round to round. Powers with the Sustainable descriptor allow a character to use the same FP cost for round to round without expending more FP. Some Sustainable powers have built in limits.

**Force Sensitivity:** Savage Star Wars doesn't have a mechanic to differentiate who is or isn't Force Sensitive. This is a purely arbitrary decision from the GM, and he can determine if someone is Force Sensitive or not in any way he chooses. However, Force Sensitivity is a requirement for the Arcane Background (Force) Edge.

### Arcane Background (Force).

Requirements: Novice, Force Sensitivity.

Taking this Edge grants you the ability to use Force Powers. You start with access to the Force Skill, which is linked to your Spirit Attribute, but you must spend Character Points or Advances in order to gain die types in

that skill. You also gain three Force Powers (provided you qualify for them) and you get 5 Force Points.

**Force (Skill):** This skill allows you to manipulate and feel the Force, and grants very rudimentary powers. This skill is also important because it represents the base die type for all damage inflicted through the Force.

*-Minor Telekinesis:* This ability allows you to move objects or targets smaller than the Small Size category for no PP cost. Drawing such an object within 6 squares is a Free Action. If you spend a FP into this, you can hurl such an object equal to Force Skill Die Type + 1d6 in damage, at a range of 3/7/15.

*-Search Your Feelings:* This is something of an Augury power that allows you once per session to sense if what you're about to do is a good thing or a bad thing. It also allows you to sense the truth about something. This can be done only once per game session, but can be restored with a Bennie and used again. So long as you have Bennies to spend, you may continue to Search Your Feelings.

*-Feel the Force:* Whenever someone uses an active Force Power (Control, Sense, or Alter), you have a chance to sense it if it's done in your immediate vicinity. A successful *Shroud* automatically obscures this ability. You cannot spend FP for this ability.

*-Mind Trick:* The Force has a strong influence on the weak minded. Use your Force Skill Die in place of Persuasion in a Test of Wills. If you succeed, you make a otherwise unpalatable suggestion seem perfectly reasonable. Such a suggestion cannot involve the direct danger or threat to harm of the individual. You can spend FP to increase the Die Type for your Force Skill for this action, up to a maximum of d12.

### Gaining New Force Powers

In order to gain new Force Powers, you spend XP on Advances in order to learn them. If you belong to a Force Order, such as the Jedi or the Sith, and you have a Mentor, it'll only cost you 2 XP per Force Power. If your character does not belong to a Force Order and does have a mentor, or vice versa, the cost is 4 XP. If your character neither belongs to an order nor has a mentor, the cost is 5 XP. This reflects the benefits of belonging to Force Orders and having a Mentor to teach you how to properly use the Force.

### Lightsaber Edges

#### Lightsaber Defense

Requirements: Novice, Force Sensitivity. Taking this Edge grants you the ability to use a Lightsaber to defend yourself from ranged attacks. Activating a lightsaber you have equipped grants you a +2 to Parry, as well as the ability to Block and Redirect Ranged Attacks (see Block and Redirect Ranged Attacks, pg. X). When anyone attacks you with a ranged weapon, they must defeat the target's Parry, plus any Range penalties.

#### Expert Lightsaber Defense

# SAVAGE STAR WARS

Requirements: Seasoned; Force Sensitive; Lightsaber Defense. As per the Lightsaber Defense Edge, except now you gain a +4 to your Parry.

## Master Lightsaber Defense

Requirements: Veteran; Force Sensitive; Lightsaber Defense; Expert Lightsaber Defense. As per the Lightsaber Defense Edge, except now you gain a +6 to your Parry, and you may now redirect two blaster shots at any two targets (or even one target) at range if you roll 2 Raises over each shooter's Shooting Roll.

### Blocking and Redirecting Ranged Attacks:

If you have a Lightsaber Defense, you gain a bonus to your Parry for merely equipping an activated lightsaber depending on the level of Lightsaber Defense you have.

To redirect shots at enemies, you replace your Parry with your Fighting Skill die result. If you fail this check against the shooter's Shooting roll, you are hit. If you meet or exceed the shooter's Shooting roll, you successfully deflect the bolt. If you manage to make one Raise against the shooter's Shooting roll, you redirect his own shot back at him and it automatically hits (barring Shields). Two Raises will allow you to reflect the bolt at a different target than the shooter.

## FORCE POWERS

Force Powers work a bit differently than what most people might be used to. When a Force-User has been trained in the use of the Force, he begins with two of these Powers and is automatically granted all the Abilities they have within that listing.

### Control

Control focuses on self-control of one's body. Channeling Power Points into Control enables your character to do the following.

**Breath Control** 1FP/5 minutes; The Force-User can hold his breath for long periods of time.

**Stasis** 1FP/day; The Force-User can place himself into a period of suspended animation. While in this state, he need not eat or drink, and he breathes very little air. He can also stave off the progress of poisons or diseases in his body, preventing them from doing too much harm until someone can get him medical attention.

**Endurance** 1FP/Fatigue Level; The Force-User can keep going and going as he needs to, foregoing sleep or rest for very long periods of time.

**Rage** 1FP/Bonus Point in Will Test for a maximum of +3; (Dark Side Power); Sustainable. Channeling one's Rage into the Force can make anyone resistant to Mind Tricks, Fear, or Intimidation. Naturally, it can make the user evoke fear in others. This is a Dark Side power and confers a Dark Side point.

**Increase Attribute** 1FP/die type for one round. The Force-User can make himself stronger, healthier, more agile, and even more aware of his environment by channeling the Force where he needs it the most in his body.

### Sense

Sense taps into the omnipresent characteristics of the Force, allowing the user to learn more about his environment, and faraway places, and even the past and the future in ways he could not do with his own senses alone. With the Force, he can even sense how others are thinking, and what they're feeling.

**Range:** By spending additional PP when using his Sense abilities, he can extend their Range (Reaching out with his feelings) accordingly:

1FP – City

2FP – Continent

5FP – Planet

10FP – Nearby planets in same system

15FP – Entire Star System

20FP- The Sector

30FP – The Galaxy

*"The ability to destroy a planet is insignificant next to the power of the Force."*  
*Darth Vader – A New Hope*

**Empathy** 1FP/Scene; Though the Force skill can allow one to sense passively what's going on immediately around him, and even can alert him to major events (such as the destruction of Alderaan), this power is more of an active use of that ability, gaining more information from subjects around him.

**Telepathy** 1FP/Attempt –XFP/Range increment; Using the Force, the user can send a short message to someone he knows. If he stretches out with his feelings (spending more PP), he can expand the range.

**Increase Senses** 1FP/Die Type/Round (Sustainable) This enables you to sharpen your physical senses so that you can sense things in your immediate vicinity (within a 2-story house). With this ability, you can also sense others using *Sight* when in your general area.

**Sight:** 1FP/Scene - XFP/Range Increment ; You can use the Force to see what's going on in another area, within range. You get sound with that too. This does enable you to see other lifeforms hiding if they're about. For 2 extra PP, you may spot Droids. Yuuzhan Vong are not detectable through this ability.

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**Shroud (Dark Side):** 1FP/Scene – XFP/Range Increment. By tapping into one's anger, you can use the Force to obscure any *Sight*. Both Force-Users make opposed Force Skill checks to see who succeeds in defeating the other. This is a Dark Side Power.

**Foresight:** 5FP/Scene – XFP/Range Increment. The Force can show you scenes of what may be in the future. Visions of the future are not static; any change may alter their potential outcome. However, at the basic level of *Foresight* it isn't always possible to revisit the same subject of a previous vision. GM's discretion advised.

## Alter

Alter focuses the Force to direct physical action.

**Push:** 1FP. By invoking this power and making his Force Check, a Force-User sends out a quick wave of telekinetic power using the Cone Blast template in front of him, causing some damage (equal to Force skill die type of damage) and forcing them back two squares unless they're obstructed. If he manages to make a Raise, he may either add another damage die to the targets, or he may knock one target down for each Raise he got.

**Crush:** 1FP/Damage Die – Max 3 die types/round. The Force-User can use the Force to damage objects or living targets. The damage is equal to the Force User's Force Skill die type. Use of this ability against a living target garners a Dark Side Point.

**Move Object:** See FP cost chart below (Sustainable). By spending FP, a Force-User can pick up objects, move them, and even throw them. In order to hurl an object, the user must first pick up the object either on his first or only action in the round, and then spend another 5 FP to hurl it. Range for this is always 10/20/40.

Table 5-1: Size/ Force Point Exchange

| FP | Size     |
|----|----------|
| 1  | Small    |
| 2  | Medium   |
| 3  | Large    |
| 5  | Giant    |
| 10 | Huge     |
| 15 | Gigantic |
| 20 | Titanic  |

Hurling an object in and of itself may cause 3d6 damage to the object itself if it strikes something hard like the ground or a wall. Use the size damage chart for damage to a target as follows:

Table 5-2: Size and Damage

| Size   | Damage |
|--------|--------|
| Small  | 1d6    |
| Medium | 2d6    |
| Large  | 3d6    |

|          |      |
|----------|------|
| Giant    | 5d6  |
| Huge     | 7d6  |
| Gigantic | 9d6  |
| Titanic  | 11d6 |

## Control/Sense

**Pilot:** 2FP/Scene. You can now use the Force to pilot any space craft. You may now use your Force Skill in place of Piloting for the duration of the scene.

**Parry:** 2FP/Point of Parry/Round (Sustainable). Through the Force, you're able to defend yourself from attacks better than you normally would. Every additional PP you spend grants you an additional point to Parry to be used for both Melee and Ranged attacks.

**Purge:** 2FP. This ability allows the Force User to attempt to negate any poison he may have been afflicted with. He must make a Force Check (with the usual penalties for Poison or Alcohol) to succeed.

**Increased Fighting:** 2FP/die type/round – maximum die type d12 (Sustainable). This power increases your ability to fight and defend yourself through the power of the Force.

**Heal Self:** 2FP/Wound Level. This ability allows you to heal a Wound Level of damage to yourself. You cannot heal Injuries with this ability.

## Control/Alter

**Surge:** 2FP/Round. This ability channels the Force into your movement, granting you a bonus equal to your Force Skill Roll to your Pace and Jump for that round. Simply make one Force Skill Check. If it succeeds (applying penalties and bonuses), simply add that value to your Pace and Jump (Jumps start at 2"). If it fails, add nothing. For ever additional PP you spend, you gain an additional die type to your Pace and Jump.

**Charisma:** 2FP/Charisma point for one scene. This ability channels the Force to be more appealing and charismatic than he otherwise might be. For every 2PP he spends, he gains a +1 to his Charisma. This power doesn't really alter his looks, he merely seems to radiate a confidence and charm about him that he otherwise didn't have before.

## Sense/Alter

**Heal Another:** 2FP/Wound Level. This ability enables you to heal the wounds of another person. This does not enable you to heal Injuries.

**Ionize:** 2FP/2 Force Skill Die Types of Ion Damage. This ability delivers Ion Damage to a Droid. This has no ability to harm a living creature.

**Control Animal:** 2FP/Attempt. This ability enables you to control an animal of Large size category or

# SAVAGE STAR WARS

smaller. You use your Force Skill in place of Persuasion in a Test of Wills, with a bonus to your Force Skill die type.

**Lightning:** 2FP/ Force Skill Die Type/Round. (Dark Side Power) Sustainable. This sinister ability directs arcs of lightning at any target within a 7" cone. The Force-User can direct this at one singular target or multiple targets within the zone. If the attack hits (using a Force Skill Check), the target is automatically Shaken, and the damage also causes Fatigue.

## Control/Sense/Alter

**Sever Force:** 10 FP/-1FP per Dark Side Point of Target, minimum of 1. This is a Light Side Power, the user cannot have any Dark Side Taint. Make a Force Check against the target's Parry. If you succeed, the target may not be able to use the Force for a number of days equal to the amount of Dark Side Points he had accumulated. The target is utterly cut off from the Force.

**Battle Meditation:** 3FP/Ally/Round (Sustainable). By concentrating through the Force all about you, you can grant a tactical intuition to all of your allies, which will intuitively enable them to respond to things with far better effectiveness than they otherwise would. For every round you remain in concentration, you grant your allies your Force Die Type to their Fighting, Shooting, Piloting, or Driving rolls. If something breaks your concentration, the Battle Meditation ends.

**Enhanced Battle Meditation:** 10FP/Round/+Sense Range Cost/Round (Sustainable). With this power, you can expand your abilities to cover an entire battlefield and sway the tide of battle to favor your army or fleet. All allies within your chosen side gains your Force Skill Die Type to use on their Fighting, Shooting, Piloting, Driving, or Knowledge (Tactics) rolls. If something breaks your concentration, the Enhanced Battle Meditation ends.

**Hatred:** 3FP/Round. Dark Side Power. By channeling your hatred into the Force, you can utterly demoralize an enemy or enemies and make them frozen in fear momentarily. Make a Force Check in a Test of Wills, adding your Dark Side Points score to your roll.

**Fly:** 3FP/Round. This power enables you to fly at a speed of up to 20 (ACC 6), allowing you to reach great heights relatively quickly. If you pump more PP into this power, you gain more in both ACC and Max Speed for that Round.

**Regenerate:** 3FP/Wound Level or Injury. Dark Side Power. This power enables the Force user to regenerate tissue damage by deliberately forcing his cells to work faster.

**Regenerate Other:** 3FP/Wound Level or Injury. Dark Side Power. This power enables the Force-User to regenerate another organic character's tissue damage by deliberately forcing that character's cells to work faster.

## The Dark Side

The Dark Side of the Force is always beckoning, luring those to take the quick and easy way to what they want. Those who use the Force out of malice, anger, or even fear, will allow the Dark Side to wrap its tendrils around that person.

To represent this, Dark Side Points (Taint) is used. Whenever anyone commits an act of evil, or if a Force User uses the Force out of anger, hatred, or fear, or causes harm with the Force, he may garner a Dark Side Point (or more, depending on the infraction).

For non-Force Users, Dark Side Points mean little. But to a Force-User, they mean a great deal.

Dark Side Points "taint" a Force Point slot. Every time that slot is used for any reason, another Dark Side Point "taints" another Force Point slot. If a character has all of his Force Point slots taken up by Dark Side Point Taints, he has fallen to the Dark Side of the Force, and if he takes additional Power Edges, those slots will be tainted with the Dark Side of the Force.

It isn't all bad, though. A Force Point tainted by the Dark Side can be used more efficiently to power Dark Side Powers or to use the Force in hateful, evil ways (up to the GM's discretion). If you wish to use a Dark Side Power, you only need to power it with one DSP, regardless of complexity, and it will perform to minimal effect until you channel more PP into it. For instance, if you wish to use *Lightning*, you would use one DSP to get 2 Force Die Types of damage as your base, instead of putting in two FPs into it. Naturally, if you use any Dark Side Power, you get a Dark Side Point.

However, here's the bad news about falling to the Dark Side. You have to keep it up. If you don't, those Dark Side Points begin to wane, leaving you without power. They eat your Power Points up. If you go a day without using a DSP tainted FP, it goes away. You may recover it, but it may take weeks or even months for it to do so, and when it does it becomes a normal PP.

## Atonement

If you accrue a Dark Side Point or more, you may atone. Doing so will eliminate a DSP per each attempt at atonement (using a Force Skill check at a penalty equal to the number of DSPs you have). If you fail, you fail to atone. If you succeed, you will have lost the DSP, and it will take a day of meditation to recover one FP. It takes a day of meditation to atone, so if you had to atone for only one DSP, and you succeeded, you would spend two days in meditation. Naturally, the Jedi Order may have you do other

*"The Dark Side of the Force is the pathway to many abilities some would consider to be unnatural."*  
*Darth Sidious – Revenge of the Sith*

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things in addition to your atonement so that you may  
contemplate on what you've done.



# SAVAGE STAR WARS

## CHAPTER 8: DROIDS



**General Rules:** Droid characters are very different than other characters. Though they have the Savage Traits as any other character, what they lack is Experience, and Experience Ranks.

Before you dispute this, understand what Experience represents for normal organic, living characters. Experience isn't just knowledge. It's a combination of things that train and change the body, mind, and soul. Experience teaches us in ways we're not always conscious of. We learn how much effort we need to leap over a five foot high obstacle. We learn just when to squeeze a trigger on a rifle using proper breathing and aiming techniques. We learn just how much wheel and gas to give a car to drive. Simple knowledge is one thing, real experience that comes from implementation is something else altogether.

Don't droids do this? They have a heuristic processor which enables them to learn, right? It all depends on what you mean by learning.

The key advantage of being a droid is that you don't have to spend years and years learning anything in order to do it. They automatically know much pertaining to their specific function anyway. How did they learn all that? It was programmed into them. They already know enough about their function and the universe they may encounter for them to perform adequately and even expertly. The heuristic processor is there to allow the droid to solve problems within its parameters and capabilities.

But how does a droid get stronger? How does a droid get tougher? How does a droid fight better? The Heuristic Processor doesn't make the droid any better in any of those places. And most droids wouldn't understand to upgrade itself on its own volition anyway. There are exceptions, of course, but those are exceptions, not the rule.

Even then when you break it down they were merely operating within their parameters.

Droid characters are servants first before they're anything else. Even IG-88 had a servant's mentality to his clients, as did HK-47, both of whom are lethal assassin droids. That's what they're built for – to serve. Droids fear being without a master. They desire to serve one, and most of them make no character judgments as to who they are provided they are taken reasonably care of. And droids do have a sense of loyalty to such masters, often risking their own destruction to save their master's life.

Droids do go rogue, but this is most often attributed to one of three things: Quirky behavior that appears after a droid goes for long periods between memory wipes; following the orders of another master, as R2-D2 did when he left the Lars Moisture Farm in search for Obi-Wan Kenobi; or out of a sense of self-preservation, in that the droid suffered under an abusive master or was separated somehow from his master and doesn't know how to return to him if he's alive at all to be returned to. Rarely are droids so independent minded that it doesn't desire a master.

### Droid Characteristics

All Droids are considered Constructs. As Constructs, they do not age as organic creatures do, nor are they vulnerable to diseases, toxins, gases, or the ravages of vacuum. **At the same time, as Constructs, they do not gain Experience.** Also, all droids understand the Basic language, but in order to speak it they must be equipped with a Vocabulator.

### Droid Gender

Gender is meaningless for droids except for the purposes of interaction and identity. Droids either have masculine or feminine, or androgynous programming.

### Creating a Droid

1) All Attributes start at d4. All droids come equipped with standard ocular and audio sensors that enable them to see and hear.

2) Select a Degree. This is similar to selecting a Species, except that it will basically determine your basic skills and chassis design. All Degrees grant items that you start with that cannot be sold away, and take up slots.

2) Spend 2,500 credits. You now get to customize your droid. Note that these prices are initial prices, and do not reflect the actual market prices that you'll encounter in the game. So if you want to increase an attribute or skill by a die type it's not going to be as cheap here as it would be later on.

You do not get to keep any credits. Droids do not start with Credits unless they take the Droid Edge Starting Money.

3) Droid Edges and Hindrances. These are only available to Droids. You may buy an Edge for 1,000 credits, or take two minor Hindrances (500cr each) or one major Hindrance



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(1,000cr) and use that money to modify your droid or purchase an Edge.

## Degrees

### 1<sup>st</sup> Degree Droid

**Smart:** 1<sup>st</sup> Degree Droids start with a d6 in their Smarts.

**Processor Limitation:** Smarts d12

**Size Limitation:** 1<sup>st</sup> Degree Droids cannot have a chassis larger than Medium.

**Vocabulator:** 1<sup>st</sup> Degree Droids start with a Vocabulator.

**Languages:** Binary and Basic.

**Description:** 1<sup>st</sup> Degree Droids are also known as Expert Droids. They are designed around a specific field of knowledge, science, engineering or medicine, and are given just enough locomotion and tools to do their job. Librarian droids, medical droids, and accountant droids are but a few examples.

### 2<sup>nd</sup> Degree Droid

**Vehicle-Jockey:** A 2<sup>nd</sup> Degree Droid starts with a d4 in Repair, Piloting, or Driving.

**Size Limitation:** 2<sup>nd</sup> Degree Droids cannot have a chassis larger than Medium.

**Processor Limitation:** Smarts d10.

**Access to Astromech Package:** Only 2<sup>nd</sup> Degree Droids can be Astromech Droids.

**Languages:** Binary.

**Description:** 2<sup>nd</sup> Degree Droids are essential for such highly mechanized societies in the Star Wars galaxy. They repair and maintain starships and vehicles, and can repair other droids. Astromech droids epitomize this type of droid.

### 3<sup>rd</sup> Degree Droid

**Sociable:** 3<sup>rd</sup> Degree Droids may begin with a d4 in Persuasion or Gambling.

**Processor Limitation:** Smarts d8.

**Chassis Limitation:** 3<sup>rd</sup> Degree Droids have a humanoid appearance. Though their locomotion may vary, they must always take the Humanoid Package component.

**Languages:** Binary plus three others.

**Description:** Principally designed for sentient species interaction, 3<sup>rd</sup> Degree droids are known for their functions in service and diplomacy. Protocol droids, waiter droids, secretary and administration droids are examples of 3<sup>rd</sup> Degree droids.

### 4<sup>th</sup> Degree Droid

**Agile:** 4<sup>th</sup> Degree Droids get a d6 in Agility.

**Processor Limitation:** Smarts d6.

**Combat Oriented:** 4<sup>th</sup> Degree Droids start with a d4 in either Shooting, Fighting, or Throwing.

**Languages:** Binary.

**Description:** The 4<sup>th</sup> Degree Droid is designed principally around combat roles. Physically, combat-oriented droids run the widest scope of design sophistication, ranging from the relatively simple grunt type droid such as the B-1 Battle Droid of the Trade Federation to the giant Imperial War Droids deployed by the Empire during the Galactic Civil War.

### 5<sup>th</sup> Degree Droids

**Brawny:** 5<sup>th</sup> Degree Droids start with the Brawny Edge for free.

**Processor Limitation:** Smarts d4.

**Less-Money:** 5<sup>th</sup> Degree Droids only get 1,000 credits to spend.

**Languages:** Binary.

**Description:** 5<sup>th</sup> Degree Droids are also known as Labor Droids. They're relatively stupid in comparison to their cousins principally because they don't need a whole lot of processor capability to do what they do. They're often quite tough and strong due to the nature of the work they have to do.

## Droid Components

**Attribute Increase:** 200 credits per die step.

**Skill:** 200 credits per die step, 400 credits for every die step equal to or higher than the skill's linked attribute.

**Size:** You have to pay for your Droid's size. Small is 100 credits, but only grants 5 Equipment Slots. Medium is 200 credits, but grants 10 Equipment Slots. Large is 500 credits, but grants 15 equipment slots.

**Equipment Slots:** Additional Equipment Slots can be purchased at a rate of 200 credits per slot.

## General Packages

**Astromech Package:** This is only for 2<sup>nd</sup> Degree Droids. This package comes complete with a computer scomp, a power tap, a short-range sensor suite (+2 to Notice), an arc-welder (1d6 damage 1/-), a multi-tool, and a manipulator arm, and a memory for 10 Hyperspace Jumps. Also comes complete with wheeled locomotion with magnetic wheels. 5 Slots/1,000 credits.

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**Humanoid Package:** This is a basic humanoid frame. It comes complete with two arms, two legs with basic bipedal locomotion (Pace 5 for Small, 6 for Medium, and 7 for Large). 4 Slots/ 200 Credits.

**Protocol Package:** Only for 3<sup>rd</sup> Degree Droids, this package comes complete with a comprehensive library of languages and other forms of communication, principally dependant on the era the Droid is manufactured in. In the Knights of the Old Republic era, a protocol droid might know 6,000 forms of communication, whereas a protocol droid in the Clone Wars or Rebellion era might know 6,000,000 forms of communication. For game purposes, consider that the droid knows any language used in known space. 5 slots/1,000 credits.

**Replica (Humanoid):** Replica droids are designed to appear and act completely like an organic creature, usually a humanoid, commonly a human. Replicas are restricted only to 1<sup>st</sup> Degree droids, and take up all slots in the chassis. They automatically are granted the Unique Hindrance, and may choose a Small or Medium chassis with a Humanoid Package for 2,000 credits.

## Locomotion

**Repulsorlift Locomotion:** The droid floats about with a repulsorlift installed in its chassis. The obvious advantage is that the droid is flying, and has a Climb rate equal to its Pace, which starts out at 6 for any size. This costs 5 slots and 1,000 credits.

**Tracked Locomotion:** The droid runs around on rolling tracks. This means that a droid is particularly tough to knock prone, but once prone is rather tough to get back on its treads. The droid has a Pace of 5 for Small, 6 for Medium and Large droids. The droid cannot take the Climbing Skill. 1 Slot/100 credits.

**Walker Locomotion:** Walker locomotion means the droid has legs, ranging from two to eight. The number of legs does not increase the droid's Pace, but can make it more stable against being knocked over. The Pace for walkers is dependent on the size of the droid; Small is 5, Medium is 6, and Large 7. The cost in slots is equal to the number of legs the droid will have; two legs cost 2 slots, three legs cost 3 slots, etc. Cost in credits is equal to 100 times the number of legs. Two legs cost 200 credits, three legs cost 300 credits, four legs cost 400 credits, etc. The more legs a droid has makes it harder to be knocked down, with 4 legs conferring a +2 to the droid, and eight legs conferring a +4.

**Wheeled Locomotion:** This means that the droid has wheels to move itself about. It's pace is actually faster than it otherwise would be on either a walker or repulsorlift locomotion, even though it has to contend with terrain features such as stairs that those other forms have little difficulty with. Pace for Small is now 6, Medium 7, and Large 8. Wheeled droids cannot have the Climbing skill, but may climb by using their Strength attribute. 2 Slots, 200credits.

**Hybrid Locomotion:** It's possible to combine a Repulsorlift Locomotion into another form of Locomotion. All this does is add the same features of the Repulsorlift Locomotion to the Droid, or vice versa. This can only be done with Repulsorlift Locomotion and one other form of Locomotion for the same costs.

## Equipment

**Arc-Welder:** This device is used to join two pieces of metal together. It can also be used as a short ranged weapon (1d6 damage, Range 1/-/-). 1 slot/400 credits.

**Armor:** To armor up a droid, it costs 100 Credits for every point of Armor you add to the Droid, up to a maximum equal to its Vigor Die. Every two points takes a slot away.

**Blaster Emplacement:** This creates a hardpoint in the droid that could take up either a slot or an appendage at the end of a standard arm. Blaster emplacements can handle the following blasters: Light Blaster Pistol, Blaster Pistol, Heavy Blaster Pistol, Blaster Carbine, Light Blaster Rifle, Blaster Rifle, Heavy Blaster Rifle, Light Repeating Blaster. Each emplacement costs 1,000 credits in addition to the blaster weapon type cost and either a slot or a hand appendage.

**Comlink:** Comlinks do not cost any slots, but do cost credits. They are just like comlinks in the Gear section (pg. 34), along with the same costs applied. SR Comlink 25 credits; LR Comlink 250 credits.

**Cutting Laser:** This device is used to cut materials precisely. It can also be used as a short ranged weapon (1d8 damage, Range 2/-/-). 1 slot/500 credits.

**Flare Dispenser:** A flare dispenser can toss a flare or other small object (such as a lightsaber) into the air at a range of 10/14/18. 1 slot/ 200 credits.

**Holo-Recorder:** This device records holographic images and sound and can display them as needed. 0 slots/500 credits.

**Ion Shielding:** This adds damage reduction for Ion damage. Like Armor, for every point spent adds an additional point to Toughness against Ion damage. You may only add a combination of Armor and Ion Shielding equal to the Vigor die value of the droid. 1 Ion Shielding/200 credits.

**IR Sensors:** Visual sensors that can pick up heat signatures. This negates the penalty for operating or fighting in Dim or Dark lighting conditions. 0 Slots/300 credits.

**Magnetic Feet/Tracks/Wheels:** The droid can adhere electromagnetically to metal surfaces that can support their size and weight (walls, hulls, etc.). 0 Slots/100 Credits.

**Magnetic Grapple:** The droid has 10 squares of line that ends with a magnetic "hand," that can attach to metal surfaces. It can shoot this grapple to the extent of its range with no penalty other than the normal penalties that apply to unskilled tests. It can be used to either drag something to the droid, or the droid to the something it's attached the line to. 1 slot/100 credits.

**Multi-Tool:** This small device contains enough tools necessary to do most repair work, including adjustable hydrosplanners, cutting saws and blades, and small manipulators. Counts as a toolkit. 1slot/300 credits.

**Periscope:** The droid comes equipped with a small periscope that can extend out to a yard. It can be equipped with IR sensors in addition to standard ocular sensors for an additional 200 credits. 1 slot/200 credits/300 credits for IR sensor.

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**Power Tap:** This allows a Droid to provide power to devices such as energy and power cells for blasters. 0 slots/400 credits.

**Restraining Bolt:** This is a small device that keeps a Droid from running off where it's not supposed to go. It connects directly to the Droid and it will automatically keep the droid confined to a specific area, and with a remote control it'll call for the droid or tell it to stop. If necessary, it will also deactivate the Droid until a user can reactivate it. Cost: 0 Slots/300 credits.

**Rocket Emplacement:** The droid can fire small rockets that deal the same damage or effect as Grenades (see Grenades, pg. 31). Like a Blaster Emplacement, this can take up 1 slot or a hand appendage. The range of these rockets is 10/15/20.

**Scomp:** This is a universal, tubular device that is designed to interface with standard computer systems across the known galaxy. Grants a +2 to Repair tests when trying to hack or program a computer. 0 slots/ 200 credits.

**Shield Generator:** Shield Generators come in three forms, light, medium and heavy, and each costs slots in addition to credits. Light Shield Generators produce an SR of 5; Medium produce an SR of 10, and a Heavy produces a 15 (See rules for Shields, pg. X). Light 1 Slot/1,000cr; Medium 2 Slots/1500cr; Heavy 3 Slots/2,000cr.

**Storage Compartment:** Somewhere in the chassis of the droid there is a compartment that can be used to store Tiny objects. 1 Slot/100 credits.

**Surgical Package:** This package contains enough devices and sensors needed for a droid to conduct surgery on an organic creature. Counts as a Medical Kit. 1 slot/1,000 credits.

**Vocabulator:** This doesn't cost any slots, but costs credits. This translates the base Binary language of droids into Basic or other language. Also has some basic audio recording and playback functions. 0 slots/100 credits.

**Sensor Suite, LR:** This is a long-range radar system that can pick out ground and air targets out to 50 miles. 1 slot/5,000 credits.

**Sensor Suite, SR:** This is short-range motion tracker and radar system that can pick out ground and air targets within 10 miles. 1 Slot/2,000 credits.

**Thrusters:** A set of small thrusters can move the droid about in the same manner as a Jet Pack. This confers a Fly Pace and Climb of 5 to the droid for three rounds before it must set down to recharge. 2 slots/1,000 credits.

## Damage on Droids

Damage on Droids is not really different than damage on regular organic creatures. However, Droid Wounds and Injuries do not heal. They must be repaired.

Wounds on a droid doesn't necessarily represent serious damage. It could represent superficial damage that a reboot and some dusting off couldn't fix. Wounds can be recovered on their own at a rate of 1/hour, or can be remedied with a Repair Test at -2 penalty without a toolkit, and no penalty with one. A success eliminates a Wound level, and every Raise above that reduces it further.

Injuries are real, physical damage to the Droid. Components and equipment on board the droid are damaged and need repair. You need parts and a toolkit to do this. With sufficient parts and time, a droid can be restored to normal function, provided that the droid hasn't been completely blown apart and disintegrated. With a part on hand, it takes one hour per Repair attempt to repair the component.

Droids are generally more susceptible to Ion Damage, which creates Fatigue Levels in the Droid. Droid Extras only have one Fatigue level. Droids suffering either Fatigue Levels or Incapacitation can be repaired with a Repair Test at -2 Penalty without a toolkit or at no penalty with a toolkit.

## DROID EDGES AND HINDRANCES

### Prohibited Hindrances

The following Hindrances are prohibited from Droids:

**Anemic**

**Elderly**

**Outsider** – By and large, most droids cannot possibly fit this profile in the greater galaxy.

**Poverty** – Droids generally start with no money unless they take the Droid Starting Money Edge.

**Young**

### Prohibited Edges

**Arcane Background (Force)**

Obviously, Droids cannot use the Force.

**Power Edges**

All Power Edges are prohibited from Droid characters.

**Force Profession Edges**

Since Droids cannot use the Force, they cannot be Jedi, Sith, or other Force-using professions.

**Holy/Unholy Warrior**

### New Hindrances

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## Custom-Built (Minor)

This droid was custom-built from available mass-produced chassis and parts. Though it can be as easy to find parts and components for this droid, all Repair Tests done on it will be done at a -2 Penalty.

## Fragile (Major)

Whether due to substandard parts, to the nature of the droid in question, or even just excessive wear and tear the droid has experienced lately, this droid has a perpetual -2 to its Toughness, to a minimum of 2. In addition, if the droid suffers more than one Wound, one of its main components has been rendered inoperative (i.e. its leg or arm fell off).

## Inferior Construction (Minor)

For some reason, this poor droid just isn't well constructed. Either it's the result of a poor engineering design or bad construction standards at whatever facility constructed it. Whenever this droid rolls a Critical Failure for any test, it becomes Shaken.

## Inferior Construction (Major)

Something really went wrong in the construction of this particularly droid, and is more likely the result of a fluke at the facility that might ordinarily produce decent products rather than this example. Whenever this droid fails at any test, it becomes Shaken. If it rolls a Critical Failure, it automatically shuts down and requires a Repair Roll (-2 without a Toolkit) to reactivate it.

## Simplistic (Minor)

When the designers made this droid, they realized it only needed some bare minimums where intellect was required. The droid takes a -2 to all Smarts tests, and is only capable of answering in the negative or affirmative (Yes, Sir, or No, Sir) in Basic, along with simple commands it is required to carry out. It is also single-minded of purpose in that it will continue with a task or series of tasks until it is done.

## Unique (Major)

This droid is one of a kind. While that may make this particular droid interesting, it makes repairing major damage to it problematic as parts are extremely hard to come by readily. Parts must be fabricated. This will take more than just a toolkit, this will require a shop with some fabrication equipment, enough materials, and time. For each principle component that has to be repaired, the GM must rule if the Repairer has all the equipment and materials necessary to conduct the fabrication of new parts. If so, then the character making the repairs makes a Repair test at -4 once per week to successfully construct, test, and repair the damaged component. Raises can reduce this time by 1 Raise /Day. A droid that takes this Hindrance cannot also take the Mass-Produced Edge.

New Edges

## Mass-Produced

The droid is mass-produced enough to the point that repairs are quite easy as parts for it are everywhere. Droid Parts are normally considered Uncommon on most worlds are now considered Common for this particular droid on most worlds. It's up to the GM to decide if a world is too remote or primitive to possess the parts required. Repairs for major damage take half the time it would ordinarily require.

## Starting Money

Ordinarily, Droid characters start with no money, because they're intelligent appliances. This droid, on the other hand, has money that he can start the game with. It starts with 1,000 credits, and it may now have access to the Rich and Filthy Rich Edges.

## Droid Advancement

As stated before, Droids do not gain Experience Points. The only way they advance is if they have an upgrade to their Attributes or Skills, or have new Skills added on, or new Components added on. For that, you merely need to purchase the upgrade or the new component, and have them installed.

Whether you're upgrading an Attribute or a Skill, or installing a new Component, you always have to have a Repair Test. This Repair Test gets a -2 penalty if done without a toolkit, no penalty when done with a toolkit (or a repair droid equipped with tools), or +2 bonus when conducted in a Workshop. This test will take up an hour of time, with Raises reducing the amount of time by one half per each Raise, to a minimum of five minutes.

Failure indicates that the part or upgrade is bad or damaged in some way, and the part needed to conduct the advancement is no longer serviceable. A new part or upgrade must be procured before another attempt can be made. A Critical Failure not only means the part or upgrade is unusable, but the previous part or Attribute is unusable!

Attributes that are affected by a Critical Failure in this way render all functions to the Droid useless, and therefore it cannot move, communicate, or use any skill or any of its components until the damaged Attribute can be repaired to at least a d4, as this represents a major systems malfunction.

Skills that are affected by a Critical Failure means that the Skill is unusable until it is replaced. The Droid is otherwise fine.

Components such as weapons, magnetic feet, magnetic grapples, etc., that are affected by a Critical Failure only disables that particular component until a replacement can be found and installed successfully.

For instance, if a Repairing character were to try to upgrade his Astromech droid's Smarts from d6 to d8, and he rolls a Critical Failure, that means that the droid's Smart's processor has been damaged from the process and must be replaced. Without that processor, the droid cannot do any skills, cannot move, nor communicate.

## Exceeding the Processor Limitation

# SAVAGE STAR WARS

You can make a Droid with a heuristic processor that exceeds its own die rating by one of two ways.

1) The first is to change the degree of the Droid altogether. Doing this is highly expensive, requiring dramatic alterations of the Droid's internal multiplexers to accommodate the increased processing power. For every die step you wish to increase the processor by, it'll cost 10,000 credits. Raises on Repair Tests can reduce this cost by 1,000 credits per Raise due to the high degree of proficiency and good parts the Repairer happens to be using.

Once the Degree of the Droid has been altered, you add the benefits and penalties associated with that Droid Degree. For instance, if you made a 3<sup>rd</sup> Degree Droid into a 2<sup>nd</sup> Degree Droid, your Droid no longer needs to be constrained to a Humanoid Package and now has access to the Astromech Package if you so desire.

2) The second way is to get access to Legendary Edges. Legendary Edges cost 5,000 credits each. This is the only way a 1<sup>st</sup> Degree Droid can exceed its Processor Limitation.

## DROIDS

Each of these droids can be used as player-character droids. They've already been factored out for slot and credit costs.

Medical Droid – 2-1B unit.



Medium Humanoid 1<sup>st</sup> Degree Droid.

Strength d4; Agility d4; Smarts d6; Spirit d4; Vigor d4.

Pace 6; Toughness 4; Parry 2.

Skills: Healing d6; Knowledge: Organic Anatomy: d6.

Equipment: Surgical Package; Humanoid Package; Scomp; Vocabulator.

Edges: None. Hindrances: None.

Languages: Binary and Basic.

Cost: 2,400 Credits

Description: The 2-1B Medical Droid is a standard medical unit found throughout the galaxy. It has rudimentary skill in medical treatment of virtually all organic lifeforms, and what it doesn't know it could probably learn from a data base.

Astromech Droid – R2 unit.



Small Wheeled 2<sup>nd</sup> Degree Droid

Strength d4; Agility d6; Smarts d6; Spirit d4; Vigor d4.

Pace 6; Toughness 4; Parry 2.

Skills: Repair d6; Piloting d4;

Equipment: Astromech Package; Periscope.

Languages: Binary.

Cost: 2000 credits. 5 Slots Used.

Description: The R2 Astromech droids is one of the most successful of its type in the galaxy. Highly capable and adaptable, this little droid has been known to be feisty at times, and gets feistier the longer it goes without a memory wipe.

Protocol Droid – 3PO unit.



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Medium Humanoid 3<sup>rd</sup> Degree Droid.

Strength d4; Agility d4; Smarts d6; Spirit d4; Vigor d4.

Pace 6; Toughness 4; Parry 2.

Skills: Persuasion d4; Intimidation d4; Knowledge: Codes and Ciphers: d4.

Equipment: Protocol Package.

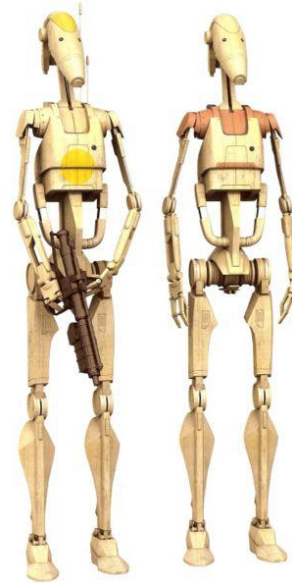
Edges: Mass-Produced. Hindrances: Yellow.

Languages: Any within the known galaxy. Limited only by the GM.

Cost: 2000 credits. 9 Slots used.

Description: The 3PO Protocol droid by Cybot Galactica is a capable droid fluent in more than six million forms of communication. Used by governments, private enterprises, and crime syndicates throughout the galaxy, this protocol droid is a must when one routinely deals with species that do not ordinarily speak basic.

Battle Droid – B1 unit.



Medium Humanoid 4<sup>th</sup> Degree Droid.

Strength: d4; Agility d6; Smarts d4; Spirit d4; Vigor: d6.

Pace 6; Toughness 5; Parry 4.

Skills: Fighting d4; Shooting d6; Notice d4.

Equipment: Humanoid Package; Short Range Comlink\*; Vocabulator. Blaster Carbine.

Languages: Binary and Basic.

Cost: 1700 Credits.

Edges: Mass-Produced. Hindrances: Big Mouth.

\*Can be equipped with a Long-Range Comlink backpack set.

Description: The Baktoid Combat Automata B1 series Battle Droid is the mainstay combat droid deployed by the Trade Federation. Cheap to produce and often fielded by the thousands, this battle droid is designed to be disposable cannon fodder with enough skill to do its job.

Labor Droid – ASP-9 unit.



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Medium Humanoid 5<sup>th</sup> Degree Droid

Strength d8; Agility d4; Smarts d4; Spirit: d4; Vigor: d6.

Pace 6; Toughness 6; Parry 2.

Skills: None.

Equipment: Humanoid Package. Vocabulator.

Edges: Brawny; Mass-Produced. Hindrances: Simplistic.

Cost: 1,200 credits. 4 Slots used.

Description: The ASP-9 series droid is designed for one thing and one thing alone, heavy manual labor. It is useful in construction and demolition activities, as well as some general labor work such as trash disposal and junk hauling. Strong, yet quite stupid, this droid can only respond in simple affirmatives and negatives, so don't expect a conversation with them.

EV-Series Supervisor Droid



Medium Humanoid 3<sup>rd</sup> Degree Droid

Agility d4; Smarts d6; Spirit d6; Strength d4; Vigor d4

Pace 6; Toughness 4; Parry 2

Skills: Persuasion d4; Intimidate d4; Notice d6; Investigation d4

Equipment: Medium Size, Humanoid Package. Vocabulator.

Edges: Mass-Produced. Hindrances: Mean.

Languages: Binary and Basic.

Cost: 1,400 Credits

Description: The EV-Series Supervisor droid was utter catastrophe for the MerenData Corporation that manufactured them. Built to handle large pools of labor droids, EV series droids were equipped with an MDF Motivator, which is used to enable the droid to torture other droids. As such, it developed the glitch of actually enjoying the torture of other droids, and became such an unpopular droid as a result.

Droideka Destroyer Droid

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Medium Hybrid Walker 4<sup>th</sup> Degree Droid

Agility d8; Smarts d4; Spirit d4; Strength d4; Vigor d6

Pace 2/7 in Wheel Mode; Toughness 5; Shields 15; Parry 5

Skills: Shooting d8; Fighting d4; Notice d4.

Equipment: Medium Size Chassis; 3-Legged Walker/Wheeled Hybrid (can transform into walking or wheeled mode as a standard action); Heavy Shield Generator; Twin-Linked Light Repeating Blasters in two Blaster Emplacements (2d6; RoF 3; AP 2; Autofire; Snapfire Penalty). SR Comlink.

Special Rules: The Droideka is a hybrid walker/wheel variant (rules pending), in that it has two forms of locomotion that it can switch to as a standard action. While it is in Wheel Mode, it cannot use its weapons. While in Walker mode, it cannot Run and is reduced to Pace 2.

Edges: None. Hindrances: Clumsy (3-legged walker).

Languages: Binary.

Cost: 8,500 Credits with 6 Slots used.

Description: This is the Colloid Droideka series Destroyer Droid deployed by the Trade Federation and Separatist forces during the Clone Wars. A rather complex and potent droid on the battlefield, it turned out to be rather slow and cumbersome against Clonetroopers and especially Jedi. Though a capable heavy support droid, it had its problems in tight environments such as cities, dense foliage, and mountainous regions.

G2-Series Maintenance Droid



Small Humanoid 2<sup>nd</sup> Degree Droid.

Agility d4; Smarts d8; Spirit d4; Strength d4; Vigor d4.

Pace 5; Toughness 4; Parry 2.

Skills: Repair d8; Notice d6; Knowledge: Droids d6.

Equipment: Small Sized Chassis; Humanoid Package; Multi-tool; Vocabulator.

Edges: None. Hindrances: Custom-Built. Big Mouth

Cost: 1,600 Credits; 5 Slots used.

Description: Employed by the Star Tours travel agency, the G2 Maintenance Droid is custom built to exact specifications for the agency primarily for the repair of other droids, but is just as capable of handling other items as well. Unfortunately, their no-nonsense maintenance design never really caught on with other companies as they had a tendency to talk a lot without getting much work done.

# SAVAGE STAR WARS

## HK-50 Series Assassin Droid



Medium Humanoid 3<sup>rd</sup> Degree Droid

Agility d8; Smarts d6; Spirit d4;  
Strength d6; Vigor d6.

Pace 6; Toughness 7 (2); Parry 5

Skills: Shooting d6; Fighting d6;  
Notice d4; Investigation d4.

Equipment: Medium-Size Chassis;  
Humanoid Package; Vocabulator;  
IR Sensors. Armor (2).

Edges: Starting Wealth.  
Hindrances: Habit (Minor)  
(Prefaces each statement with its  
grammatical type, i.e.: "Query :  
What is your name?"); Mean.

Languages: Binary and Basic.

Cost: 1,500 Credits and 5 Slots used.

Description: Created by Darth Revan when he found the  
HK-50 Assassin Droid factory on Telos 4,000 years ABY, the  
HK-series assassin droids are cunning and ruthless killers.  
Resolved with a sense of glee to the job that they do, the  
HK-series droids are nothing if not good at their work, with  
plenty of room for customization.

Dr. Ball



Unique Small Medical 1<sup>st</sup> Degree Droid

Agility d4; Smarts d8; Spirit: d6; Strength d4; Vigor: d4

Pace 6 (Repulorlift); Toughness: 4; Parry: 2

Skills: Healing: d8; Knowledge: Organic Anatomy: d8;  
Notice d6; Persuasion d4.

Equipment: Small Chassis;;  
Repulorlift; Surgical Kit;  
Vocabulator.

Edges: Scholar (Physician);  
Hindrances: Big Mouth; Arrogant.

Language: Binary and Basic.

Description: A dedicated physician  
droid to healing and medicine, Dr.  
Ball find its way across the galaxy,  
seemingly at pivotal moments in  
history. He's quite critical of others  
work in medicine, especially if  
they're wrong.

*"Oh, nobody listen to Dr. Ball! He's*

*just an old fool!"*

*Dr. Ball – The Empire Strike Back*

*(Robot Chicken)*

# SAVAGE STAR WARS

## CHAPTER 9: THE GALAXY

Comprising of billions of stars with millions of different sentient species of life, the Star Wars galaxy is a bewildering array of locations and experiences that are far too numerous to catalog in one sitting. From bustling urban worlds like Coruscant to the icy wastes of Hoth, virtually any place you can imagine probably has its equivalent somewhere here.

The Star Wars saga sweeps a period of time spanning more than 4,000 years, but there are some things that stay relatively the same.

### GALACTIC GOVERNANCE

The first is that there is a galactic government in charge of a great portion of the galaxy, varying in size throughout the period. Usually, this has been known as the Galactic Republic, during which time the galaxy as a whole had known relative peace and prosperity. During the days of the Sith Empire 1,000 years before the Battle of Yavin (BBY) and during the Galactic Empire (from *Revenge of the Sith* through beyond *Return of the Jedi*), the galaxy was under the iron tyranny of the evil Sith. Even under such regimes, prosperity might be sporadic and isolated to some regions of the galaxy that experience little of the harsher sides to Sith rule.

### JEDI VS SITH

The principle story of Star Wars arguably revolves around these two factions of Force users. While there's plenty of room in the Star Wars universe for stories that do not, at all, involve the Jedi and their war with the Sith, or even any other Force using sect, the history of the galaxy has been shaped by this main conflict, and therefore any GM should have a firm idea of the nature of these factions in his or her game.

### TECHNOLOGY

For the most part, technology throughout the galaxy is relatively the same, with some variations. Certainly you will encounter very primitive conditions on many worlds, but you won't find too many locales or organizations with particularly more advanced technology. The era you set your game will matter very little; even in the dark days of Darth Revan and Darth Malak nearly 4,000 years before *A New Hope*, there were ships with hyperdrive, there were droids, there were lightsabers and blasters and all kinds of devices you see during the Rebellion Era and beyond.

### GETTING AROUND

Star Wars can involve lots of interstellar travel that can whip the player-characters around the galaxy in a matter of days. All they need is a ship, a hyperdrive, and a good computer or droid to handle the navigation.

Spacecraft without a hyperdrive can fly within a star system and perhaps, over time and enough fuel and supplies to keep the pilot and passengers alive, even to nearby star-systems.

Ships with a hyperdrive have it listed in their Equipment sections under Hyperdrive, with a multiplier behind it. When going into hyperspace, you consult the general table where you are in the galaxy to where you want to go on Table 9-1, which will give you a rough estimated time of arrival, which you then multiply by your ship's hyperdrive rating.

Table 9-1

| Travel Area | Core      | Colonies  | Mid-Rim | Outer-Rim | Across    |
|-------------|-----------|-----------|---------|-----------|-----------|
| Core        | <12 hours | 1 day     | 2 days  | 3 days    | <12 hours |
| Colonies    | 1 day     | <16 Hours | 1 day   | 2 days    | 2 days    |
| Mid-Rim     | 2 days    | 1 day     | <1 day  | 1 day     | 3 days    |
| Outer-Rim   | 3 days    | 2 days    | 1 day   | 1 day     | 4 days    |
| Across      | <12 hours | 2 days    | 3 days  | 4 days    | 5 days    |

### Prominent Worlds (as of the films).

#### Bespin



Location: Outer Rim World (Anaoat Sector).

Length of Day: 12 Standard Hours.

Orbital Period: 5,112 Standard Days.

Climate: Temperate (in the life-zone).

Population: 6 Million, mostly Human, Ugnaught, Lutrillian, and other.

Description: Principally a holding of the Mining Guild, Bespin is a gas giant where tibanna gas is mined. Among the key points of interest is Cloud City, a city constructed by Incom roughly 400 years before *A New Hope*, which seems to hang motionless among the clouds.

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## Corellia



Location: Galactic Core World (Corellia Sector).

Length of Day: 25 Standard Hours.

Orbital Period: 328 Standard Days.

Climate: Temperate.

Population: 3 Billion (mostly Human).

Description: Corellia is one of the most highly technological and industrial worlds in the known galaxy, although its surface has been largely untouched by the ravages that often come with industry of the scale it produces. Known for a world of rolling green hills and farmland, Corellia is largely rural and undeveloped, with most of its manufacturing and civic infrastructure located in orbit or on its moon of Gus Talon. This world is known as the birthplace of the notorious smuggler and Rebel General Han Solo, and New Republic hero Wedge Antilles.

## Coruscant



Location: Galactic Core world (Coruscant Sector).

Length of Day: 24 Standard Hours.

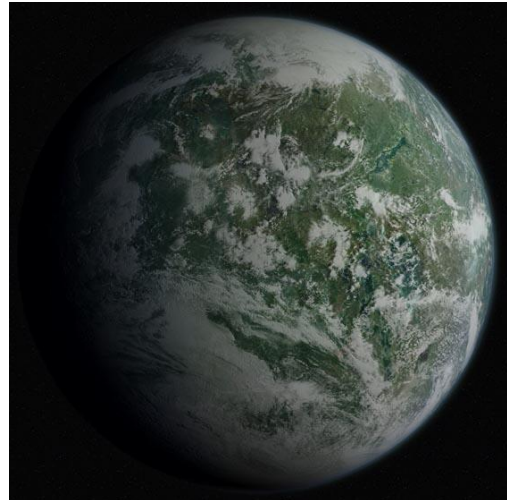
Orbital Period: 368 Standard Days.

Climate: Controlled Temperate.

Population: 1 Trillion of varying species, mostly Human.

Description: Coruscant is the seat of political power in the known galaxy, a city-world that has served as the great capital of both the Galactic Republic and the Galactic Empire. Home to more than a trillion citizens, Coruscant is built upon layers and layers of civic infrastructure many miles thick, where water and other materials are often reclaimed and recycled from the top of the city structure down into the lower parts where few dare to tread. It is home also to the Galactic Senate and the great Jedi Temple.

## Dagobah



Location: Galactic Outer Rim (Sluis Sector).

Length of Day: 23 Standard Hours.

Orbital Period: 341 Standard Days.

Climate: Murky.

Population: None.

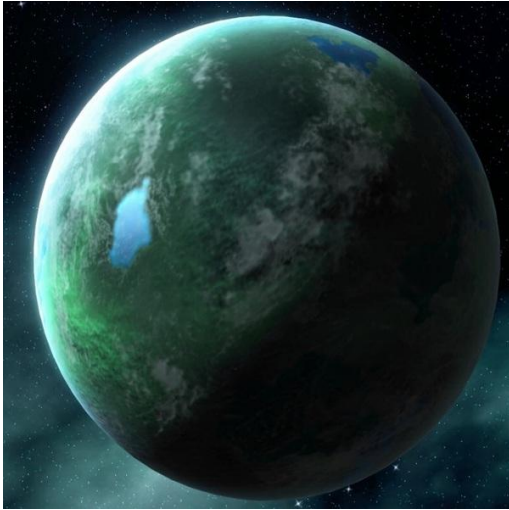
Description: Dagobah is a world of swamps, rain-forests and marshes notable for the retreat of Jedi Grand Master Yoda, where he would later train Luke Skywalker. Teeming with a wide array of life, ranging from common reptiles to the enormous Dragonsnake, Dagobah is a relatively hazardous world to land upon let alone visit.



# SAVAGE STAR WARS

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## Dantooine



Location: Galactic Outer Rim (Riaoballo Sector).

Length of Day: 25 Standard Hours.

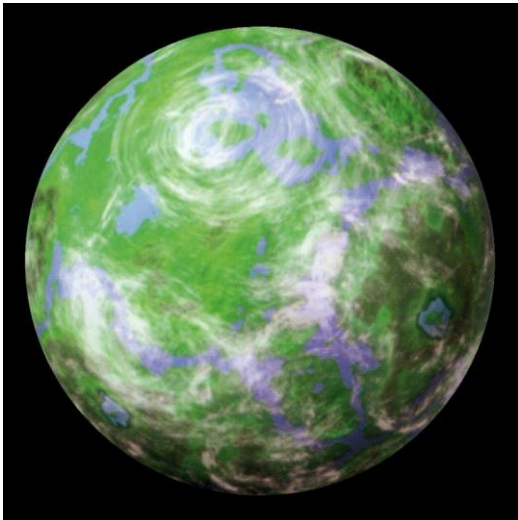
Orbital Period: 378 Standard Days.

Climate: Temperate.

Population: 1,000 modern; 334, 000 historic.

Description: The savannah and lake world of Dantooine has had a rather beleaguered history. Colonized by numerous races, notably humans, only to have some calamity befall them at one point or another, Dantooine residents (Dantari) are notably hardy and proud. Dantooine has been the site of Rebel bases, Jedi Temples, and Imperial garrisons and whatever power that finds its way out to the Outer Rim for one reason or another.

## Endor



Location: Galactic Outer Rim (Unknown Regions – Modell Sector).

Length of Day: 18 Standard Hours.

Orbital Period: 402 Standard Days.

Climate: Temperate.

Population: 30 Million (mostly Ewok).

Description: The actual world of Endor is a gas giant in the Endor system in the Modell Sector. When people refer to Endor, they generally refer to its forest moon, or sanctuary moon, home of the Ewoks. Endor was the secret construction site of the Death Star II, and the site of the Battle of Endor, where Emperor Palpatine and his apprentice Darth Vader met their untimely end, precipitating the end of his Galactic Empire.

## Geonosis



Location: Galactic Outer Rim (Arkanis Sector).

Length of Day: 30 Standard Hours.

Orbital Period: 256 Standard Days.

Climate: Arid Temperate.

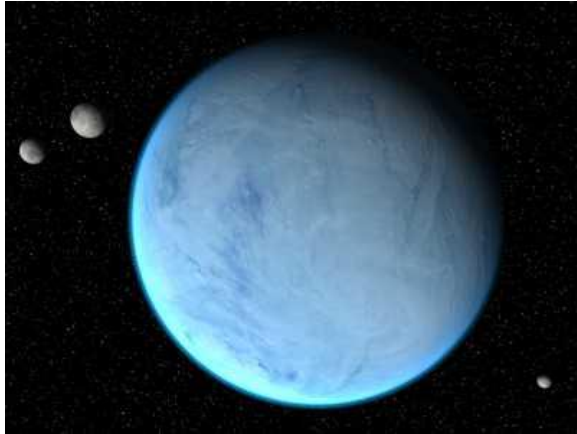
Population: 100 Billion (mostly geonosians).

Description: The rocky, arid ringed world is the hive home of the insectoid Geonosians. Geonosis was one of the principle worlds in the Confederacy of Independent Systems during the Clone Wars, and it is also notable as the location where the Clone Wars effectively began. Most of Geonosian cities and factories are constructed underground under tall hive spires.

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## Hoth



Location: Galactic Outer Rim (Anoat Sector).

Length of Day: 23 Standard Hours.

Orbital Period: 549 Standard Days.

Climate: Frozen.

Population: None.

Description: The ice-world of Hoth was named after Jedi Grand Master Hoth, hero of the War of Light and Darkness. Entirely frozen, Hoth has no indigenous intelligent life, but has a sparse flora representation in the form of the Wampa and the Tauntaun. The Battle of Hoth was fought here in an effort to prevent Rebel forces who had established a secret base here to escape.

## Kamino



Location: Galactic Outer Rim (Wild Space, past the Rishi Maze).

Length of Day: 27 Standard Hours.

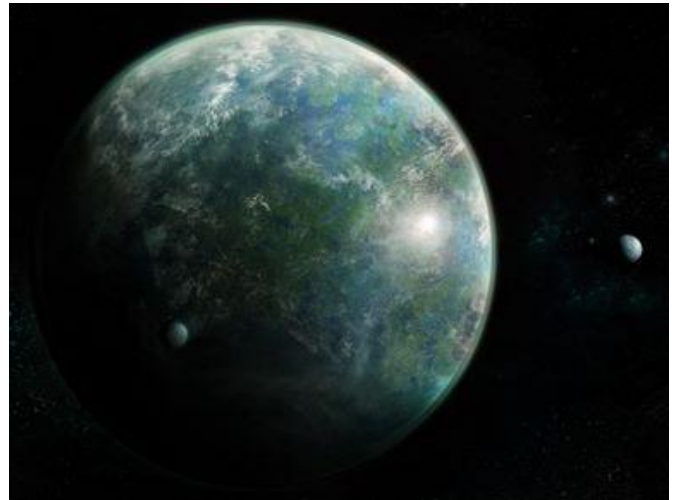
Orbital Period: 463 Standard Days.

Climate: Wet Temperate.

Population: 1 Billion (mostly kaminoans).

Description: Aquatic home of the Kaminoans, a race known for their cloning industries, Kamino was where the clonetroopers for the Grand Army of the Republic was developed. During the Clone Wars, the Separatist forces had launched a massive attack over the clone facilities, resulting in the Battle of Kamino, one of the most pivotal battles of the war.

## Kashyyyk



Location: Galactic Mid-Rim (Myratanor Sector).

Length of Day: 26 Standard Hours.

Orbital Period: 381 Standard Days.

Climate: Temperate.

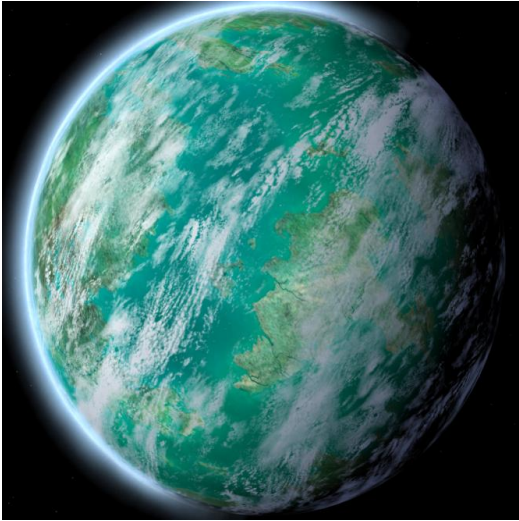
Population: 45 Million (mostly wookiee).

Description: The lush jungle world of the Wookiees, Kashyyyk is known for its massive, multi-kilometer tall wroshyr trees that would dominate the topography into strata based on the jungle canopy and the darker regions at the base of the trees themselves. After the Clone Wars, the Empire had subjected the Wookiees to harsh slavery for their part in aiding the Jedi in escaping Order 66.

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## Naboo



Location: Galactic Mid-Rim (Chommell Sector).

Length of Day: 26 Standard Hours.

Orbital Period: 312 Standard Days.

Climate: Temperate.

Population: 4.2 Billion (Mostly gungan and about one-quarter human).

Description: Naboo is a hollow land and oceanic world where the core of the planet is mostly comprised of a dense, fluid plasma. Home to the generally nationalistic amphibious species known as the Gungans, Naboo is represented by the human population at the galactic level that has colonized the world millennia ago.

## Tatooine



Location: Galactic Outer-Rim (Arkanis Sector).

Length of Day: 23 Standard Hours.

Orbital Period: 304 Standard Days.

Climate: Arid Desert.

Population: 200,000 (humans and others).

Description: Tatooine is a dry, desolate world with a very sparse humanoid population in Hutt Space. Terrible sandstorms and Tuskan Raiders scour and terrorize the landscape of Tatooine, while people who make a living do so by various means, ranging from narcotics trafficking to harvesting the very scant moisture out of the air to sell to market. It is here where the hero Anakin Skywalker was born and raised, as well as his son Luke Skywalker.

# SAVAGE STAR WARS

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## CHAPTER 10: GAMEMASTER

### SECTION

#### HOW TO RUN STAR WARS

The scope of Star Wars is as such that you can run just about any kind of adventure of almost any genre you can imagine, ranging from horror to military, from exploration to outright fantasy. The galaxy is huge, bigger than any of us can scarcely imagine, and though a great portion of it has been charted, explored and settled, there are vast portions of it that are unknown to the general galaxy at large, especially if you set your campaign in the years before Episode I – The Phantom Menace.

However, you ought to understand that when people wish to play Star Wars, they want to be characters that will end up larger than life, going on epic adventures evocative from the films and novels themselves. It is rather important that you know and understand just what your players want out of their Star Wars game. If you'd think they'd be content to play as Ewoks adventuring on the sanctuary moon of Endor, you're probably going to have to limit the scope of your campaign to very primitive technological levels. On the other hand, if they want to be Jedi fighting against the Sith in epic clashes of good versus evil, you're going to have to make some serious adjustments and accommodations.

Star Wars is a game that allows the gamemaster to think big. I daresay that the standard Star Wars game is a game that requires this kind of thinking from both players and gamemasters alike. Players are supposed to be heroic in scale. Not necessarily arrogant, but confident in their ability to succeed even if the odds aren't really in their favor. And the gamemaster is supposed to conceive of epic adventures. Where you might have an evil mastermind in a typical fantasy genre operating out of a dungeon with monsters and such, you now get to put that evil mastermind in charge of a whole world, or even a whole cluster of worlds, operating out of a massive starship, with terrible weapons capable of raining terrible destruction down upon his enemies.

Think of the first Star Wars film (that would be Episode IV – A New Hope for those of you under the age of 20), and it goes from a desolate desert-planet at a humble moisture farm to a battlestation capable of destroying an entire planet! At the beginning of this film, we see a small Corellian Corvette being chased by a mighty Imperial Star Destroyer, and at the end we see an epic space battle over the Death Star itself as it creeps closer and closer to destroy the last bastion of freedom in the galaxy. That's Star Wars.

Of course, not every adventure has to be like that, but it's a good place to start. At the same time you shouldn't worry if your game hasn't got enough of one aspect of Star Wars in it or not. I might make a few suggestions.

#### 1) Villain and Plot:



Come up with a bad guy, and give him an agenda. Be as big as you want, but whatever you do it has to impact the PCs in some way. I might point out that the size and scope of the agenda doesn't matter as much as what this villain is doing and how he does it.

Make your villain memorable. Give him a quirk or a trait, or a physical characteristic that makes him stand out. You don't have to see Darth Vader to know he's in the same room when you hear that distinctive breathing sound he makes.

In A New Hope, Darth Vader was seeking the Death Star plans that the Rebel Alliance had stolen. He had captured Princess Leia and had taken her to the Death Star. Meanwhile, he ordered his people to look for the secret plans on Tatooine. His troops figured out that there were droids in the Tantive IV's escape pod, and this would set things into motion for the protagonist Luke Skywalker to leave his home and face his destiny.

In role playing games, you can never be sure of what the protagonists, your players, are going to do. That's okay; just try not to lead them by the nose. Create consequences for their decisions of whether to face their destiny or ignore it, and let them suffer for it.



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## 2) Compelling Settings.



Take your players away from the humdrum and the mundane. Make your locales interesting and try not to make “duplicates,” meaning if your players walk into a cantina, try not to make it just like the same cantina in Mos Eisley.

Every place has to have a purpose, even if it is just a cantina. There’s a point for it to be there; in *A New Hope*, the cantina was there for Obi-Wan and Luke to meet Han Solo and Chewbacca, and to introduce the Han Solo character.

## 3) Action!

This is Star Wars. Action is an integral part of the story, and without it, well, it’s just not Star Wars. Try to introduce some action in each session you run in some capacity. Just make sure it has a point to it. Pointless action is not only boring, it’s cheesy.

## OPENING CRAWL

When you conceive your adventure, you might consider creating an “opening crawl” which allows your players to know what’s going on and what they’re doing so that you can jump right into the adventure, just like the opening text crawling upwards on the screen in the beginnings of each Star Wars film.

When writing one, keep it simple and pithy (meaning, get to the point quickly). Use a three stanza opening like this:

## STAR WARS

### THE FIST OF MANDALORE

It is a time of war. From the Outer Rim, the Mandalorians, led by the warlord known as Mandalore the Ultimate, have unleashed a powerful series of attacks upon the Republic, seizing hundreds of worlds and displacing billions of people.

Under the command of the Jedi Master Revan, the Republic struggles to mount a cohesive counteroffensive. His spies have just learned that the Mandalorians are developing a secret weapon called the Mass Shadow Generator, capable of stopping fleets of ships in hyperspace and crushing them to atoms.

Master Revan has sent Jedi General Auda Syheed and his men to the Sorocco System, with the mission of finding this new weapon and to destroy it if possible. If they fail, the Mandalorians could use their new weapon to conquer the entire galaxy.

As you can see, this text gets to the point of the matter at hand and tells the players what they’re doing and why.



# SAVAGE STAR WARS

## SUPPORTING CAST

The following are a standard selection of NPCs that you can draw upon to support your Star Wars campaign. This selection is more appropriate for a Clone Wars to New Jedi Order setting. Other eras will be covered in future supplements.

### Clonetrooper/Stormtrooper



#### Novice

Attributes: Agility d6; Smarts d6; Spirit d6; Strength d6; Vigor d6.

Parry 4; Toughness 7; Pace 6.

Skills: Shooting d6; Throwing d6; Fighting d4; Notice d6; Healing d4; Knowledge: Tactics d4; Guts d4; Stealth d4.

Edges: Connections – Republic Army or Imperial Army.

Equipment: Stormtrooper Armor (Armor +4); Blaster Carbine, Blaster Pistol, or Blaster Rifle; Utility Belt; Thermal Detonator; Medikit.

Description: The elite troopers of the Galactic Republic and then the Galactic Empire. Utterly loyal and fearless, these troopers cannot be bribed or seduced from their duty to the Republic or the Emperor. They can be outfitted with various equipment depending on the type of operation and the environmental conditions.

### Clonetrooper/Stormtrooper Sergeant



#### Novice

Attributes: Agility d6; Smarts d6; Spirit d6; Strength d6; Vigor d6.

Parry 4; Toughness 7; Pace 6.

Skills: Shooting d6; Throwing d6; Fighting d6; Notice d6+2; Healing d4; Knowledge: Tactics d6; Guts d4; Stealth d4.

Edges: Connections – Republic Army or Imperial Army; Alertness; Command.

Equipment: Stormtrooper Armor; Blaster Carbine; Utility Belt; Thermal Detonator; Medikit.

Description: For every squad of eight clonetroopers or stormtroopers there is one sergeant in charge. He can keep his troopers in the fight and direct them as necessary.

### Clonetrooper/Stormtrooper Commander

#### Seasoned

Attributes: Agility d8; Smarts d8; Spirit d6; Strength d6; Vigor d8.

Parry 5; Toughness 8; Pace 6

Skills: Shooting d8; Fighting d6; Throwing d6; Notice d8+2; Guts d6; Knowledge: Tactics d8; Stealth d4.

Edges: Connections – Republic Army/Imperial Army; Alertness; Command; Fervor.

Equipment: Stormtrooper Armor; Blaster Pistol; Utility Belt; Medikit; Thermal Detonator.

Description: Among a company of clonetroopers or stormtroopers (roughly 100 or more), there will be a

# SAVAGE STAR WARS

**Commander.** A skilled soldier, the commander can size up most situations quickly and adjust his forces as the need arises. Capable and confident, the commander can make any group of troopers a formidable force to be reckoned with.

Imperial Pilot

Novice

Attributes: Agility d8; Smarts d6; Spirit d6; Strength d4; Vigor d6.

Parry 4; Toughness 5; Pace 6

Skills: Shooting d6; Fighting d4; Throwing d4; Notice: d6+2; Guts d6; Piloting or Driving d6.

Edges: Connections – Republic Military/Imperial Military; Alertness.

Equipment: Combat Jumpsuit; SR Comlink; Utility Belt; Medikit; Blaster Pistol.

Description: Pilots of the Imperial or Republic Navy fly the fighters, the gunships, the shuttles and the troopships, not to mention the heavy walkers. TIE pilots, especially, are known for their near reckless abandon in combat due to the fact they're flying ships that are unarmored and unshielded, knowing that a good offense is the only thing that may save them in a dogfight.

Rebel Trooper



Novice

Attributes: Agility d6; Smarts d6; Spirit d6; Strength d4; Vigor d6.

Parry 4; Toughness 6; Pace 6

Skills: Shooting d6; Fighting d4; Throwing d4; Notice d6; Guts d4; Knowledge: Tactics d4; Stealth d4.

Edges: Connections – Rebel Alliance.

Equipment: Backpack with soldier's kit; Blast Helmet and Vest; Blaster Rifle; two Thermal Detonators; Utility Belt; Medikit. SR Comlink.

Description: The Rebel Trooper is not entirely a standardized soldier. Though most Rebel soldiers are human, many come from various parts of the galaxy in an effort to strike a blow for freedom against the Empire.

Bounty Hunter



Veteran

Attributes: Agility d8; Smarts d8; Spirit d8; Strength d6; Vigor d6

Parry: 8; Toughness 10 (Shield 3); Pace 6.

Skills: Shooting d8; Fighting d8; Throwing d6; Notice d8+2; Streetwise d6; Intimidation d6; Piloting d6; Stealth d8; Tracking d6; Investigation d6.

Edges: Connections – Crime Lord; Ship; Bounty Hunter; Quick Draw; Quick; Level-Headed.

Equipment: Light Transport; Blaster Carbine; Blaster Pistol; Ion Pistol; Personal Shield 3; 5 Stun Grenades; 2 Thermal Detonators; Binder Cuffs (varying sizes); Blast Helmet and Vest; SR Comlink; Sensor Pack.

# SAVAGE STAR WARS

Description: This Bounty Hunter has survived long enough to learn a thing or two about the trade. He's cunning, dangerous, and experienced.

Thug

Novice

Attributes: Agility d6; Smarts d4; Spirit d4; Strength d6; Vigor d6.

Parry 5; Toughness 5; Pace 6

Skills: Shooting d6; Fighting d6; Throwing d4; Streetwise d4; Driving d4.

Edges: Connections – Gang

Equipment: Knife; Blaster Pistol or Rifle;

Description: A typical thug that has yet to rise through the ranks of the criminal underworld.

Crime Lord



Veteran

Attributes: Agility d6; Smarts d8; Spirit d8; Strength d6; Vigor d6.

Parry 6; Toughness 7 (Personal Shield 2); Pace 6; Charisma 2.

Skills: Shooting d6; Fighting d6; Notice d8; Persuasion d6; Intimidation d8; Streetwise d8; Knowledge – Underworld d8; Knowledge – Computer Use d4; Guts d8.

Edges: Crime Lord; Connections – Underworld; Filthy Rich; Danger Sense; Command; Fervor; Charismatic.

Equipment: Stronghold; Thugs; Bounty Hunters; Blaster Pistol; Personal Shield 2; Exotic Dancers; a wild beast; droids, maybe a ship or two.

Description: This Crime Lord managed to make it to the top of his game by a combination of brute force, ruthlessness, cunning, and a little bit of luck. Not one to cross lightly, the Crime Lord has access to an array of resources capable of dealing with most threats to his domain.

Galactic Senator

Seasoned

Attributes: Agility d4; Smarts d8; Spirit d8; Strength d4; Vigor d4.

Parry 2; Toughness 4; Pace 6; Charisma 2

Skills: Shooting d4; Knowledge – Bureaucracy; Knowledge – Senatorial Politics; Persuasion d8; Guts d4; Taunt d6.

Edges: Connections – Galactic Senate; Connections – Home World Government; Ship; Rich; Command; Charismatic.

Equipment: Excellent Quality Dress Wardrobe; Security Guards; Transport; Speeder; Hold-Out Blaster Pistol.

Description: The Galactic Senator is a politician elected from a member nation of the Republic or Empire to represent that nation in the Senate. He has charm and political acumen necessary to handle the rigors of politics at the galactic level, and has all the access to resources necessary for him to do his job.

Royal Guard



Veteran

Attributes: Agility d8; Smarts d8; Spirit d6; Strength d8; Vigor d8.

# SAVAGE STAR WARS

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Parry 6; Toughness 12 (Personal Shield 4); Pace 6;  
Charisma 0

Skills: Shooting d8; Fighting d10; Notice d8+2; Guts d6;  
Intimidation d6; Knowledge: Tactics d6; Stealth d8; Piloting  
d6; Driving d6.

Edges: Connections – Emperor Palpatine (Darth Sidious);  
Combat Reflexes; Quick Draw; Alertness; Block; Danger  
Sense.

Equipment: Ceremonial Armor with Personal Shield 4;  
Force Pike; Utility Belt; Medikit; SR Comlink; 2 Stun  
Grenades.

Description: One of the many symbols of the tyranny of the  
Galactic Empire, the crimson-robed Royal Guards are  
selected from the elite of the Stormtrooper corps. They are  
utterly loyal to Emperor Palpatine singularly, and are trained  
and honed in various forms of combat to deal with most  
threats that would dare assail their dangerous charge.

## B2 - Super Battle Droid



Medium Humanoid 4<sup>th</sup> Degree Battle Droid

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

Parry 5; Toughness 6 (Armor 2); Pace 6; Charisma 0

Skills: Shooting d6; Fighting d6; Throwing d6; Notice: d4.

Edges: Mass-Produced. Hindrances: Clueless.

Equipment: Light Repeating Blaster on right arm; Humanoid  
Package; Armor 2.

Description: The B2 Super Battle Droid was developed in  
recognition of the limitations of the Droideka Destroyer  
Droids in combat and the relative weakness of the standard  
B1 Battle Droids. Built with a more robust chassis, the B2 is  
deployed more as a shock-trooper in squad formations to set  
the enemy up for a flanking maneuver from faster units.

# SAVAGE STAR WARS

## BESTIARY

### Acklay



#### Large Beast

Attributes: Agility d8; Smarts d6; Spirit d6; Strength d10; Vigor d8

Pace 8; Parry 6; Toughness 12 (Armor 2)

Hindrances: Near-sighted – The Acklay suffers a -2 to Notice tests to find targets further than 5".

#### Special Abilities

- Armor +2 (Carapace)
- Bite or Claw: Str + d6
- Large: Attackers are +2 to attack rolls due to the creature's size.
- Size +4: Acklays are the size of elephants.
- Low-Light Vision.
- Amphibious: Acklays normally live underwater on their homeworld of Vendaxa.

### Bantha



#### Large Beast

Attributes: Agility d4; Smarts d4; Spirit d6; Strength d12+2; Vigor d10

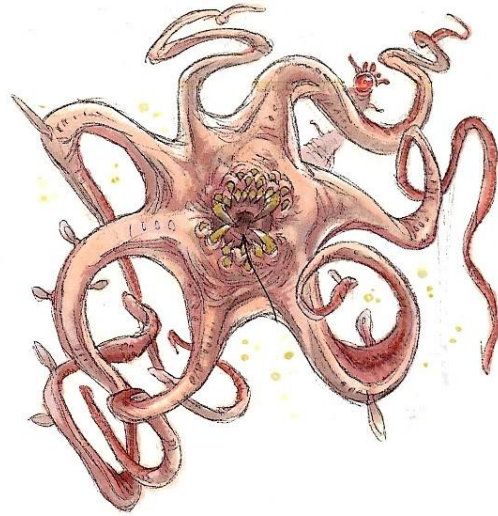
Pace 4; Parry 2; Toughness 13 (Armor 2)

Hindrances: Slow (Runs at half its run die)

#### Special Abilities

- Armor +2 (Thick Hide)
- Horns: Str + d6
- Ram: Banthas use a charge maneuver to ram their opponents with their horns. If they can move at least 6" before attacking, they get a +4 to their damage total.
- Hardy: Banthas do not suffer Wounds from being Shaken twice.
- Large: Attackers gain a +2 to attack rolls made against it.
- Size +4: Banthas are the size of elephants.
- Resilient: Banthas can go without food or water for weeks.

### Dianoga



#### Large Cephalopod

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

Skills: Fighting d6; Guts d4;

Pace 0 ; Parry 5; Toughness 10

#### Special Abilities

- Aquatic: Pace 6.



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-Large: Characters add +2 when attacking a dianoga due to their size.

- Bite: Str + d6

- Size +4

-Tentacles: The dianoga can make up to four attacks per round. On a raise, the dianoga has grappled the victim. An entangled victim may only attempt an opposed Strength roll each round to escape. Once grappled, the dianoga does its Strength damage automatically by crushing with its arms and rending with its maw.

## Krayt Dragon



### Huge Beast

Attributes: Agility d6; Smarts d4; Spirit d8; Strength d12+9; Vigor d12

Skills: Fighting d6; Intimidation d8; Guts d8; Notice d4

Pace 6; Parry 5; Toughness 16 (Armor 2)

### Special Abilities

-Armor 2 (Scaly Hide)

-Bite: Str + d8

-Huge: Characters gain a +4 to attack rolls against the krayt dragon

- Size +8: The krayt dragon can be as long as 40 feet.

-Tail Lash: The krayt dragon can sweep all opponents in its rear facing in a 3" long by 6" wide area. This is a standard Fighting attack and damage is equal to the krayt dragon's Strength -2.

-Hardy: The krayt dragon suffers no Wounds if Shaken twice.

## Mynock



### Medium Avian

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

Pace 8; Parry 2; Toughness 5

### Special Abilities

-Fly: The mynock can fly and climb at its listed pace.

- Immune to Radiation and Vacuum.

- Bite: Str +d4

## Nexu



### Medium Feline

Attributes: Agility d8; Smarts d6; Spirit d6; Strength d8; Vigor d8

Skills: Fighting d8; Guts d6; Notice d6; Intimidate d6; Climbing d8;

Pace 10; Parry 5; Toughness 8

# SAVAGE STAR WARS

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## Special Abilities

-Bite: Str +d8; AP 1

-Claws: Str + d6

-Improved Frenzy: The nexu may make two attacks each round with no penalty.

-Pounce: Nexu often pounce on their prey to best bring their mass and teeth to bear. IT can leap 1d6" to gain a +4 to its attack and damage. Its Parry is reduced by 2 until its next action when performing the maneuver, however.

-Low-Light Vision

-Size +2: Nexu can weigh up to 500lbs.

## Rancor



## Huge Beast

Attributes: Agility d6; Smarts d4 (A); Spirit d8; Strength d12+5; Vigor d8

Skills: Fighting d8; Notice d6; Intimidation d8; Guts d8

Pace 6; Parry; 6; Toughness 13 (Armor 2)

## Special Abilities

-Armor +2 (Thick Hide)

-Bite: Str + d8; AP 2

-Large: Characters add +2 when attacking a rancor due to their great size.

-Roar: As an action, the rancor can emit a terrifying roar. All those who hear the roar – typically anyone within a mile – must make a Spirit roll or be Shaken.

-Size +7: These fearsome creatures stand up to 30' tall and weigh over 20,000lbs.

## Reek



## Large Beast

Attributes: Agility d6; Smarts d4 (A); Spirit d8; Strength d12 +4; Vigor d12

Skills: Fighting d6; Guts d8; Notice d8

Pace 7; Parry 5; Toughness 12 (Armor 2)

## Special Abilities

-Horns: Str + d6

-Gore: Reeks charge maneuver to gore their opponents with their horns. If they can move 6" before attacking, they gain +4 to their damage total.

-Size: +3: Reeks are just a bit larger than rhinos.

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Tauntaun



Large Beast

Attributes: Agility d8; Smarts d4 (A); Spirit d6; Strength d12; Vigor d8

Skills: Fighting d4; Guts d6; Notice d6

Pace 10; Parry 4; Toughness 10

Special Abilities:

- Fleet-Footed: Tauntauns roll a d8 when running instead of a d6.

- Armor +2 (Thick Hide)

- Cold Resistant: Tauntauns gain a +4 to resist the effects of Cold.

- Size +2: Tauntauns weigh between 800 and 1000lbs.

Wampa



Large Beast

Attributes: Agility d6; Smarts d6 (A); Spirit d8; Strength d12 + 1; Vigor d10

Skills: Climbing d8; Fighting d8; Guts d6; Notice d8; Stealth d8

Pace 6; Parry 6; Toughness 9 (Armor 1)

Special Abilities:

- Armor +1 (Thick fur)

- Claws: Str + d6

- Camouflage: Wampas add +4 to Stealth rolls in snowy terrain because of their white fur.

- Frenzy: A wampa makes two attacks each round with a -2 penalty to both.

- Resistance (Cold): Immune to background cold.

- Size +1: Wampas are taller than humans

# SAVAGE STAR WARS

## HEROES AND VILLAINS

All the characters presented in this section are Wild Cards.

Anakin Skywalker (As of Attack of the Clones)



Seasoned Human

Attributes: Agility d8; Smarts d6; Spirit d8; Strength d6; Vigor d6

Parry 6; Toughness 5; Pace 6; Charisma 0; Force Points 5

Skills: Driving d8; Piloting d10; Repair d8; Fighting d8;; Knowledge – Jedi Order d4; Language – Binary d4; Force d6.

Languages: Basic and Huttese

Force Powers: *Pilot; Move Object; Push; Increased Fighting; Surge; Telepathy; Increased Attribute; Parry.*

Edges: Force Sensitive (free); Vergence; Jedi; Arcane Background (Force); Lightsaber Defense.

Hindrances: Overconfident.

Equipment: Lightsaber (Blue), cybernetic right arm; Jedi robes; aquata breather; SR comlink; utility belt.

Description: Anakin Skywalker is the apprentice to Jedi Master Obi-Wan Kenobi. Discovered by Qui-Gon Jinn as potentially the “Chosen One” prophesied to bring balance to the Force by destroying the Sith, Anakin is strong with the Force, an outstanding pilot, and very mechanically adept, frequently building and modifying his own equipment as it suited him. Brash and passionate for a Jedi, Anakin would let his fear of loss of those special to him consume him into doing the unthinkable, and plunge the galaxy into darkness.

Darth Vader (As of A New Hope)



Legendary Human

Attributes: Agility d8; Smarts d6; Spirit d8; Strength d12; Vigor d10.

Parry; Toughness 12 (Armor 5); Pace 6; Charisma -2. Force Points 20 (18 Dark Side).

Skills: Driving d10; Piloting d10; Repair d10; Fighting d10; Knowledge – Jedi Order d6; Knowledge – Sith Order d6; Knowledge – Imperial Military d6; Knowledge – Tactics d6; Force d10; Guts d8.

Languages: Basic; Huttese; and Binary.

Force Powers: *Pilot; Move Object; Push; Increased Fighting; Surge; Telepathy; Increased Attribute; Parry; Crush; Rage; Hatred; Heal Self; Shroud.*

Edges: Force Sensitive (free); Vergence; Jedi; Jedi Knight; Sith; Sith Warrior; Sith Lord; Expert Lightsaber Defense; Master Lightsaber Defense.

Hindrances: Overconfident; Vengeful; Mean; Terminally Ill (when not wearing the suit or in a chamber); Enemy – Rebellion,

Equipment: Lightsaber (Red); Cybernetically Enhanced Sith Armor and Helmet\*; Star Destroyer; TIE Advanced x1 Starfighter.

\*Note- Lord Vader cannot survive long without this suit or outside of a specially designed meditation chamber. He begins to die in a matter of minutes without either of these devices to sustain him.

Description: Darth Vader, Dark Lord of the Sith, is the loyal servant and apprentice to the Sith Lord Emperor Palpatine (a.k.a. Darth Sidious). Formerly Anakin Skywalker, Darth Vader pledged himself to the service of Lord Sidious to learn



# SAVAGE STAR WARS

of a way through the Dark Side of the Force to prevent the death of his wife Senator Padme Amidala. In so doing, he betrayed the Jedi Order, killing most of them and scattering the survivors across the galaxy. He churns a special hatred for himself for believing he had inadvertently killed the woman he loved. That hatred would push him to build the Empire and punish all that would defy the peace he and his Emperor had sacrificed so much to attain for the galaxy.

Obi-Wan Kenobi (As of Revenge of the Sith)



Heroic Human

Attributes: Agility d8; Smarts d8; Spirit d8; Strength d6; Vigor d8

Parry 6; Toughness 6; Charisma 2; Force Points 20.

Skills: Force d8; Driving d6; Fighting d8; Shooting d6; Riding d6; Persuasion d6; Knowledge – Tactics d6; Piloting: d8; Guts d6.

Languages: Basic and Shryrook

Force Powers: *Move Object; Push; Telepathy; Pilot; Parry; Surge; Empathy; Heal Self; Heal Another; Stasis.*

Edges: Force Sensitive (free); Jedi; Arcane Background (Force)(free); Lightsaber Defense (free); Jedi Knight; Jedi Master; Expert Lightsaber Defense(free); Master Lightsaber Defense(free); Command; Fervor; Charismatic; Connections (Jedi Order) (free)

Hindrances: Loyal; Vow – Jedi Order.

Equipment: Lightsaber (Blue); Jedi Robes; Utility Belt; Aquata Breather; SR Comlink; Eta-S Actis Starfighter.

Description: Jedi Master Obi-Wan Kenobi is one of the heralded heroes of the Clone Wars. Trained by Jedi

Masters Qui-Gon Jinn and Yoda, Obi-Wan would go onto train Anakin Skywalker in the ways of the Force at the request of Qui-Gon Jinn's dying wish. A wise and strong warrior, Obi-Wan is a capable leader and a good pilot in his own right, and a master swordsman. After his failure to prevent his apprentice's seduction to the Dark Side, Obi-Wan would face Vader at the volcanic world of Mustafar and defeat him. But he couldn't bring himself to kill the man he had come to love as a brother. He would take Anakin's twin son Luke to Tatooine to hide him from his evil father.

Darth Sidious (As of Revenge of the Sith)



Legendary Human

Attributes: Agility d6; Smarts d12; Spirit d12; Strength d4; Vigor d6

Parry 6; Toughness 5; Pace 6; Charisma 2; Force Points: 25 (All Dark Side)

Skills: Force d12; Fighting d8; Driving d6; Piloting d6; Persuasion d10; Intimidation d10; Taunt d10; Knowledge – Galactic Politics d12; Knowledge – Sith Order d10; Knowledge – Jedi Order d10; Guts d6.

Languages: Basic; High Galactic; Shryrook; Huttese.

Force Powers: *Lightning; Move Object; Increased Attribute; Shroud; Hatred; Increased Fighting; Parry; Push; Foresight; Telepathy; Empathy; Rage; Charisma.*

Edges: Force Sensitive; Sith; Lightsaber Defense; Sith Warrior; Expert Lightsaber Defense; Sith Lord; Master Lightsaber Defense; Filthy Rich; Connections – Galactic Republic/Empire; Noble – Emperor; Charismatic;

Hindrances: Elderly; Overconfident; Enemy – Rebellion; Enemy – Jedi Order.

Equipment: Lightsaber (Red); Sith Robes; Fine Clothing; Empire.



# SAVAGE STAR WARS

Description: Arguably the most diabolical figure the galaxy has ever known, Darth Sidious had triumphantly achieved what it took the new Sith Order under Darth Bane more than a thousand years to accomplish where direct force of arms could not – wipe out the Jedi Order, and establish the Sith as rulers of the galaxy. Known to the general public as Supreme Chancellor and then Emperor Palpatine, Sidious established a tyrannical rule over the galaxy using fear and an intricate system of political favors deliberated by his use of the Force to see into the future and tailor things according to his whims. Utterly ruthless, cunning, and sinister, Sidious is probably the most dangerous man in the entire galaxy.

Padme Amidala (As of Attack of the Clones)



Veteran Human

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

Parry 2; Toughness 5; Pace 6; Charisma 4

Skills: Shooting d6; Piloting d6; Notice d4; Persuasion d8; Guts d6; Taunt d6; Knowledge – Galactic Politics d8; Lockpicking d6.

Edges: Noble; Charismatic; Attractive; Luck; Rich

Hindrances: Enemy – Trade Federation; Enemy – Count Dooku; Heroic

Description: Senator Padme Amidala represents the world of Naboo in the Galactic Senate, where she was once her world's elected Queen during the Trade Federation's invasion of Naboo. A charismatic and capable politician, Senator Amidala fought against the Republic's raising of an army to pose as a deterrent for the Separatists. After an assassination attempt on her life, she reunites with an old acquaintance Jedi Anakin Skywalker, and fomented a romance that would result in her secret marriage to the Jedi.

Jar-Jar Binks (As of The Phantom Menace)



Novice Gungan

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

Parry 2; Toughness 6; Pace 6; Charisma 0

Skills: Knowledge – Navigation d8; Persuasion d4; Repair d6; Survival d6; Swimming d6; Taunt d4; Guts d4

Languages: Basic and Gunganese

Edges: Luck

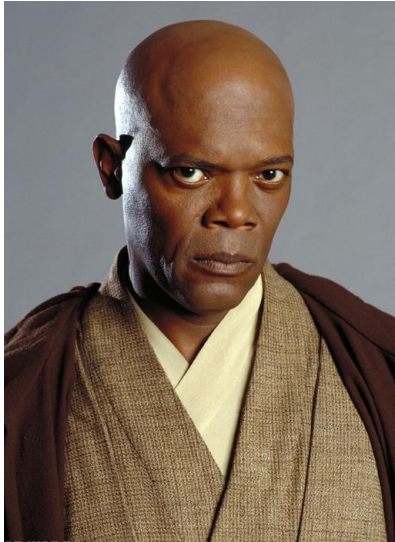
Hindrances: Clueless; Quirk (Always Hungry)

Equipment: Food; clothing.

Description: Jar-Jar Binks was encountered purely by chance by Jedi Qui-Gon Jinn and his apprentice Obi-Wan Kenobi as they were fleeing from Trade Federation Battle Droids on Naboo. Jar-Jar was exiled from the Gungan City of Otoh Gunga after a long string of clumsy antics that would culminate in Jar-Jar cracking a wall allowing a torrent of seawater to flood Boss Nass's party, and subsequently crashing his "heyblibber." Jar-Jar would help fight against the Droid Army during the Trade Federation invasion of Naboo as "Bombad General."

# SAVAGE STAR WARS

Mace Windu (As of Revenge of the Sith)



Legendary Human

Attributes: Agility d8; Smarts d8; Spirit d8; Strength d8; Vigor d6

Parry 6; Toughness 5; Pace 6; Charisma 0; Force Points 20

Skills: Force d12; Fighting d10; Guts d8; Investigation d6; Knowledge – Tactics d6; Knowledge – Jedi Order d8; Notice d4; Persuasion d8; Repair d4; Stealth d6; Streetwise d4; Survival d4; Tracking d6

Languages: Basic and Korunnai

Force Powers: *Endurance; Sense; Increased Fighting; Move Object; Heal Self; Surge; Heal Another; Control Animal; Battle Meditation*

Edges: Force Sensitive (free); Jedi; Arcane Background (Force) (free); Lightsaber Defense (free); Connections (Jedi Order) (free); Jedi Knight; Expert Lightsaber Defense (free); Jedi Master; Master Lightsaber Defense

Hindrances: Code of Honor; Stubborn; Vow (Jedi Order)

Equipment: Lightsaber (Purple); LR Comlink; Datapad; Utility Belt; Toolkit; Aquata Breather; Fusion Lantern

Description: Jedi Grand Master Mace Windu is one of the most prominent masters on the Jedi Council. Hailing from the world of Harun Kal, Mace was considered one of the greatest swordsmen among the Jedi, rivaling the skill of Yoda and Count Dooku. He would lead 212 Jedi into the Battle of Geonosis to rescue Obi-Wan Kenobi, Anakin Skywalker, and Padme Amidala from the clutches of the Separatists, and would go on to fight valiantly throughout the Clone Wars. He would meet his end by Darth Sidious thanks to the betrayal of Anakin Skywalker.

Yoda (As of The Empire Strikes Back)



Legendary Yngmon

Attributes: Agility d6; Smarts d8; Spirit d12; Strength d4; Vigor d4

Parry 7; Toughness 4; Pace 3; Charisma 2; Force Points 25

Skills: Force d12+2; Fighting d10; Knowledge – Jedi Order d10; Taunt d8; Streetwise d6; Piloting d4; Stealth d6; Repair d4

Languages: Basic, Shrywook, Enymonese; Hutttese; Binary

Force Powers: *All of them.*

Edges: Force Sensitive (free); Vergence; Jedi; Arcane Background (Force); Lightsaber Combat; Connections (Jedi Order); Jedi Knight; Expert Lightsaber Defense; Jedi Master; Master Lightsaber Defense; Charismatic; Professional Force User; Expert Force User; Master Force User. Power Points

Hindrances: Small; Elderly; Vow (Jedi Order); Heroic

Equipment: Small Lightsaber (Green); Jedi Robes; walking cane; pills.

Description: Jedi Grand Master Yoda is more than 900 years old by the time Luke Skywalker, his last apprentice, meets him on Dagobah. Wise and powerful, Yoda is the embodiment of the Jedi Order; patient and calm, serene even in the face of danger. He would fight valiantly against the likes of both Count Dooku and Darth Sidious, but to no avail.

# SAVAGE STAR WARS

Luke Skywalker (As of A New Hope)



## Novice Human

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

Parry 4; Toughness 5; Pace 6; Charisma 0; Force Points 5

Skills: Fighting d4; Shooting d6; Piloting d8; Driving d8; Repair d6; Notice d6; Knowledge – Tatooine d4; Force d4

Languages: Basic and Huttese

Force Powers: *Telepathy; Move Object; Parry*

Edges: Force Sensitive (free); Jedi; Arcane Background (Force) (free); Connections (Jedi Order) (free); Lightsaber Defense (free).

Hindrances: Heroic

Equipment: Lightsaber (blue); X-34 Landspeeder; Electrobinoculars; utility belt; desert hillbilly outfit.

Description: The son of Anakin Skywalker and Padme Amidala, Luke, along with his twin sister, Leia, were split up after his mother died in childbirth. Luke was taken to live with Owen and Beru Lars, his uncle and aunt, where he would be raised. It was when his uncle Owen bought a pair of droids that would change his life forever, and embark him on a destiny that would save the galaxy from tyranny.

Princess Leia Organa



## Seasoned Human

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

Parry 4; Toughness 5; Pace 6; Charisma 2

Skills: Shooting d6; Guts d10; Knowledge – Galactic Politics d8; Piloting d4; Stealth d4; Notice d6; Taunt d6; Persuasion d6

Languages: Basic and High Galactic

Edges: Noble; Rich; Attractive; Connections – Rebel Alliance

Hindrances: Big Mouth; Heroic;

Equipment: Excellent Quality Clothing; Sporting Blaster Pistol; SR Comlink

Description: Bold and charismatic, Leia Organa is a member of the Imperial Senate and a leader of the Rebel Alliance. She was instrumental in securing and delivering the Death Star's plans to Rebel forces on Yavin IV, even while captured by the dreaded Darth Vader and held on the Death Star itself awaiting execution.

# SAVAGE STAR WARS

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Han Solo (As of Return of the Jedi)



Veteran Human

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

Parry: 6; Toughness 5; Pace 6; Charisma 0

Skills: Fighting d8; Gambling d8; Guts d6; Notice d6; Persuasion d8; Piloting d8; Repair d4; Shooting d10; Streetwise d8; Survival d8; Taunt d6; Knowledge – Computer Use d6; Knowledge – Tactics d4

Languages: Basic, Shyrwook, and Hutttese

Edges: Scoundrel; Luck; Spaceborn; Ship – Millennium Falcon; Command; Gunslinger

Hindrances: Overconfident; Wanted – Empire; Wanted – Jabba the Hutt.

Equipment: Vest; Clothing; Heavy Blaster Pistol; Millennium Falcon; SR Comlink

Description: Han Solo was a smuggler and outright scoundrel who found himself fighting against the Empire at the right time the Rebellion needed him the most, nearly blowing Lord Vader out of the trenches so that Luke Skywalker can take the shot that would destroy the Death Star. Solo is captain of Millennium Falcon and Chewbacca is his first mate. He was captured by the notorious bounty hunter Boba Fett over Cloud City and was frozen for a number of years in carbonite before being freed by his future wife Leia Organa from the clutches of the vile Jabba the Hutt. He would repay their friendship by fighting alongside them to destroy the Death Star II at the Battle of Endor, and free the galaxy from the tyranny of the Empire.

Chewbacca (As of A New Hope)



Veteran Wookiee

Attributes: Agility d6; Smarts d6; Spirit d6; Strength d8; Vigor d8

Parry 5; Toughness 7; Pace 6; Charisma -2;

Skills: Fighting d6; Shooting d8; Piloting d6; Repair d8; Notice d6; Investigation d6; Stealth d4; Knowledge – Computer Use d4

Languages: Shyrwook and Basic

Edges: Alertness; Quick Draw; Brawny; Large.

Hindrances: Outsider

Equipment: Bandolier; Bowcaster; toolkit; SR Comlink; Datapad

Description: The companion to Han Solo, Chewbacca is over 200 years old at the time of the Battle of Yavin and he fought in the Clone Wars both against the Droid Armies of the Separatists and then subsequently against the clonetroopers who suddenly turned against the Jedi. Chewie had a life-debt he had to repay Solo over, but his friendship was such that he would stay by his friend's side through thick and thin.



# SAVAGE STAR WARS

Lando Calrissian (As of The Empire Strikes Back)



Veteran Human

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

Parry: 4; Toughness 5; Pace 6; Charisma 2

Skills: Fighting d6; Shooting d6; Gambling d8; Knowledge – Imperial Military d4; Knowledge – Business d6; Piloting d8; Streetwise d8; Stealth d6; Guts d6.

Edges: Noble; Scoundrel; Attractive

Hindrances: Loyal; Vow (Cloud City); Habit (Wears other people's clothes).

Equipment: Excellent Quality Clothing; Cloud City; Blaster Pistol

Description: The Baron Administrator of Cloud City, Lando Calrissian won that title at a Sabacc game. He found the life and responsibility of an administrator of a tibanna gas mine to his liking, along with the perks that came with the job. Before all that, he was a smuggler himself, owner of the Millennium Falcon, until he lost it to Han Solo in a game of sabacc. When he saw Han again at Cloud City, along with Princess Leia and Chewbacca, he made a choice to turn them over to the Empire in a deal that he thought would guarantee Bespin's autonomy from the Empire. He would have a change of heart when he realized that Lord Vader had no intention of keeping a bargain with him to allow Leia and Chewbacca to remain with him on Cloud City.

Jango Fett



Veteran Human

Attributes: Agility d8; Smarts d8; Spirit d6; Strength d6; Vigor d6

Parry 6; Toughness 9 (Armor 4); Pace 6; Charisma 0

Skills: Fighting d8; Shooting d8; Piloting d8; Throwing d6; Tracking d6; Driving d6; Riding d4; Knowledge – Computer Use d4; Investigation d6; Notice d6

Languages: Basic and Mandalorian

Edges: Bounty Hunter; Quick Draw; Rich; Ship – Slave I; Steady Hands; Connections- Count Dooku.

Hindrances: Overconfident; Wanted;

Equipment: (2) Heavy Blaster Pistols; Modified Mandalorian Combat Armor; Slave I; Money; Kamino Saber Darts.

Description: Jango Fett is a notorious bounty hunter who would become the template for the entire Republic Clone Army during the Clone Wars. A Mandalorian, Jango met with Darth Tyrannus on the moons of Bogdon for this job. He was paid a fortune, on top of also asking for an unmodified clone of himself for him to raise as his own son, Boba. When Jedi Master Obi-Wan Kenobi was investigating the assassination attempts on Senator Amidala, he tracked the assassin to Kamino and to Jango Fett. Fett fled the scene and journeyed to Geonosis where Obi-Wan followed him and alerted the Jedi Council of Jango's location and the Separatists intent, before being captured. During the rescue attempt to save Obi-Wan, Anakin, and Padme, Jango would meet his end at the hands of Jedi Grand Master Mace Windu.



# SAVAGE STAR WARS

Boba Fett (As of The Empire Strikes Back)



Veteran Human

Attributes: Agility d8; Smarts d6; Spirit d8; Strength d6; Vigor d8

Parry 7; Toughness 10 (Armor 4); Pace 6; Charisma 0

Skills: Fighting d8; Shooting d8; Throwing d4; Riding d4; Piloting d6; Driving d6; Tracking d8; Investigation d6; Streetwise d6; Repair d4; Notice d6

Languages: Basic, Huttese and Mandalorian

Edges: Bounty Hunter; Connections – Jabba the Hutt; Quick Draw; Ship – Slave I

Hindrances: Vengeful; Overconfident

Equipment: Blaster Carbine; Modified Mandalorian Combat Armor w/ Jetpack; Slave I; Thermal Detonator; Utility Belt; SR Comlink; Rocket Darts.

Description: One of the most notorious and feared bounty hunters in the galaxy, Boba Fett has a reputation for ruthlessness and professionalism that his clients have come to appreciate. He is the clone of the bounty hunter Jango Fett, and he inherited most of his property upon his death at Geonosis. Hired by Darth Vader to track down the Millennium Falcon, Boba Fett successfully tracks the Falcon to Bespin, and assists Vader in Solo's capture, in exchange for taking Solo to Jabba.

Darth Maul (As of The Phantom Menace)



Veteran Zabrak

Attributes: Agility d8; Smarts d6; Spirit d8; Strength d6; Vigor d8

Parry 7; Toughness 6; Pace 6; Charisma -3; Force Points 15 (All Dark Side)

Skills: Fighting d10; Shooting d6; Piloting d6; Tracking d6; Driving d6; Force d8; Knowledge – Sith Order d6; Repair d6.

Languages: Basic and High Galactic

Force Powers: *Rage; Push; Increased Fighting; Parry; Purge; Heal Self; Telepathy; Crush.*

Edges: Force Sensitive (free); Sith; Arcane Background (Force) (free); Lightsaber Defense (free); Connections – Sith Order (free); Ship – Scimitar; Sith Warrior; Expert Lightsaber Defense; Two-Fisted; Ambidextrous.

Hindrances: Uncouth; Mean; Vengeful.

Equipment: Double Lightsaber (red); Black Sith Robes; Sith Infiltrator *Scimitar*; Probe Droids; Utility Belt; Electrobinoculars.

Description: Darth Maul was the sinister apprentice of Darth Sidious. He was taken in by Sidious as a child and brutally indoctrinated into the ways of the Sith, and was taught Sith combat techniques. When Sidious believed he was ready, he set Maul down on a planet with a legion of deadly assassin droids that hounded him relentlessly until he managed to destroy them. Beaten and exhausted, Darth Sidious challenged Maul to a duel, and was not able to beat his master. At that point, Sidious explains to Maul that it's not a loss, that he has another, better apprentice ready to serve. Maul explodes into a rage, attacking his master with murderous fury, giving himself totally to the Dark Side of the Force. When that happened, he became Darth Maul forever. Maul was used as Sidious's weapon, sent on missions to eliminate one group of people or particular individuals here and there. He even whittled down the criminal syndicate Black Sun's leadership because they inadvertently would've interfered with Sidious's plans. Maul, however, would meet his end at the hands of a Padawan Obi-Wan Kenobi during the Invasion of Naboo.

# SAVAGE STAR WARS

Count Dooku (Darth Tyranus – As of Attack of the Clones)



Legendary Human

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

Parry: 7; Toughness 5; Pace 6; Charisma 2; Force Points 20 (All Dark Side)

Skills: Force d12; Fighting d10; Piloting d6; Persuasion d8; Notice d8; Stealth d6; Knowledge – Jedi Order d10; Knowledge – Sith Order d4.

Languages: Basic and High Galactic

Force Powers: *Lightning; Move Object; Increased Attribute; Shroud; Hatred; Increased Fighting; Parry; Push; Foresight; Telepathy; Empathy; Rage; Charisma.*

Edges: Force Sensitive (free); Jedi; Lightsaber Defense (free); Arcane Background (Force) (free); Connections – Sith (free); Jedi Knight; Expert Lightsaber Defense; Jedi Master; Master Lightsaber Defense; Sith Lord; Noble; Filthy Rich; Charismatic.

Hindrances: Elderly; Enemy – Jedi Order; Enemy – Galactic Republic; Delusional (minor)

Equipment: Curved-Handled Lightsaber (red); Excellent Quality clothing; SR Comlink;

Description: The titular head of the Confederacy of Independent Systems, Count Dooku is really Darth Tyranus, servant of Darth Sidious and a replacement for Darth Maul. Tyranus merely is following the plans of his master to pit the Republic against itself in a massive conflict meant to distract the Jedi from Sidious's real agenda. Lord Tyranus believes he may yet overcome the Sith, that he is the Chosen One who will destroy the Sith, and not some errant tow-headed boy from an obscure dust-ball.

R2-D2



Small Wheeled 2<sup>nd</sup> Degree Astromech Droid

Agility d6;; Smarts d6; Spirit d6; Strength d4; Vigor d6.

Pace 6; Toughness 4; Parry 2.

Skills: Repair d8; Piloting d8; Driving d6; Knowledge – Computer Use d8.

Equipment: Astromech Package; Periscope; Thrusters; three Additional Slots; Flare Dispenser.

Languages: Binary.

Description: An extremely well put-together little droid, R2-D2 has been through quite a few adventures with the Skywalker family over the years. He was once the property of the Royal House of Naboo and again with Senator Amidala before Anakin Skywalker would take him as his own throughout the Clone Wars. Afterward, he and his companion C-3PO would serve almost two decades with Captain Antilles on the Tantive IV, before Princess Leia would use him to deliver a message to General Obi-Wan Kenobi on Tatooine, along with the plans to the Death Star that he would eventually help Luke Skywalker, Anakin's son, to destroy. A feisty little droid, R2-D2 is daring, intuitive, and often gets in more trouble than he can handle.

# SAVAGE STAR WARS

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## C-3PO



Medium Humanoid 3<sup>rd</sup> Degree Protocol Droid

Agility d4; Smarts d6; Spirit d4; Strength d4; Vigor d4.

Pace 6; Toughness 4; Parry 2.

Skills: Persuasion d8; Taunt d4; Notice d4; Knowledge: Codes and Ciphers: d8; Knowledge – Computer Use.

Equipment: Protocol Package (capable of knowing more than 6 million forms of communication.

Edges: Custom-Built.

Hindrances: Yellow.

Description: C-3PO was initially built by Anakin Skywalker in part to help his mother Shmi around the house and in part because Anakin didn't have many friends as a slave to junk dealer Watto. 3PO followed Shmi to the Lars household, where in that time he finally got metal coverings to hide his nudity. When he was reunited with Anakin, 3PO would serve dutifully with his secret wife Padme throughout the Clone Wars. After Anakin's fall to the Dark Side, 3PO's memory was wiped when he was given to Captain Antilles along with his companion R2-D2. C-3PO is a dedicated servant that has served Jedi Knights and Crime Lords, and has even posed as an Ewok deity. He has led an existence few protocol droids would dare want.

# SAVAGE STAR WARS

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