SAVAGE

STAR WARS

Version 1.1

A SAVAGE WORLDS Conversion by John "Sheriff288" Brown

Special Thanks to Paul "Rorschach" Tobia, Jon "Red-24" Woodland, and Ted Arlauskas

⊐⚍ᗑↆᏤᗑↆᔌ
CONTENTS

Art Courtesy of:	https://www.swagonline.com
	https://www.starwars.com
	And the good old google image search
Star Wars Source info:	https://www.starwars.com/databank
	https://www.swrpgnetwork.com
	WotC RPG Sourcebooks
	Star Wars Essential Guides and Novels
	Online Star Wars Wikis
	My Brain
Layout and Design:	John Brown

"A long time ago...In a galaxy far, far away..."

Those words hold immense meaning for those of us that have grown up with George Lucas' Star Wars saga. Our minds cannot hide the treasure trove of exhilarating moments, colorful characters and exciting plot twists that we first experienced when we watched Star Wars saga for the very first time. Now take that wonder and channel it into playing your own hero, forging your own story in Georges' wonderful playground

After five years of play under the d20 gaming system I thoroughly enjoy the Star Wars RPG. In 2005 Wizards of the Coast announced they would no longer fully support the Role Playing Line of Star Wars and would concentrate its primary interests of the Star Wars License toward the Miniatures Game. With that announcement came this author's termination of support for anything Wizards and d20.

With such a plethora of information available for the Star Wars Universe on the Internet and in book form a system was needed that provided ease of use for all the available goodness! Let's just say converting to the d20 system is somewhat complicated with all the available skills, feats, and prestige classes.

It is virtually impossible to have a complete character without cross-classing so you can get spot, listen, search, computer use, and astrogation as class skills. I don't even want to get into waiting 10 levels and every extra feat so you can shoot with two pistols in the same round like Jango did.

Then came the answer to my prayers. During a RPG day Demo session at my local gaming store, I was introduced to Savage Worlds. I was immediately hooked. I read up on everything I could on the system. I downloaded every piece on information I could find and ordered the Savage Worlds Sourcebook immediately. With the fast paced action of the Star Wars movies and novels, A Fast, Furious, and Fun kick in the ass is what Star Wars needed. I read what other authors had done. Paul "Rorschach" Tobia, Jon "Red-24" Woodland, and Ted Arlauskas had put wonderful conversions on the internet. After reading their information and combining it with my ideas I have come up with this sourcebook for *Savage Star Wars*.

This is a labor of love, and I hope you enjoy using it for your campaigns, because I really enjoyed making and converting it.

John Brown

John Brown
September 12, 2005

CHARACTER CREATION

The heart of roleplaying games is the ability to make your own characters. *Savaged Star Wars* is one of the best in this area! Even though character creation is incredibly quick and easy, you still get all the crunchy detail you want to make your hero stand out from the crowd! Here are the basics, and you'll find a blank character sheet at the end of this book.

SPECIES

The Star Wars Universe has an incredible variety of species, each with its own outlook, and civilization. Even though humans dominate a large majority of the galaxy due to their resilience and ability to adapt too multiple environments, many intelligent alien species can be encountered everywhere in the Galaxy. All species have their own homeworld and customs. Thanks to hyperspace travel almost all species from the Core to the Outer Rim can go wherever they want in the Galaxy. In Savaged Star Wars you can be any Species from the Star Wars Universe, from a Kel-dor Smuggler to an Ewok Jedi. Not all species have been added to this rulebook, but any can be used. For more information on species refer to *The Ultimate Alien Anthology* by WotC,

Humans
Humans dominate the Galaxy and can be found everywhere. They are the ancestors of early spacefaring pioneers, conquerors, traders, travelers, and refugees. Humans come in all shapes, sizes, and colors. They tend to be great adventures as they are not afraid to try anything.

Human Bonuses: One free Edge, and a skill at d6

Bothans

Bothans hail from Bothawui, a cosmopolitan planet spared from the Galactic Civil War due to its neutrality. Bothans also have numerous colony worlds scattered throughout their small patch of indigenous space, like the planet Kothlis. Bothans arrange themselves in family clans, and the apostrophe in their surname separates their immediate family name with their clan name. Family is very important to Bothans, and clan loyalty is paramount; Bothans proudly display their clan sigils. Between clans, however, it is a different matter altogether. Bothan politics is known for subtle backstabbing maneuvers. While the Bothans aren't a violent people, their skills at *character* assassination are unparalleled. The Bothans are renowned for their information-gathering techniques. For over 300 years these aliens have been cultivating a vast network of operatives dedicated to gathering useful data. The Bothan reputation for skullduggery and deception has colored many a being's perception of them.

Bothan Bonuses: Agility d6, Alertness, Streetwise d6, Loyal (Clan), Size -1

Cerean

Cereans come from a remote utopian world, Cerea. Most Cereans are peaceful following farming traditions that date back thousands of years. The species includes more females than males and the Cerean hierarchy is matriarchal. Their high domed heads hold binary brains and two hearts beat in their chests. With a non aggressive heritage it is only rarely that a Cerean develops the desire to adventure.

Cerean Bonuses: Smarts d6, Danger Sense, Peaceful

Duros

The Duros blazed some of the oldest trade routes and hyperspace lanes in the galaxy as they ventured into the unknown, millennia ago. This species achieved star travel before the founding of the Republic, and have almost entirely abandoned the soil of their homeworld to travel among the stars. They rank alongside the Corellians as the most seasoned space travelers in the galaxy. One of the Duros' earliest colonization efforts was on Neimoidia, and over the millennia, the Neimoidians became a genetically distinct offshoot of the

Duros race. The Duros homeworld of Duro has weathered millennia of neglect. As the Duros took to the stars, much of their planet became increasingly polluted. As Duros political power was transferred from ancient royal rulers to a wealthy coalition of interstellar shipping firms, all connection to ancestral roots were severed. The Duros people embarked on a bold era of expansion, choosing to live in orbital cities or far-flung colony worlds.

Duros Bonuses: Agility d8, Smarts d6, Piloting d6, Spaceborn

Chiss

Chiss are a humanoid species with pale blue skin, blue-black hair and glowing red eyes. Their homeworld Csilla is cold world of glaciers and snowy wastes located deep within the unknown regions. Chiss culture is at the root of the disciplined species. Chiss are taught to approach their areas of

specialization with intense focus and harsh logic, driving Chiss culture to suppress emotion and avoid hasty emotions such as anger, fear and revenge. From this emotional coolness, and despite a socialist economic model, Chiss culture stresses individual responsibility and self-discipline. A strange diversion from this shrewd analysis is the Chiss consideration of a first strike as equivalent to the most horrible murder, which can be considered a strategically necessary option in the appropriate circumstance. Chiss distrust and dislike other species, viewing them as inferior.

Chiss Bonuses: Smarts d6, Spirit d6, Outsider

Ewok

The Ewoks are sentient furred bipeds native to the moon of Endor. They are curious individuals that stand about one meter tall. Although extremely skilled in forest survival and the construction of primitive technology like gliders and catapults, the Ewoks have yet to progress past

stone-level technology. They are quick learners, however, when exposed to advanced technology with simple mechanical processes and concepts.

Ewok Bonuses: Agility d6, Alertness, Size -1

Falleen

The Falleen are exotic, reptilian humanoids with scaled skin, cold blood, and pigmentation that alters according to mood. The sleek symmetry of Falleen features makes them among the most beautiful of all humanoid species. Enhancing that physical appeal are natural pheromones that make them practically irresistible to the opposite sex. They have harnessed the ability to control their skin color and have learned to use it as a covert weapon, reverting from their normal shades of gray-green to red or orange, for example, in order to exude an essence of confidence or mastery. Falleen have exceptional lung capacity, allowing them to stay submerged for prolonged periods. The Falleen are long-lived, with life spans averaging 250 standard years. Falleen are by nature a secretive species. They tend to be patient and pensive, and shun public displays of emotion. They possess an air of superiority for their discipline, and disdain the more openly passionate species of the galaxy for their lack of control. This bias has prevented the Falleen from spreading throughout the galaxy. Cultural arrogance fosters the belief that their homeworld of Falleen is the bastion of galactic civilization, and to travel elsewhere is folly.

Falleen Bonuses: Pheromones, Semi-Aquatic, Swimming d6

Gamorrean

From the planet Gamorr, the Gamorrean species consists of brutish, porcine humanoids that maintain a feudal level of technology, and tolerate a remarkable amount of violence in their everyday activities. Interstellar procedures programs for

visiting Gamorr consist of one line: *DO NOT VISIT GAMORR.* The Gamorrean culture is filled with bloodshed and constant wars. Gamorrean females (sows) are the productive members of their society. They own land, weave, hunt, cook, run businesses and manufacture goods. The males (boars) spend most of their time training for and fighting wars. Gamorreans live in clans, and these clans are the basis for their wars. Clans are ruled by clan chieftains, or warlords, and a council of females, called matrons. Clan females are all related, and can trace their ancestry to a common matriarch. A Gamorrean clan typically consists of about 20 sows and 50 boars, but these numbers vary widely.

Gammorean Bonuses: Strength d6, Vigor d6, Size +1, Simpleminded

Ithorian
Ithorians worship the "Mother Jungle," a spiritual entity of Ithor embodying the lush, tropical ecology of their world. Most Ithorians never set foot on their own planet, instead they live in floating cities above their world. Only three of their continents had been developed, the other two never having been touched by Ithorian hands. Ithorians are gentle and peace-loving, devoting much time to contemplating their ecology, and respecting all living things. Ithorians are curious and gregarious, and many have found their way to the stars. Their floating "herd" cities also have space-worthy counterparts, traveling the space-lanes like huge caravans. Each Ithorian herd-ship has a complex life-support system that replicates the environment of Ithor, complete with jungles, wildlife, and even weather patterns.
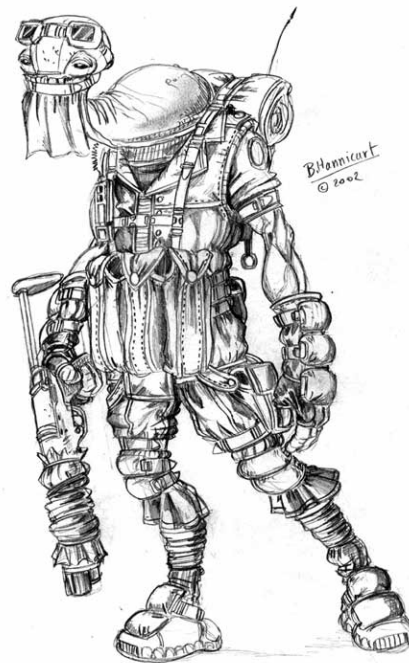
Ithorian Bonuses: Spirit d6, Survival d6, Tracking d6, Outsider

Jawa
Few have ever seen the ugliness that lies beneath a Jawa mask. Jawa faces are obscured by a cloud of insects that gather in the recesses of

their hoods, attracted by their foul odors. Their particular stench is a combination of poor hygiene and a mysterious solution into which Jawas dip their clothes to retain moisture. To Jawas, the odor is packed with information about each other, such as clan lineage, health, emotional state, even the last meal eaten. Jawas have evolved several important survival traits, such as exceptional night vision, and a strong immune system. Jawas have long been scavengers, as the Dune Sea provides a bounty of refuse. It is littered with derelict spacecraft wreckage from millennia of star travel. The Jawas have built homes and tools from these ancient scraps, and travel the dunes in sandcrawlers, cast-off mobile smelters from failed outlander mining attempts.

www.HennesseyPROJECT.com

Jawa Bonuses: Agility d6, Repair d6, Gadgeteer, Low Light Vision, Size -1, Outsider

Kel Dor

The Kel Dor originate from the planet Dorin, where they developed in an atmosphere of helium and a gas unique to their world. Consequently, more common atmospheres, including those that consist of oxygen, nitrogen, and carbon dioxide, are deadly to the Kel Dor. Those Kel Dor that operate beyond the confines of their homeworld must wear breath masks and protective goggles. The Kel Dor have a long and proud Force tradition, though they have adapted it to the Jedi tradition since joining the Republic over six thousand years ago. Kind-hearted, the Kel Dor nevertheless believe in swift justice. Kel Dor require their native atmosphere to survive. Without protective goggles outside their homeworld, a Kel Dor is considered blind. Without a breath mask, a Kel Dor begins to suffocate.

Kel Dor Bonuses: Agility d6, Smarts d6, Low Light Vision, Methane Breather (Fatigue rolls to avoid "drowning"), Restricted Vision (blind without protective eyepieces)

Mon Calamari

The Mon Calamari hail from the watery world of the same name, which they share with the squid-headed species called the Quarren. While both species speak the same native tongue, the Mon Calamari

have adopted Basic as their language. Mon Calamari and Quarren are very different in their outlook on life, as the Mon Calamari tend to be idealists and dreamers while the Quarren are pragmatic and realists. During the waning days of the Republic, Quarren politicians represented the various communities of the water world in the Galactic Senate. The Mon Calamari are shore-dwellers, land beings with an affinity for water. The Mon Calamari developed slowly, building an advanced technology around them. They contacted the Quarren, and after some confusion, developed a symbiotic relationship. The Quarren would provide the raw materials and metals while the Mon Calamari refined them into useful items of technology. Foremost among these items was the Mon Calamari's formidable fleet of exploration vessels. The Mon Cals (as the Quarren call them) began leaving their world to explore the islands in the stars.

Mon Calamari Bonuses: Smarts d6, Swimming d6, Low Light

Vision, Aquatic, Heat/Dehydration Sensitive

Noghri
The Noghri are Barely over a meter tall, these gray-skinned bipeds have wiry muscles, incredible reflexes, and surprising strength. They are deadly warriors that have grown up in unthinkable hardship, on a world forever despoiled by warfare. The Noghri evolved on the planet Honoghr. Decades ago, a furious space battle raged over their world, and a shattered capital ship plunged into their primitive planet. The resulting environmental catastrophe poisoned their waters and soils.

Noghri Bonuses: Agility d6, Strength d6, First Strike, Vow, Size -1

Quarren
The Quarren evolved deep in the murky oceans of Mon Calamari. When they were first discovered by their world-mates the Mon Cals (as they call them), there was some initial confusion. The Quarren weren't as quick to evolve culturally

as the Mon Calamari. As the Quarren rose to the surface from their ocean depths and met their cousins, they invariably attacked the Mon Cals. The Calamarians, equipped with better technology and higher intellect, bested the Quarren each time. After years of this, the Quarren were driven to near extinction. This prompted the Mon Cals to perform a daring and controversial social experiment. The Cals had captured nearly a million Quarren throughout their struggles, yet did not want to free them, for they feared the Quarren would only fight until the Cals were forced to kill them. Instead, the Cals attempted to civilize the Quarren. The Quarren preferred the ocean depth as their home, but the two species eventually began working together. The Cals provided greater ideas and new concepts to the Quarren, while the Quarren mined the deep-sea metals to make those ideas into reality. The result was a network of advanced, floating cities on Mon Calamari. The Quarren prefer to live in the dark, deep portions of the cities, while the Cals live closer to the sunlight.

Quarren Bonuses: Vigor d6, Swimming d6, Aquatic, Dark Vision, Heat/Dehydration Sensitive, Outsider

Rodian
Rodians evolved as hunters, killing much of the wildlife and predacious species on their planet to extinction. The Rodians grew restless with nothing to hunt, and turned to hunting each other in gladiatorial combat. One of the greatest of the Rodian Grand Protectors called an end to this self-slaughter around the time that Republic ships made contact with the species. The Grand Protector saw the expansion into the galaxy as an opportunity for the Rodians to hunt new species and targets. As a result, many Rodians have taken to bounty hunting. Many take on contracts as part of grand games and contests, caring nothing for the concept of law enforcement. Rodian society awards bounty hunting in a wide variety of categories -- Longest Trail, Most Notorious Capture, Best Shot and more. Because some Rodians have taken to padding their hunts by allowing their quarries to commit further crimes, increasing their bounties, these aliens have a shady reputation. This combined with the pungent pheromones that Rodians naturally exude, has fomented an increasingly common intolerance towards their kind.

Rodian Bonuses: Agility d6, Notice d6

Sullustan Bonuses: Agility d6, Low Light Vision, Direction Sense, Size -1

Sullustan

Standing 1 to 1.5 meters tall, Sullustans live in vast subterranean caverns beneath the surface of their homeworld. Sullust is a volcanic planet, with a harsh atmosphere. The underground caverns teem with small life-forms that the Sullustans hunt for sources of food and clothing. The few predators that wander the planet's surface rarely venture underground. Sullustans speak a chattering language and are known throughout the galaxy as capable pilots and navigators. Sullustans have perfect direction sense and memory, allowing them to remember the paths they have traveled, and maps they may have seen. This sense is a necessity in the labyrinthine caves of Sullust. The people of Sullust have achieved a high-level of technology, and their underground cities are popular among traders who visit the cobbled streets and the wide variety of shops

Trandoshan

Trandoshans are large, reptilian humanoids from the planet Trandosha (or Dosha), they have supersensitive eyes that can see into the infrared range and the ability to regenerate lost limbs when they are young. They also shed their skin. The Trandoshans are a warlike species who allied early with the Empire, taking Wookiees as slaves. Trandoshan religion consists mainly of trying to score enough Jagannath points, earned through bounty-hunting or slavery-based kills, to appease the main goddess, or Scorekeeper. Thus, many Trandoshans are bounty hunters or slavers, operating both inside and outside the boundaries of the law. They take particular pleasure in skinning Wookiees for their pelts.

Trandoshan Bonuses: Vigor d6, Natural Armor +1, Infravision, Enemy (Wookiees)

Twi'Lek

The Twi'leks use their head-tails, or lekku, when they speak their native tongue of Twi'leki. The language is a combination of physical and linguistic communication, with spoken word being supplemented by subtle twitches and moves from the lekku. They have a sly disposition of patience and adaptability. As the Twi'leks learned from evolving through the harsh storms of their world, strength does not always come from confrontation. Often, as a Twi'lek proverb says, "one cannot defeat a heat storm, one must ride it." The Twi'leks have developed an industrial-level technology, with windmills and turbines providing power to their homes and industries carved into the Ryloth mountains. Each city complex is autonomous, and governed by a head-clan. Having no native space-faring technology, the Twi'leks instead rely upon neighboring systems (such as Tatooine), pirates, smugglers, and merchants for their contact with the galaxy. The planet Ryloth provides

the galaxy with ryll, a powerfully addictive spice. Twi'leks have adapted to the criminal attention brought to their world by selling their own people into slavery. This way, the Twi'leks have something to give the criminals, and still retain control of the ryll mines. Unfortunately many Twi'leks, mostly female, bare the brunt of this despicable trade-off.

Twi'Lek Bonuses: Culturally Adaptable (+2 Charisma), Low Light Vision

Wookiee

Shaggy giants from an arboreal world, the tall and commanding Wookiee species is an impressive sight to even the most jaded spacer. Despite their fearsome and savage countenance, Wookiees are intelligent, sophisticated, loyal and trusting. Loyalty and bravery are near-sacred tenets in Wookiee society. When peaceful, Wookiees are tender and gentle. Their tempers, however, are short; when angered, Wookiees can fly into a berserker rage and will not stop until the object of their distemper is sufficiently destroyed. Their home planet, Kashyyyk is a world enveloped in immense forests. Inland, the trees are so tall and dense that a layered ecosystem has

evolved within its branches. The closer one approaches to the forest floor, the more dangerous and primeval the environment becomes. Wookiees inhabit the upper levels of the forest, having built their massive cities within the interwoven canopy.

Wookie Bonuses: Strength d6, Size +1, Berserk, Loyal, Limited Language, Outsider

Zabrak

Zabrak are humanoids with prominent vestigial horns and well-developed mental willpower. The species is divided into a number of different races, each exhibiting different horn patterns. Zabrak are also fond of intricate facial tattoos designed to reflect their individual personalities. Zabrak were one of the earliest spacefaring species and they have explored large sections of the galaxy. Their homeworld of Iridonia is a frighteningly harsh planet, which has led many Zabrak to settle on other worlds, including Talus and Corellia. The Zabrak also maintain eight colonies throughout the Mid Rim region of space, and most Zabrak actually identify themselves by their colony first and foremost. All members of the species speak Zabraki and Basic, but they may adopt local languages as well. As fitting their pioneer spirit, Zabrak are viewed as independent and strong-willed. Zabrak are proud, strong, and confident beings. They believe that nothing is truly impossible and will strive to prove skeptics wrong at every turn. Some Zabrak carry themselves with an air of superiority, and they frequently discuss the achievements of their species and home colonies with a pride that can border on arrogance. As warriors or adventures, Zabrak tend to be dedicated, intense, and extremely focused. Zabrak are still considered among the galaxy's most prominent explorers, but their personalities, survival instincts, and incredible willpower also make Zabrak well-suited to nearly any adventuring profession.

Zabrak Bonuses: Spirit d6, Survival d6

Droid

See page 28 for rules on creating a Droid Hero.

Traits

• Your hero starts with a d4 in each attribute, and has 5 points with which to raise them. Raising an attribute a die type costs 1 point.

• You have 15 points for skills. A list of standard skills appears to the right. Note that skills in Savage Worlds are very broad. You don't have to take Fighting for your sword, dagger, dirk, and axe—Fighting covers it all. Remember, this is a game of Fast! Furious! Fun!

• Each die type in a skill costs 1 point up to the linked attribute. Going over the linked attribute costs 2 points per level.

• Charisma is equal to the total bonuses or penalties given by Edges and Hindrances.

• Pace is 6".

• Parry is equal to 2 plus half Fighting.

• Toughness is equal to 2 plus half Vigor. Go ahead and add the bonus granted by the armor worn on your torso to this value as well for speed's sake, but remember it may not count if attacks target other parts of the body.

Skill List
Skill Linked Attribute

Skill	Linked Attribute
Boating	Agility
Climbing	Strength
Driving	Agility
Fighting	Agility
Gambling	Smarts
Guts	Spirit
Healing	Smarts
Intimidation	Spirit
Investigation	Smarts
Knowledge	Smarts
Lockpicking	Agility
Notice	Smarts
Persuasion	Spirit
Piloting	Agility
Repair	Smarts
Riding	Agility
Shooting	Agility
Stealth	Agility
Streetwise	Smarts
Survival	Smarts
Swimming	Agility
Taunt	Smarts
Throwing	Agility
Tracking	Smarts

All skill descriptions are located in the Savage Worlds Rulebook pages 16-19

• You gain additional points for taking up to one Major Hindrance and two Minor Hindrances. You'll find a summary of all basic Edges & Hindrances on pages 20-37 of the Savage Worlds Rulebook

For 2 points you can:
• Gain another attribute point.
• Choose an Edge.

For 1 point you can:
• Gain another skill point.
• Increase starting funds by 100%

Savaged Star Wars adds one Major Hindrance to the game.

The Dark Side
The power of the Dark Side is very tempting to those who would use the force for selfish means. It is also very damaging to the character who taps into its abilities. The temptation to the Dark Side is that it takes half the number of power points to perfom force powers. The easy way to power is not always the best way. When a character calls upon the power of the Dark Side to use their powers the character must make a Spirit roll verse a target number 5 plus their current number of Dark Side Points. If the Character fails they receive a Dark Side Taint. When a Character receives 4 taint points they have become consumed with the Dark Side. A consumed Jedi can be redeemed by performing acts of heroism or not leveling.

Dark Side Tainted/Consumed (Major) Requirements: Force Attuned Edge
Dark Side Tainted characters must spend two bennies to get the effect of one benny, unless the roll is to commit an evil act or make a soak roll. Consumed characters may only spend bennies on evil actions or soak rolls. Consumed characters are usually discouraged except when running an evil campaign. When a Character slips to the Darkside they receive this Hindrance automatically from the GM. It is up to the GM's discretion to let characters start the game with a Dark Side Hindrance.

BACKGROUND EDGES

The following edges are not appropriate for Savage Star Wars: Champion, Holy/Unholy Warrior, Mentalist, and Wizard. Savaged Star Wars adds the following Edges to the Game. Edges related to the Arcane Background (Weird Science) can be taken, but the Arcane Background is not required due to the Star Wars setting. All power for items will come from power packs, not power points.

Force Attuned
Requirements: Novice
The character has an affinity with the Force whether they are aware of it or not. The character starts play with an extra benny. Force Attuned characters may have

good or bad feelings about specific situations. The GM will let the character know when they have these feelings and what the source of their anxiety or excitement is. In some cases, this may translate to a +2 bonus to an appropriate skill such as Notice, Persuasion or Streetwise. The character must be careful of what actions they take or they may gain the Dark Side Tainted hindrance.

SPECIES EDGES

Culturally Adaptable +2 Charisma

Direction Sense +2 to Common Knowledge rolls to remember direction, maps, and paths

Limited Language can only speak native language

Heat/Dehydration Sensitive suffer a -2 penalty to avoid Fatigue due to heat/dehydration

Peaceful -2 to resist or perform a Test of Will

Spaceborn Increasing Vigor costs 2 points at character creation or two level-ups

Pheromones Charisma +4 versus opposite sex if able to smell

Semi-Aquatic hold breath for 15 minutes before rolling for Fatigue

Simpleminded Increasing Smarts costs 2 points at character creation or two level-ups

COMBAT EDGES

Lightsaber Defense
Requirements: Jedi Padawan
A character can declare saber defense by spending an action during his turn. Saber Defense can be used with a held action and does not require an opposed Agility roll since the character is reacting to the shots, not interrupting them.
The character makes a Fighting roll. With a standard success, attackers must subtract 2 from any Shooting rolls while using weapons that do not have an area of effect. A raise increases the penalty to –4. If the attacker is using a blaster or other energy weapon and rolls a 1 on the Shooting die (or a Wild Card rolls snake eyes) the bolt is defected back and hits the attacker for normal damage.

Improved Lightsaber Defense
Requirements: Rank: Seasoned+, Saber Defense
The Shooting penalty of Lightsaber Defense protects any allies within 2" of the character. This effect does not stack in the case of multiple overlapping Lightsaber Defenses.

POWER EDGES

Jedi Padawan
Requirements: Novice, and Jedi
Jedi Knights gain a +1 to damage with Lightsaber, and Power Points.

Jedi Knight
Requirements: Veteran, Jedi Padawan, Lightsaber Defense

Jedi Knights gain a +1 to damage with Lightsaber, and Rapid Recharge.

Jedi Master
Requirements: Legendary, Jedi Knight, Improved Lightsaber Defense
Jedi Masters gain a +1 to damage with Lightsaber, and Improved Rapid Recharge.

A Jedi Padawan does 3d8+1 damage with his Lightsaber, a Jedi Knight does 3d8+2 damage with his Lightsaber, finally a Jedi Master he will have 3d8+3. This does not account for the +1 bonus for the Jedi receives for constructing her own Lightsaber.

PROFESSIONAL EDGES

Slicer
Requirements: Smarts d8+, Knowledge (Computers) d8+
Slicers gain +2 to all Investigation, Knowledge rolls (including common knowledge) when using a computer and +2 to Repair rolls when fixing or modifying a computer.

Jedi

Requirements: Novice, Force Attuned, and AB (Force Use)
Jedi learn mastery of the light side of the force through rigorous training and study. Jedi learn the correct use of their weapon of choice, the Lightsaber. Jedi is a requirement for Saber Defense. Jedi gain the hindrance Vow (major) as a pledge to the Jedi Code, and the skill Knowledge (Lightsaber) d4

Bounty Hunter

Requirements: Rank: Seasoned, Smarts d6+, Tracking d8+
Bounty Hunters gain +2 to all Tracking, Streetwise, and Knowledge rolls (including common knowledge) regarding the target of a hunt. The Bounty Hunter must start with a basic dossier of information on the target before the bonus can be used.

Smuggler

Requirements: Seasoned, Spirit d8, and Ace
Smuggler Gains Charismatic, and Luck, Gambling d6, and Wanted (Minor)

ARCANE BACKGROUNDS

The Force is an energy field created by all living things. It surrounds us, penetrates us, and binds the galaxy together. The Force is life, and life is the Force. The Two aspects of the Force are as follows: The light side and the dark side, The light side of the Force is the facet of that energy field aligned with good, benevolence, and healing. The dark side of the Force is the element aligned with fear, hatred, aggression, and malevolence; this side of the Force seems more powerful, though it is just more tempting to those that can touch upon the power.

For Savaged Star Wars the Force is considered an Arcane Background. For ease of use, we call the effects of the Force "powers." All Star Wars Powers are listed below and Limited to the following list.

Savaged Star Wars Powers
- ❑ Affect Mind
- ❑ Bolt (Force Lightning)*
- ❑ Boost Trait (Enhance Ability, Enhance Senses, and Battlemind)
- ❑ Lower Trait (Drain Energy)*
- ❑ Detect/Conceal Arcana (See Force, Force Stealth)
- ❑ Dispel (Drain Energy)
- ❑ Force Jump
- ❑ Fear*
- ❑ Illusion
- ❑ Speed (Force speed)
- ❑ Telekinesis (Move Object, Throw Lightsaber, Force Grip*, Force Strike)

* These powers require the Jedi to call on the power of the Dark Side, and will incur the Minor Hindrance Dark Side Taint.

Power Points
Arcane characters energize their powers with "Power Points." Heroes recover Power Points at the rate of 1 point per hour.

Using a Power
To use a power, the character simply declares the power he's using, spends the desired number of Power Points, and makes the appropriate skill roll. If the roll is failed, there's no effect but the Power Points are lost. If successful, consult the particular power to determine the results. It lasts for a number of rounds equal to its Duration, and some can be maintained additional rounds for Power Points. Some powers have variable effects depending on how many Power Points are used to cast them. As explained above, the player must spend the desired Power Points *before* rolling his character's arcane skill to see if he's successful.

The Force
Arcane Background (The Force)
Arcane Skill: Spirit
Requirements: Force Attuned
Starting Power Points: 10
Starting Powers: 2
The Force has two aspects light and dark. The dark side seduces and corrupts force users. In order to walk the light side force users must resist temptation, resist anger, and resist acts of evil. Force users suffer no ill effects from rolling a 1 on the force use die.

Force Powers
Use of the Force is most often subtle and serves to affect the force user. Force users have the following powers from the Savage Worlds Rulebook pages 77-89. The Trappings and limitations for the Star Wars Universe are described; use the Savage Worlds Rulebook for power descriptions. Darkside Powers are annotated with an asterisk *.

Bolt (Force Lightning)*
Trappings: Blue Force lighting shooting from the fingertips of a dark Jedi. This power requires the Jedi to call on the power of the Dark Side, and will incur the Minor Hindrance Dark Side Taint.
See page 82 of the Savage Worlds Rulebook for Bolt Rules.

Boost Trait (Enhance Ability, Enhance Senses, and Battlemind)
Range: Self
Trappings: Boost Trait is an often-used power to enhance Attribute, or enhance skills. Boost Trait and Lower Trait are treated as separate powers.
See page 82 of the Savage Worlds Rulebook for Boost Trait.

Lower Trait (Drain Energy)*
Trappings: Lower Trait is used to drain an attribute or skill for the duration of the round. Boost Trait and Lower Trait are treated as separate powers. This power

requires the Jedi to call on the power of the Dark Side, and will incur the Minor Hindrance Dark Side Taint.
See page 82 of the Savage Worlds Rulebook for Lower Trait.

Deflection (Force Defense)
Range: Self
Trappings: Deflection allows the Jedi to become one with the force to enhance their ability to defend themselves
See page 83 of the Savage Worlds Rulebook for Deflection.

Detect/Conceal Arcana (See Force, Force Stealth)
Trappings: This power is used to detect or conceal force users and places powerful in the force. Detect Force will also inform the user of emotions and feelings related to the target.
See page 83 of the Savage Worlds Rulebook for Detect/Conceal Arcana.

Dispel (Drain Energy)
Trappings: Dispel Energy can be used on inanimate objects to drain the energy from the item. I.e. blaster energy cells, Ships Fuel Cell, etc.
See page 84 of the Savage Worlds Rulebook for Dispel.

Fly (Force Jump)
Rank: Novice
Range: Self
Duration: Instant
Trappings: Force Jump increases the horizontal and vertical leap of a character by 25" with a success. A character may attempt one use of force jump when falling. Each success reduces falling damage by 5

points; a raise reduces damage by 10 points.

Fear*
Trappings: This power requires the Jedi to call on the power of the Dark Side, and will incur the Minor Hindrance Dark Side Taint.
See page 84 of the Savage Worlds Rulebook for Fear.

Healing (Heal Self, Heal Another)
Trappings: The Jedi uses the power of the Force to heal Themselves and others.
See page 85 of the Savage Worlds Rulebook for Heal.

Puppet (Affect Mind, Illusion)
Rank: Novice
Range: 12
Trappings: Subtle waving of a hand and can sub vocalize suggestions.
Affect mind is an opposed roll versus the target's Spirit. Success causes a minor distraction (Obi-Wan at the tractor beam "What was that?"). One raise will implant a mental suggestion ("These aren't the droids you're looking for"). You can use the force to manifest false visual and auditory images that seem

completely real to those who perceive them.

Illusion creates an illusion to trick distraction or even harm those who perceive them. (Even though the illusion can't hurt the person, it can provoke them to make a fatal mistake.)

Speed (Force speed)
Range: Self
Trappings: This power allows the Force user to enhance his speed.
See page 87 of the Savage Worlds Rulebook for Speed.

Telekinesis (Move Object, Throw Lightsaber, Force Grip*, Force Strike)
Trappings: Telekinesis allows the Force user to move and throw objects as weapons, including utilizing their Lightsaber as a ranged weapon (aka boomerang throw) using the characters shooting dice for this attack. Force Grip requires an opposed roll versus the targets Spirit doing Spirit+2 damage. If the target passes his roll he receives half damage. Force Strike is using the force as to knock an opponent down or cause them damage (Spirit+2), opposed roll vs targets Agility. Force Grip requires the Jedi to call on the power of the Dark Side, and will incur the Minor Hindrance Dark Side Taint.
See page 87 of the Savage Worlds Rulebook for Telekinesis.

Gear comes in all shapes and sizes, from the backpack to the Stormtrooper's armor, the Flightsuit worn by a rebel pilot to the Blastech DL-44 carried by Han Solo. Common Items such as clothes are no brainers but here is some Star Wars specific Gear.

Credits

Money takes the form of "galactic credits standard". This is a universal unit of currency. Although the galactic credit is standardized, local mints (presumably operating at a planetary or sector level) produce coins bearing regional symbols and labels. Sophisticated electronic devices called credit chips are also used to record credit transactions. Credit chips are supposed to have nearly impregnable security and encryption.

EQUIPMENT

Aquata Breather

The A99 aquata breather is a compact mouthpiece designed to supply its wearer with a breathable gas. The A99 has advanced filters to allow it to function underwater, in a vacuum, and in certain poisonous environments. The A99 has a number of variants to accommodate a variety of alien physiologies The A99's miniature compressed air tanks can supply two hours of oxygen. Cost: 350

Breath Mask

Breath masks are portable filtering systems which cover the mouth and nose and provide life-sustaining gases for limited amounts of time; they provide no protection from cold or the vacuum of space. Most breath masks only work for one hour of continuous usage before their filters are spent. Cost: 200

Comlink

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

Datapad

Datapads are personal computers which are small, light and portable; they are the Palm Pilots of the Star Wars universe since paper is rarely, if ever, used. They are often attached to a belt or pocket for easy carrying. They are most often used as data storage and retrieval devices, and as such can store relevant personal data, encyclopedic entries and other basic information; they cannot perform higher level functions, such as computing astrogation journeys. Cost: 1000

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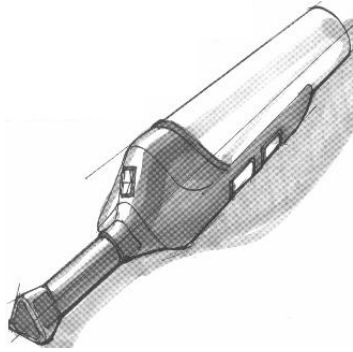
Portable flashlights, glow rods can derive their power from long-lasting energy cells (possibly years of continuous usage) or from chemical reactants. Personal glow rods often have a range of up to 10", although more expensive models have much longer ranges. Energy cells last for 50 hours before requiring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

MacroBinoculars/ Electrobinoculars

Personal image magnification devices, macrobinoculars can magnify images up to one mile away (this is an "average" set of macrobinoculars; other models may have much longer or shorter ranges). They provide computer enhanced images, providing information on range and targeting. They have zoom capability. All Notice rolls are increased by +2 when using these tools to view areas more than 100 yards away (normal modifiers apply). If attached to a blaster via certain programming software, they provide an additional +1 bonus to all medium and long-range shots (they are ineffectual for short and point-blank range shots) as long as the character is in a "sniper" type of position, requiring a steady resting spot, and Aiming (+2). Cost: 800

Medpacs

The "first aid" kits of the Star Wars universe, medpacs provide necessary medicines, stimulants, coagulants and healing drugs to save lives in crisis situations. Once a medpac has been used once, it is expended. Medpacs can be applied to wounded characters. Make a Healing roll, a success heals one wound. Each subsequent Medpac used in a 24 hour period requires one additional raise on the Healing roll to be successful. (i.e. 2nd pack requires 1 raise, 3rd pack requires 2 raises) After a medpac roll is failed, no more may be applied until 24 hours has passed. Cost: 100

Bacta Tanks
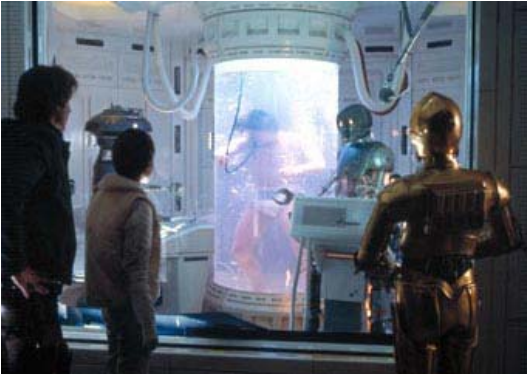
Bacta Tanks are advanced medical devices found in high tech hospitals or on medical vessels. They are able to heal crippling injuries. Sometimes permanent crippling injuries can be healed. The injured character must spend an hour in a Bacta tank with proper medical attention. The supervising character then chooses one of the character's crippling injuries, other than Blinded or Brain Damage and makes a Healing roll. With a success, an injury is automatically healed. With a raise, a permanent injury is healed. If the roll fails the injury must heal normally, or if it was permanent, it can never be healed. Cost: 100,000

Recording Rods
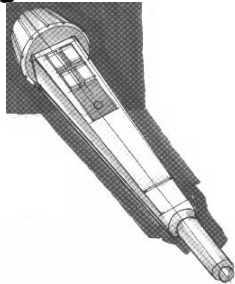
Recording rods are small cylinders about ten inches long. They can record any sounds or speech, with a recording time of 100 hours. They can be replayed over and over, and may be reused by rerecording. Cost: 500

Sensor Pack

A portable scanning device, the sensor pack is a bulky rectangle with a variety of dials and antennas, and a readout display. It provides general details on comm signals, life forms, and energy fields within a 150 foot range. All Notice rolls are increased by +1 when using a Sensor pack. Cost: 1500

Holoprojector

Handheld hologram transmitter can be used to receive real time or play recorded three dimensional messages. Cost: 1000

Power Pack

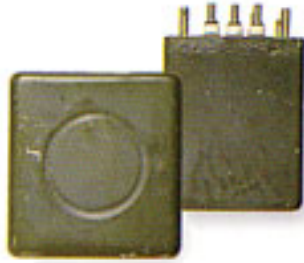Power packs are a compact rectangular battery that fits into the grip of an energy weapon, or used to power Datapads and other electronic devices. Cost: 25

Utility Belt

The Utility belt is a multi pouched belt that can hold a weapon holster, food stuffs, comlink, supplies, tools, medkits, and just about anything small. Cost: 50

DROIDS

Droids are used for many different purposes. Astromech droids (or Astrodroids) are used aboard starships, as well as for repair work. Protocol droids are used for diplomatic affairs and for translating, There are Medical droids, Power droids, Battle droids, Assasin Droids, even Human Replicant Droids! In Savaged Star Wars Droids can be used for anything, even a player character if you wish, just choose a Droid from the following descriptions and give him a little "programming", but you better watch out for a memory wipe! "Oh Dear!"

Astromech Droid
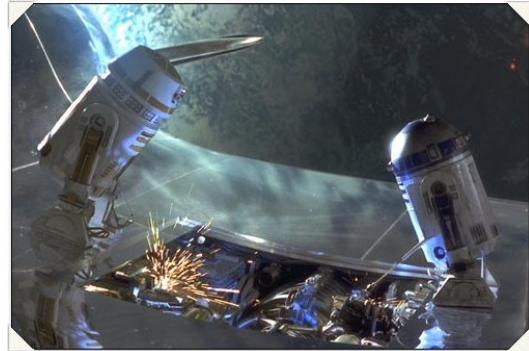
Attributes: Agility d4, Smarts d6, Spirit d6, Strength d4, Vigor d4
Skills: Piloting d6, Notice d6, Repair d10, Guts d6, Knowledge (Computers) d8.
Pace: 3; **Parry:** 3; **Toughness:** 4
Special Abilities:
· Construct
Equipped with:
· Retractable heavy grasper arm
· Retractable fine work heavy grasper arm
· Extendable 1 foot long video sensor (360 degree rotation)
· Small electric arc welder: (damage 1d6)
· Small circular saw (damage 1d8)
· Holographic projector
· Fire extinguisher.

Explorer Droid

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

Skills: Piloting d4, Notice d12, Repair d10, Knowledge (Planetary Systems) d8, Survival d4
Pace: 6; **Parry:** 3; **Toughness:** 5
Special Abilities:
· Construct
· Repulsorlift unit (2" flight ceiling)
Equipped with:
· Retractable heavy grasper arm
· Holographic/Audio recorder
· Retractable fine work heavy grasper arm
· Long-range sensor (+1 to Notice at 25-50")
· Movement sensor (+1 to Notice moving objects)

Medical Droid
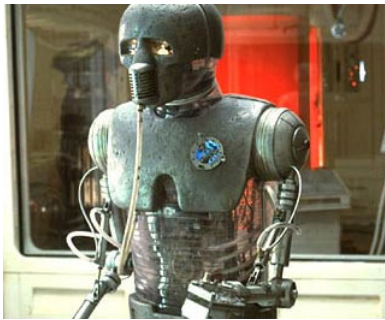
Attributes: Agility d12 Smarts d12 Spirit d12 Strength d6 Vigor d6
Skills: Knowledge (Medicine) d10, Healing d12
Pace: 6 **Parry:** 3 **Toughness:** 5
Special Abilities:
· Construct
· Healer +2 Healing
Equipped with:
· Improved sensor package

Security Droid

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d6, Vigor d6
Skills: Fighting d6, Knowledge (Security) d8, Notice d6, Shooting d8, Stealth d4
Pace: 8; **Parry:** 3; **Toughness:** 9(4)
Special Abilities:
· Construct
· Fleet footed (d10 running die)
Equipped with:
· Two auto-balanced legs
· Two arms
· Body armor (+4 Toughness)
· Internal blaster rifle (Range: 20/40/80, Damage: 2d8+1, AP 2)

Labor Droid

Attributes: Agility d6 Smartsd6 Spirit d6 Strength d8 Vigor d6
Skills: Repair d6
Pace:6 **Parry:** 6 **Toughness:** 3
Special Abilities:
· Construct
· Mr. Fix it
Equipped with:
· Two auto-balanced legs
· Heavy grasper arm

Protocol Droid

OUR FAVORITE PROTOCOL DROID

Attributes: Agility d4, Smarts d8, Spirit d4, Strength d4, Vigor d4
Skills: Knowledge (Cultures) d10, Knowledge (Languages) d12+2, Notice d4
Pace: 5; **Parry:** 3; **Toughness:** 4
Special Abilities:
· Construct
Equipped with:
· Humanoid body (two arms, two legs, head)
· Two visual and two audio sensors – human range
· Vocabulator speech/sound system
· Broad-band antenna receiver
· TranLang III Communications module with over seven million languages.

Probe Droid

Attributes: Agility d8 Smartsd8 Spirit d8 Strength d8 Vigor d8
Skills: Notice d10. Investigation d10, shooting d6, tracking d10
Pace:6 **Parry:** 6 **Toughness:** 8
Special Abilities:
· Construct

Equipped with:
· Body armor (+4 Toughness)
· Internal blaster rifle (Range: 20/40/80, Damage: 2d8+1, AP 2)
· Imbedded comlink

Battle Droid

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d4, Vigor d4
Skills: Shooting d6, Fighting d4, Notice d4, Guts d10
Pace: 6; **Parry:** 4; **Toughness:** 4
Gear: blaster rifle, imbedded comlink
Special Abilities
· **Master Control:** Requires comlink to control computer to perform actions.
· Construct
· Ambidextrous
Equipped with:
· Body armor (+4 Toughness)
· Blaster Carbine (Range: 15/30/60, Damage: 2d8, ROF:1 AP 2)

Super Battle Droid

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

Skills: Shooting d6, Fighting d6, Notice d6, Guts d10, Intimidate d6
Pace: 6**; Parry:** 5**; Toughness:** 7(2)
Gear: imbedded blaster rifle, imbedded comlink, armored chassis (+2 Armor)
Special Abilities
· Construct
· Ambidextrous
Equipped with:
· Body armor (+4 Toughness)
· Two Imbedded Blaster Carbine (Range: 15/30/60, Damage: 2d8, ROF:1 AP 2)

Droideka

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d10
Skills: Shooting d10, Fighting d6, Notice d6, Guts d10
Pace: 2/12**; Parry:** 4**; Toughness:** 15(7),
Gear: dual imbedded light repeating blasters, imbedded comlink, armored chassis (+2 Armor), portable energy shield (15 Toughness, 3 hits)
Special Abilities
· **Rolling Mode:** Pace 12 rolling, Pace 2 walking, 1 action to change modes.
· Size +1
· Two-fisted
· Construct
· Ambidextrous
Equipped with:
· Body armor (+4 Toughness)
· Shield Generator
· Two Imbedded Light Repeating Blasters (Range: 20/40/80, Damage: 3d8, ROF:3 AP 2)

ARMOR

There are as many types of armor as there are planets in the galaxy. The primary classes of armor are Reconnaissance Armor, Battle Armor, and Assault Armor.

Reconnaissance Armor
Recon armor is a lightweight armor worn by scouts, pilots and some notable bounty hunters. Recon Armor normally has pieces of protection for the torso, head. Minor arm and leg protection is also offered. Recon armor provides a +3 armor bonus.

Battle Armor

Battle Armor is the standard armor of all large armies. Stormtrooper and Clone Trooper armor is an excellent Example of Battle Armor. These full suits have several interlocking sections of armor providing excellent protection for the entire body. It gives a +4 Armor bonus.
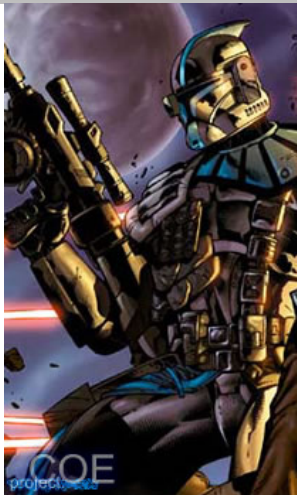
Assault Armor

Assault Armor is heavy powered armor. It normally holds heavy weapons and provides assistance in movement and a self contained life support. Some Assault armors have jumpjets installed for short flights or for movement in Zero G environments. It gives a +5 Armor bonus.
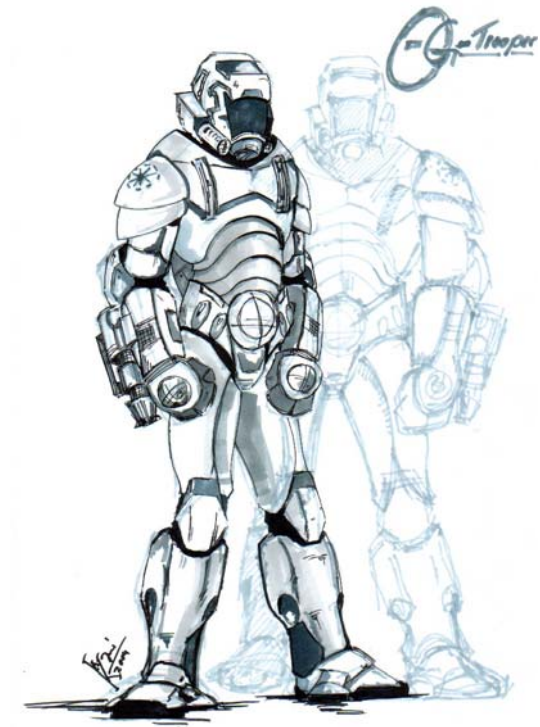
Helmets

Helmets, while usually supplied with every suit of armor, come with their own bonuses. Most helmets have comm systems, multiple sight selections (NVG, Infrared, 360 degree view), built in binoculars, air supplies, motion and sound sensors (+2 Notice), and rangefinders. Helmets also provide +1 armor bonus to the head.

Armor Modifications

Armor can be modified in many different ways. Jetpacks,

flamethrower gauntlets, whipcord gauntlets, spiked boots, wrist blades, wrist mounted lasers, and saberdart launchers. The possibilities are endless, and those are just a few ideas.

WEAPONS

The Galaxy is a dangerous place, and most beings have access to some sort of weapon. Those who choose to travel the spacelanes often carry a blaster or some other means of defense. Weapons are grouped into two separate categories, Ranged and Hand.

RANGED WEAPONS

Ranged Weapons

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

HAND WEAPONS
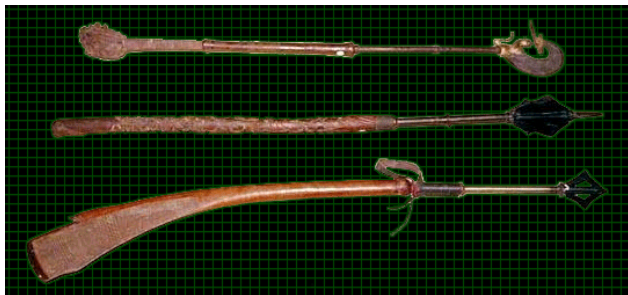
Hand Weapons

Type	Damage	Weight	Cost	Min Str	Notes
Electrostaff	Str+6	10	1500	d6	Parry +1, requires 2 hands
Force Pike	Str+4	10	500	d8	Parry +1, requires 2 hands
Gaderffii	Str+2	8	50	d6	Parry +1, requires 2 hands
Vibroaxe	Str+5	12	500	d8	AP 2, requires 2 hands
Vibroblade	Str+3	3	250		AP 2
Lightsaber	See Crystal	1	NFS		AP4

LIGHTSABERS

The lightsaber is the weapon of a Jedi, an elegant armament of a more civilized time. In comparison, blasters are crude, inaccurate and loud affairs. To carry a lightsaber is an example of incredible skill and confidence, dexterity and attunement to the Force. When deactivated, a lightsaber appears as a polished metallic handle, about 30 centimeters long, lined with control studs. At the press of a button the energy contained within is liberated and forms as a shaft of pure energy about a meter long. The saber hums and scintillates with a distinct sound. Its shimmering blade is capable of cutting through almost anything, save for the blade of another lightsaber. In the hands of a Jedi, a lightsaber is almost unstoppable. It can be used to cut through blast doors or enemies alike. Using the Force, a Jedi can predict and deflect incoming blaster bolts, and reflect them back at the firer. Although use of the lightsaber is strictly reserved to the Jedi -- the only ones capable of handling the difficult weapon -- it is also used by their sworn enemies, the Sith.

To construct a lightsaber in Savage Star Wars, use the Lightsaber Construction Rules. All Knowledge (lightsaber) rolls involved in the different aspects of the construction process are based against a Target Number of 5.

Lightsaber Construction

One of the rites of passage for a Jedi is for him or her to construct a Lightsaber. The Lightsaber acts as a focusing device, allowing the Jedi to reach a state of attunement with the Force which enhances his combat capabilities.

"Jedi apprentices spend a great deal of time and effort constructing light sabers, an elegant weapon of ancient technologies. The blade helps the Jedi focus, attuning him to the Force so that it more easily flows through him. It is used for combat only when other methods of conflict resolution have ended in failure. Most Jedi build several light sabers over a lifetime, each saber more powerful and well balanced than the last. These improvements reelect the Jedi's increasing prowess in his use and understanding of the Force. The loss of a Lightsaber can so demoralize a Jedi that he momentarily stumbles in his ability to access the Force (-2 all Force powers) until he constructs a new blade.

A Lightsaber must have the following parts: a power cell, a handgrip, an activation plate, a safety, a belt ring (optional), a blade length adjuster (optional), an emitter matrix, a recharge socket, a lens assembly, a focusing crystal, and a power conduit.

Most handgrips have a length of 24 to 30 centimeters, with the blades extending themselves up to 1.5 meters.

The type of crystal used to focus the energy from the power cell determines the harmonic resonance and lethality of the weapon. Jedi Knights use Adegan crystals almost exclusively, as they have done for millenia. The Adegan family includes the following crystals in order of rarity (the die code represents the blade's base damage when using that crystal:

Crystal	Damage
Kathracite:	2d6
Relacite:	3d4
Danite:	2d8
Mephite:	4d4
Pontite:	3d6
Adegan:	3d8

To construct a Lightsaber from its components parts takes a minimum of one month and requires a successful Lightsaber repair roll against a Knowledge (Lightsaber). Jedi characters who construct their own Lightsabers receive a +1 bonus. The process of creating a Lightsaber varies depending on who the craftsman is, with each artisan giving

the saber his or her own personal style. Most Jedi use Adegan crystals, found very rarely but usually nearly flawless. Taking these naturally occurring crystals, they build the Lightsaber to their own personal tastes, in perfect harmony with nature through the crystal. The Sith, however, use a special furnace to artificially craft crystals in an intense heat, using the Dark Side of the Force to shape the crystals' growth so that when it is time to remove it from the furnace it is already shaped to perfectly suit the Sith Lord's needs. Obi-Wan Kenobi's journal, which was what taught Luke how to construct his own saber, used a method similar to the sith's artificial crystal method. Regardless of whether or not natural crystals or synthetic crystals are used, the

process of creating a Lightsaber is one of the most essential lessons the Jedi (and Sith) teach their students.
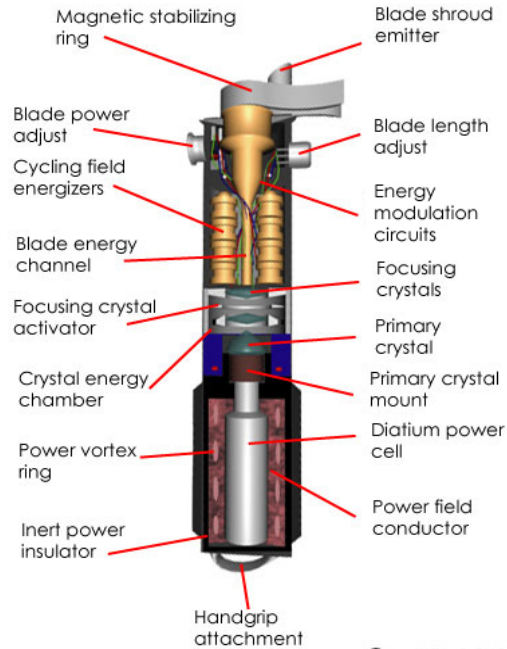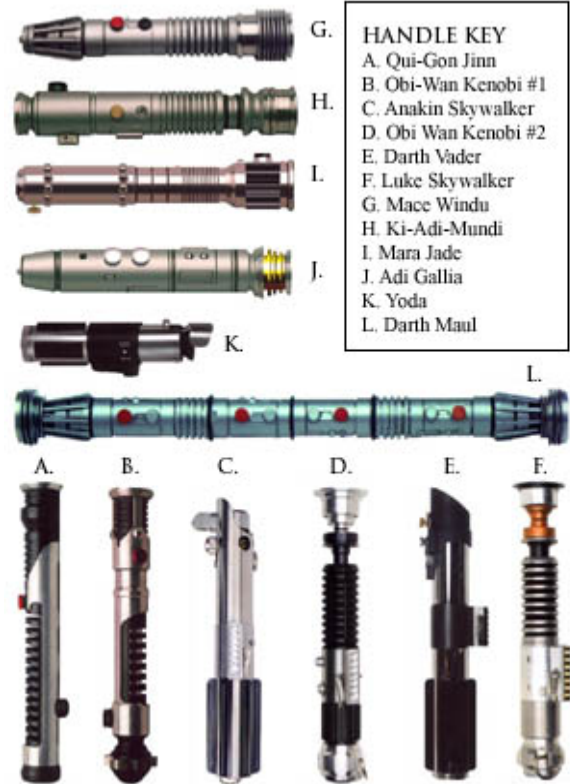
Handles

The handle of a Lightsaber varies widely, depending on the maker. In *I, Jedi* by Michael Stackpole, Corran Horn constructs a Lightsaber from the handlebar on an old swoop. The Jedi of the Old Republic, however, constructed much more aesthetically pleasing, and complex, saber handles. Here are examples of how Lightsaber handles can vary.

HANDLE KEY

A. Qui-Gon Jinn
B. Obi-Wan Kenobi #1
C. Anakin Skywalker
D. Obi Wan Kenobi #2
E. Darth Vader
F. Luke Skywalker
G. Mace Windu
H. Ki-Adi-Mundi
I. Mara Jade
J. Adi Gallia
K. Yoda
L. Darth Maul

Activation Switches

Type of Switch	Game Effect	Difficulty to Install Switch
Standard	One click activates, one click deactivates	No extra roll
Double Off click	One click activates, two clicks deactivates; this is so that the Lightsaber does not accidentally shut off in combat.	Knowledge (Lightsaber)
Lock On	The lightsaber's On/Off switch can be locked into the 'On' position and can't be turned off with one touch.	Knowledge (Lightsaber)
Force Activated	The wielder must use the Force to make a connection within the handle which allows energy to flow.	Knowledge (Lightsaber)

Colors

While it may seem to be a bit of trivial detail, the color of a Lightsaber is as much a part of the personality of the weapon as anything else. Upon completion of the Lightsaber, roll 1d6 and compare it to the Standard Lightsaber colors table.

Standard Lightsaber Colors Table

Roll	Color Result
1	Blue
2	Green
3	Red
4	Purple
5	Orange
6	Yellow

Miscellaneous Modifications

The following miscellaneous modifications may be made to a Lightsaber.

Joining Sabers

In order for the Jedi to join two light sabers together, he must find the following items: a set of special welding tools (50 credits), a magna-lock for each saber (200 credits each), a release switch (50 credits), and a power connector (150 credits). Once obtaining these items, a Jedi may attempt, a Knowledge (Lightsaber) roll to join the two together. Failure to make this roll results in one or both of the sabers being damaged, depending on how badly the roll was missed by. If the roll is a success, they are joined by a powerful electromagnetic field which can only be unlocked by hitting the release switch. They are joined together at the base of each saber and make a staff-like weapon.

Cell Recognizer

This device is used to modify a Lightsaber such that it will not function for anyone except certain people. A small sensor array (800 credits) and recognition chip (350 credits) is installed in the handle of the Lightsaber, which reads the cell patterns of whoever is holding the weapon. If the cell patterns do not match that of designated "safe" users, the weapon's power cells shut down, and any failsafe devices are activated. Failsafe devices can range from electrocution to a loud warble to a quiet beacon which alerts the owner via comlink that the weapon is in the hands of an unauthorized bearer. A Knowledge (Lightsaber) roll is required to install this device.

Pressure-Grip

This adapter for the handle of a Lightsaber allows for what is, in essence, a "dead man" switch on a Lightsaber. The Lightsaber activates and deactivates as normal, but automatically deactivates should the pressure on the handle of the Lightsaber be removed. This is also a good when combined with the lock-on switch mentioned above. This pressure sensor itself runs roughly 600 credits.

Call Beacon

The call beacon is the simplest device to install in a Lightsaber. This device will summon a ship with a slave circuit like a regular call beacon, only the button is embedded in the handle of the Lightsaber. This

requires a Knowledge (Lightsaber) roll. The cost for the call beacon to attach to the Lightsaber is roughly 1,000 credits.

Concealed Compartment

A Jedi may choose to create a hidden compartment in his Lightsaber which can only be accessed if you know what to look for. The cost is no more than the cost of the supplies to construct the handle of the Lightsaber, however the difficulty when crafting the blade is increased by one Knowledge (Lightsaber) roll

Waterproof Casing

When constructing a Lightsaber, some Jedi (particularly those at home in a moist environment, like Mon Calamari) add a secondary waterproof casing to the handles of their light sabers in order to protect the power cell inside. While still not reliable for functioning underwater, this will allow a Lightsaber to be carried normally on aquatic journeys, without the necessity of removing the power pack. A waterproof casing costs roughly 200 credits, and must be crafted at the same time as the Lightsaber itself to fit properly over the handle.

Translator Unit

A notable Jedi from days long gone made a particularly odd modification to his Lightsaber that some consulars might find useful. From the early stages of planning, he designed his Lightsaber to contain a small droid translator unit, as well as a form of vocabulator with a built-in earpiece for discreet use. This enabled the Jedi to have a translator with him wherever he went, right there in his Lightsaber which never left his side, for use in delicate situations requiring precise translation. The cost of installing this is roughly 800 for the droid parts, plus another 300 for the necessary wiring and pieces of the Lightsaber.

Multi-purpose Use

Some Jedi design their light sabers to have secondary functions, such as a glow rod, a comlink, or a syntherope dispenser. In such a case, the cost of making the modification is merely the cost of the secondary function, a Knowledge (Lightsaber) roll is required.

Trapped Handle

Typically reserved for Dark Jedi, some light sabers have special traps in their handles to prevent unauthorized use. The handle may have spikes or blade which burst forth from the handle and damage the user (2d4 damage), or electrocute the user instead (1d6 shock damage). Whatever the trap, they are triggered typically through incorrect cell recognition (see the Cell Recognizer above), or by a "dummy" activation switch which triggers the trap. The difficulty to install a trap is increased by a Knowledge (Lightsaber) roll and the cost varies from 300-1000 for the parts.

Silenced

Some Jedi texts from the days of the wars with the Sith indicate that certain Sith warriors had perfected the art of effectively silencing a Lightsaber blade. By adjusting the crystals within the blade, and adding

a few special ones to reduce noise, some light sabers have been reduced to a nearly noiseless blade, making only the faintest whisper of a noise when activated. The cost of obtaining a silencing crystal is 2000 credits (or more; they are exceedingly rare), and the difficulty to install is increased by a Knowledge (Lightsaber) roll

For the Gamemaster: Using Light sabers as a Plot Device

Lightsabers can (and often are) used as the focus of adventures, and are means of telling a better and more fluid story in a roleplaying game. Of course, it is easy to use the creation of a Lightsaber by a PC as a means for furthering the plot of a campaign. The character must find the necessary parts, purchase crystals, and collect all that's needed before he can even begin assembling. However, GM's aren't limited to this tried-and-true method of furthering the plot; there are many ways in which a Lightsaber can serve as the focus of the story. Perhaps the weapon also houses a Jedi holocron, which is instructing the master less Jedi in the Rebellion era while the campaign goes along. Conversely, perhaps it is a Sith holocron which is attempting to seduce the fledgling Jedi to the Dark Side of the Force. The weapon's value is also considerably greater once it is discovered to be housing a holocron; bounty hunters, thieves, Dark Jedi, and other groups will be hot on the party's heels in an attempt to obtain the weapon. Instead of a holocron, perhaps it has a holographic map imbedded in its hilt, leading the party to a mysterious planet to explore ancient Jedi/Sith/Krath/etc. ruins, leading them further and further into danger. Or perhaps the weapon houses an electronic key, which will open the entrance to a secret vault somewhere, again putting the party right in the line of fire as the greedy and the deadly pursue the Lightsaber with reckless abandon. The Force power Inhabit Object could be used to create quite plot device. As Exar Kun and Callista Ming did, perhaps a Jedi or Sith placed his spirit into his Lightsaber for preservation upon his death, and now it has fallen into the hands of the party members. Perhaps it offers the characters gentle nudges and warnings through the Force; or, in the dark of the night, the character awakens from terrible nightmares, slowly driving him over the edge towards the Dark Side. At a critical moment, the Lightsaber refuses to activate unless the spirit's wishes are

heeded, or perhaps the blade randomly ignites at an inopportune time, refusing to shut off. Perhaps the spirit lends some of its energy to the Force ability of the bearer (giving a bonus to Force power rolls), or draws part of the bearer's life essence into itself over time (giving a penalty).

Maybe the Lightsaber has some legendary history behind it, or is a relic of some famous historical event. The Lightsaber once belonged to Darth Vader himself, or Cay Quel-Droma, or any one of the other famous Force users. Perhaps it was discovered on the battleground at Ruusan, or was used to slaughter Jedi during the Purge after the Empire rose. The Lightsaber might be part of a matched set which once belonged to a Battlemaster, and its twin has fallen into the hands of the part's enemy. Regardless of what the Gamemaster chooses to do, there are many variants of these themes that could be implemented with ease into any campaign to give it action, mystery, adventure, personal ties, and great character development.

VESSELS

STARSHIPS

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

Scales

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

Speed

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

Hyperdrive

The entry for Hyperdrive shows the travel time multiplier. If a trip normally takes 5 hours and the ships Hyperdrive is x3, the trip will take 15

hours. Backup Hyperdrives are slower and good for one use only.

Shields

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

Ion Cannons

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

Tractor Beam Projectors

Tractor beams are capital ship weapons that can only ensnare Starfighter scale vessels. If a tractor beam projector's damage roll beats the targets current Speed the target takes no damage, but is ensnared. In space, Tractor beams bring a ship 1" closer every turn. A pilot may attempt to break free of a Tractor beam by making a Piloting roll plus

the Acceleration of the ship in inches. If this roll beats the original damage roll of the Tractor beam with a raise, the ship breaks free. A roll of one on this Piloting roll results in sheering force damage of a wound and critical hit to the ship.

Squadrons and Batteries

When fighting larger space combats, fighters of the same type may be grouped into squadrons of 4 vessels. The squadrons act as a single ship to reduce overall complexity of the combat. Squadrons make Piloting rolls at -1. All vessels in the squadron must fire the same weapon. Make a single roll for the squadron but increase the damage done by one additional die. For example a squadron of four X-Wings fires their Laser Cannons which normally do 4d8 AP8 damage. Since it is a squadron shot, the damage is 5d8 AP20. Capital ship weapons may be grouped into batteries of four, somewhat like squadrons. The ship descriptions below already have the weapons grouped into batteries and the damage increased. If for some reason you want to separate a battery into individual shots (it's not Fast or Furious, but may be Fun)

reduce the damage by one die.

Starfighters

X-Wing

Typical Crew Skills: Piloting d8; Shooting d6
Acc/Top Speed: 200/1000;
Climb: 50;
Toughness: 16(4)
Hyperdrive: x1;
 Hyperdrive Backup: None
Crew: 1 + Astromech;
Cost: 180,000
Notes: Atmospheric, Heavy Armor, Shields, Spacecraft
Weapons:
· Four Laser Cannons (fire linked) (Range: 200/400/800; Damage: 4d8; AP 8; ROF: 1; Heavy Weapon)
· Two Proton Torpedo Launchers (Range: 200/400/800; Damage: 6d10; AP 20; ROF: 1; Heavy Weapon)

Y-Wing

Typical Crew Skills: Piloting d6;
Shooting d8
Acc/Top Speed: 100/700;
Climb: 30;
Toughness: 18(4)
Hyperdrive: x1;
Hyperdrive Backup: None
Crew: 1 or 2 + Astromech;
Cost: 130,000
Notes: Atmospheric, Heavy Armor,
Shields, Spacecraft
Weapons:
▪ Two Laser Cannons (fire linked)
(Range: 200/400/800; Damage: 3d8; AP
8; ROF: 1; Heavy Weapon)
▪ Two Proton Torpedo Launchers
(Range: 200/400/800; Damage: 6d10;
AP 20; ROF: 1; Heavy Weapon)
▪ Two Light Ion Cannons (fire linked)
(Range: 200/400/800; Damage: 3d8;
ROF: 1)

B-wing

Typical Crew Skills: Piloting d6;
Shooting d8

Acc/Top Speed: 100/700;
Climb: 50;
Toughness: 17(4)
Hyperdrive: x2;
Hyperdrive Backup: None
Crew: 1
Cost: 130,000
Notes: Atmospheric, Heavy Armor,
Shields, Spacecraft
Weapons:
▪ Two Laser Cannon (fire linked)
(Range: 200/400/800; Damage: 3d8; AP
8; ROF: 1; Heavy Weapon)
▪ Three Proton Torpedo Launchers
(Range: 200/400/800; Damage: 6d10;
AP 20; ROF: 1; Heavy Weapon)
▪ Three Light Ion Cannons (fire linked)
(Range: 200/400/800; Damage: 3d8;
ROF: 1)

A-Wing

Typical Crew Skills: Piloting d8;
Shooting d6
Acc/Top Speed: 300/1200;
Climb: 80;
Toughness: 15(2)
Hyperdrive: x1
Hyperdrive Backup: None
Crew: 1;
Cost: 120,000
Notes: Atmospheric, Heavy Armor,
Spacecraft
Weapons:
▪ Two Laser Cannons (fire linked)
(Range: 200/400/800; Damage: 4d8; AP
8; ROF: 1; Heavy Weapon)
▪ Two Missile Launchers (Range:
200/400/800; Damage: 5d10; AP 20;
ROF: 1; Heavy Weapon)

Eta-2 Actis-class Jedi Interceptor

Typical Crew Skills: Piloting d6; Shooting d8
Acc/Top Speed: 300/1200;
Climb: 70;
Toughness: 16(4)
Hyperdrive: None (uses TransGalMeg Hyperdrive Booster Ring)
Hyperdrive Backup: None
Crew: 1 + Astromech;
Cost: 180,000
Notes: Atmospheric, Heavy Armor, Shields, Spacecraft
Weapons:
· Two Laser Cannons (fire linked) (Range: 200/400/800; Damage: 3d8; AP 8; ROF: 1; Heavy Weapon)
· Two Light Ion Cannons (fire linked) (Range: 200/400/800; Damage: 3d8; ROF: 1)

Aggressive ReConnaissance 170

Typical Crew Skills: Piloting d8; Shooting d8
Acc/Top Speed: 200/1000;
Climb: 50;
Toughness: 15(4)
Hyperdrive: x1;
 Hyperdrive Backup: None
Crew: 3
Cost: 125,000

Notes: Atmospheric, Heavy Armor, Shields, Spacecraft
Weapons:
· Four Laser Cannons (fire linked) (Range: 200/400/800; Damage: 4d8; AP 8; ROF: 1; Heavy Weapon)
· Two Proton Torpedo Launchers (Range: 200/400/800; Damage: 6d10; AP 20; ROF: 1; Heavy Weapon)

Delta-7 Aethersprite Advanced

Typical Crew Skills: Piloting d6; Shooting d8
Acc/Top Speed: 200/1000;
Climb: 50;
Toughness: 14(4)
Hyperdrive: None (uses TransGalMeg Hyperdrive Booster Ring)
Hyperdrive Backup: None
Crew: 1 + Astromech;
Cost: 200,000
Notes: Atmospheric, Heavy Armor, Shields, Spacecraft
Weapons:
· Two Laser Cannons (fire linked) (Range: 200/400/800; Damage: 3d8; AP 8; ROF: 1; Heavy Weapon)

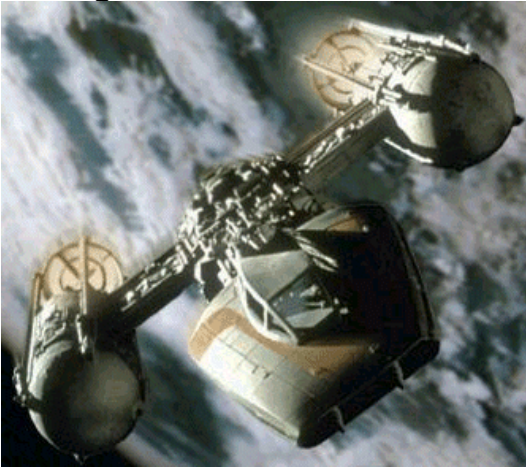## Aethersprite Heavy Assault Starfighter

Typical Crew Skills: Piloting d6; Shooting d8
Acc/Top Speed: 200/1000;
Climb: 50;
Toughness: 16(4)
Hyperdrive: x1
Hyperdrive Backup: None
Crew: 1 + Astromech;
Cost: 250,000
Notes: Atmospheric, Heavy Armor, Shields, Spacecraft
Weapons:
▪ Four Laser Cannons (fire linked) (Range: 200/400/800; Damage: 4d8; AP 8; ROF: 1; Heavy Weapon)
▪ Two Light Ion Cannons (fire linked) (Range: 200/400/800; Damage: 3d8; ROF: 1)

Naboo N-1 Starfighter

Typical Crew Skills: Piloting d6; Shooting d8
Acc/Top Speed: 200/1000;
Climb: 50;
Toughness: 15(4)

Hyperdrive: x1
Hyperdrive Backup: None
Crew: 1 + Astromech;
Cost: 150,000
Notes: Atmospheric, Heavy Armor, Shields, Spacecraft
Weapons:
▪ Two Laser Cannons (fire linked) (Range: 200/400/800; Damage: 3d8; AP 8; ROF: 1; Heavy Weapon)
▪ One Proton Torpedo Launcher (Range: 200/400/800; Damage: 6d10; AP 20; ROF: 1; Heavy Weapon)

TIE Fighter

Typical Crew Skills: Piloting d6; Shooting d6
Acc/Top Speed: 200/1000;
Climb: 50;
Toughness: 11(2)
Hyperdrive: None;
Hyperdrive Backup: None
Crew: 1;
Cost: 80,000
Notes: Atmospheric, Heavy Armor, Spacecraft
Weapons:
▪ Two Laser Cannons (fire linked) (Range: 200/400/800; Damage: 3d8; AP 8; ROF: 1; Heavy Weapon)

TIE Interceptor

Typical Crew Skills: Piloting d8; Shooting d6
Acc/Top Speed: 300/1200;
Climb: 70;
Toughness: 11(2)
Hyperdrive: None;
Hyperdrive Backup: None
Crew: 1;
Cost: 120,000
Notes: Atmospheric, Heavy Armor, Spacecraft
Weapons:
▪ Four Laser Cannons (fire linked) (Range: 200/400/800; Damage: 4d8; AP 8; ROF: 1; Heavy Weapon)

Tie Bomber

Typical Crew Skills: Piloting d6; Shooting d8
Acc/Top Speed: 200/1000;
Climb: 30;
Toughness: 18(4)
Hyperdrive: None
Hyperdrive Backup: None
Crew: 1
Cost: 100,000
Notes: Atmospheric, Heavy Armor, Shields, Spacecraft

Weapons:
▪ Two Laser Cannons (fire linked) (Range: 200/400/800; Damage: 3d8; AP 8; ROF: 1; Heavy Weapon)
▪ Two Proton Torpedo Launchers (Range: 200/400/800; Damage: 6d10; AP 20; ROF: 1; Heavy Weapon)
▪ Two Missile Launchers (Range: 200/400/800; Damage: 5d10; AP 20; ROF: 1; Heavy Weapon)

Droid Starfighter

Typical Crew Skills: Piloting d6; Shooting d6
Acc/Top Speed: 200/1000;
Climb: 50;
Toughness: 11(4)
Hyperdrive: None
Hyperdrive Backup: None
Crew: None
Cost: 60,000
Notes: Atmospheric, Heavy Armor, Shields, Spacecraft
Weapons:
▪ Two Laser Cannons (fire linked) (Range: 200/400/800; Damage: 3d8; AP 8; ROF: 1; Heavy Weapon)
▪ Two Proton Torpedo Launchers (Range: 200/400/800; Damage: 6d10; AP 20; ROF: 1; Heavy Weapon)

Droid Tri-Fighter

Typical Crew Skills: Piloting d6; Shooting d6
Acc/Top Speed: 200/1000;
Climb: 50;
Toughness: 11(2)
Hyperdrive: None;
Hyperdrive Backup: None
 Crew: 0
Cost: 65,000
Notes: Atmospheric, Heavy Armor, Shields, Spacecraft
Weapons:
▪ Three Laser Cannons (fire linked) (Range: 200/400/800; Damage: 4d8; AP 8; ROF: 1; Heavy Weapon)
▪ Two Missile Launchers (Range: 100/200/400; Damage: 5d10; AP 20; ROF: 1; Heavy Weapon)

Transports

Transports are considered starfighter scale for purposes of combat.

YT-1300

Typical Crew Skills: Piloting d6; Shooting d6

Acc/Top Speed: 200/1000
Climb:50
Toughness: 30(4)
Hyperdrive: x1
Hyperdrive Backup: x12
Crew: 2
Cost: 100,000
Notes: Atmospheric, Heavy Armor, Shields, Spacecraft
Weapons:
▪ Two Quad Laser Cannons (fire linked) (Range: 200/400/800; Damage: 4d8x2; AP 8; ROF: 1; Heavy Weapon)
▪ Two Missile Launchers (Range: 200/400/800; Damage: 5d10; AP 20; ROF: 1; Heavy Weapon)

YT-2400

Typical Crew Skills: Piloting d6; Shooting d6
Acc/Top Speed: 200/1000
Climb:50
Toughness: 25(4)
Hyperdrive: x1
Hyperdrive Backup: x12
Crew: 1
Cost: 130,000
Notes: Atmospheric, Heavy Armor, Shields, Spacecraft
Weapons:
▪ Two Quad Laser Cannons (fire linked) (Range: 200/400/800; Damage: 4d8x2; AP 8; ROF: 1; Heavy Weapon)

YT-2000

Typical Crew Skills: Piloting d6;
Shooting d6
Acc/Top Speed: 200/1000
Climb:50
Toughness: 25(4)
Hyperdrive: x3
Hyperdrive Backup: x12
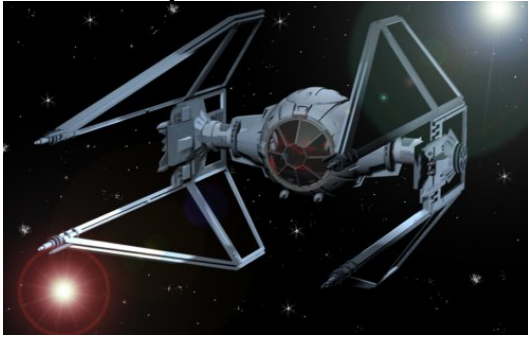**Crew:** 1
Cost: 130,000
Notes: Atmospheric, Heavy Armor,
Shields, Spacecraft
Weapons:
▪ Two Laser Cannons (fire linked)
(Range: 200/400/800; Damage: 3d8; AP
8; ROF: 1; Heavy Weapon)

YV-666
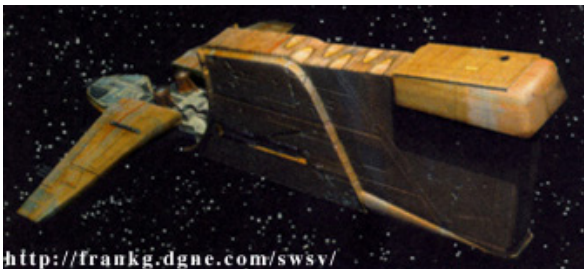
http://frankg.dgne.com/swsv/

Typical Crew Skills: Piloting d6;
Shooting d6
Acc/Top Speed: 100/700
Climb:20
Toughness: 20(4)
Hyperdrive: x2
Hyperdrive Backup: x8
Crew: 1
Cost: 160,000
Notes: Atmospheric, Heavy Armor,
Shields, Spacecraft
Weapons:
▪ Two Laser Cannons (fire linked)
(Range: 200/400/800; Damage: 3d8; AP
8; ROF: 1; Heavy Weapon)

Corellian Jumpmaster

Typical Crew Skills: Piloting d6;
Shooting d6
Acc/Top Speed: 200/1000
Climb:50
Toughness: 30(4)
Hyperdrive: x1
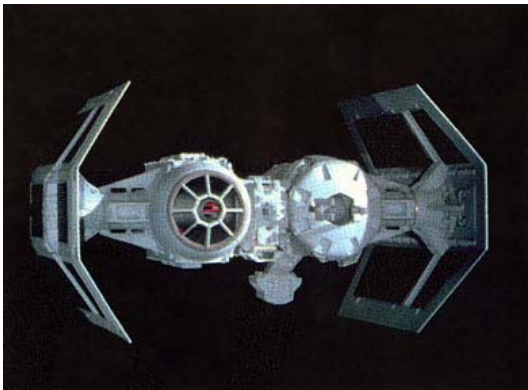**Hyperdrive Backup:** x12
Crew: 1
Cost: 130,000
Notes: Atmospheric, Heavy Armor,
Shields, Spacecraft
Weapons:
▪ Two Laser Cannons (fire linked)
(Range: 200/400/800; Damage: 3d8; AP
8; ROF: 1; Heavy Weapon)

Action V Transport
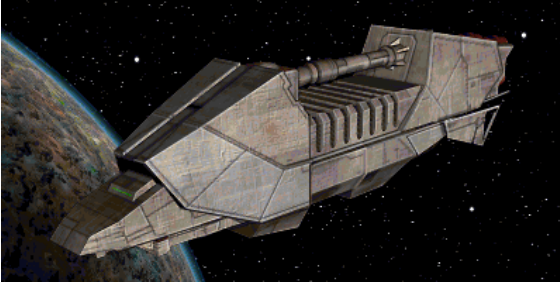
Typical Crew Skills: Piloting d6; Shooting d6
Acc/Top Speed: 100/700
Climb:20
Toughness: 20(4)
Hyperdrive: x3
Hyperdrive Backup: x12
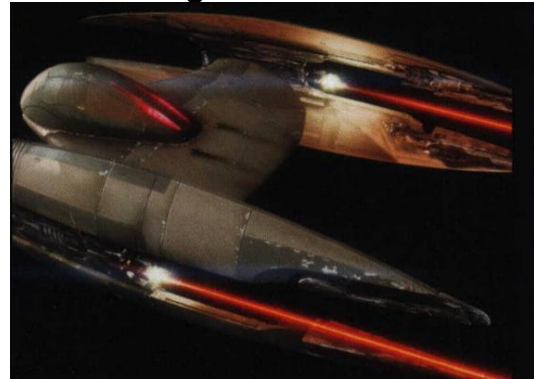**Crew:** 1
Cost: 900,000
Notes: Atmospheric, Heavy Armor, Shields, Spacecraft
Weapons:
· Two Laser Cannons (fire linked) (Range: 200/400/800; Damage: 3d8; AP 8; ROF: 1; Heavy Weapon)

Firespray Attack/patrol Craft

Typical Crew Skills: Piloting d6; Shooting d6
Acc/Top Speed: 200/1000
Climb:50
Toughness: 30(4)
Hyperdrive: x1
Hyperdrive Backup: x12
Crew: 2
Cost: 380,000
Notes: Atmospheric, Heavy Armor, Shields, Spacecraft
Weapons:
· Two Laser Cannons (fire linked) (Range: 200/400/800; Damage: 4d8; AP 8; ROF: 1; Heavy Weapon)
· Two Missile Launchers (Range: 200/400/800; Damage: 5d10; AP 20; ROF: 1; Heavy Weapon)
· Two Proton Torpedo Launchers (Range: 200/400/800; Damage: 6d10; AP 20; ROF: 1; Heavy Weapon) One
· Tractor Beam Projector (Range: 100/200/400; Damage: 2d6; ROF: 1)

Capital Ships

Imperial Star Destroyer

Typical Crew Skills: Piloting d6; Shooting d6
Acc/Top Speed: 50/600
Toughness: 80(50)
Hyperdrive: x2;
Hyperdrive Backup: x8
Crew: 37,085 + 9,700 troops;
Cost: 1.5 Billion
Notes: Capital Ship, Heavy Armor, Shields, Spacecraft.
Weapons:
· 15 groups of Turbolasers (60 Turbolaser Batteries) (Range: 500/1000/2000, Damage: 5d10; AP 20; ROF: 1; Heavy Weapon
· 15 groups of Ion Cannons (50 Ion Cannons) (Range: 500/1000/2000; Damage: 6d10; ROF: 1; Heavy Weapon)
· 10 Tractor Beam Projectors (Range: 300/600/1200; Damage: 2d6; ROF: 1)

Mon Calamari Star Cruiser

Mon Calamari Star Cruisers are designed so that no two vessels are the same. The Mon Cal artisans craft each vessel as a work of art, with subtle differences between vessels within the same class.

Typical Crew Skills: Piloting d6; Shooting d6
Acc/Top Speed: 50/600;
Toughness: 70(50)
Hyperdrive: x1;
Hyperdrive Backup: x9
Crew: 5,402 + 1,200 troops;
Cost: 600 Million
Notes: Capital Ship, Heavy Armor, Shields, Spacecraft. Mon Cal rolls to repair shields are at +2.
Weapons:
· 12 groups of Turbolasers (48 Turbolaser Batteries) (Range: 500/1000/2000, Damage: 5d10; AP 20; ROF: 1; Heavy Weapon)
· 5 groups of Ion Cannons (20 Ion Cannons) (Range: 500/1000/2000; Damage: 6d10; ROF: 1; Heavy Weapon)
· 6 Tractor Beam Projectors (Range: 300/600/1200; Damage: 2d6; ROF: 1)

Corellian Corvette

Typical Crew Skills: Piloting d6; Shooting d6
Acc/Top Speed: 100/600;
Toughness: 40(20)
Hyperdrive: x2;
Hyperdrive Backup: X12
Crew: 165 + 600;
Cost: 3.5 Million
Notes: Atmospheric, Capital Ship, Heavy Armor, Shields, Spacecraft.
Weapons:
· 6 Double Turbolaser Cannons (Range: 500/1000/2000, Damage: 4d10; AP 20; ROF: 1; Heavy Weapon)

Nebulon-B Frigate

Typical Crew Skills: Piloting d6; Shooting d6
Acc/Top Speed: 50/400;
Toughness: 40(20)
Hyperdrive: x2;
Hyperdrive Backup: x12
Crew: 920 + 75 troops;
Cost: 6 Million
Notes: Atmospheric, Capital Ship, Heavy Armor, Shields, Spacecraft.
Weapons:
▪ 3 groups of Turbolasers (12 Turbolaser Batteries) (Range: 500/1000/2000, Damage: 5d10; AP 20; ROF: 1; Heavy Weapon)
▪ 3 groups of Laser Canons (12 Laser Cannons)
(Range: 200/400/800; Damage: 4d8; AP 8; ROF: 1; Heavy Weapon)
▪ 2 Tractor Beam Projectors (Range: 300/600/1200; Damage: 2d6; ROF: 1)

Old Republic Star Destroyer

Typical Crew Skills: Piloting d6; Shooting d6
Acc/Top Speed: 50/600
Toughness: 80(50)
Hyperdrive: x1

Hyperdrive Backup: x12
Crew: 7,400 + 2,000 troops
Cost: 59 million
Notes: Capital Ship, Heavy Armor, Shields, Spacecraft.
Weapons:
▪ Four groups of Turbolasers (16 Turbolaser Batteries) (Range: 500/1000/2000, Damage: 5d10; AP 20; ROF: 1; Heavy Weapon
▪ 10 Tractor Beam Projectors (Range: 300/600/1200; Damage: 2d6; ROF: 1)
▪ Four Proton Torpedo Launchers (Range: 200/400/800; Damage: 6d10; AP 20; ROF: 1; Heavy Weapon)
▪ Six Tractor Beam Projectors (Range: 300/600/1200; Damage: 2d6; ROF: 1)

Trade Federation Cruiser

Typical Crew Skills: Piloting d6; Shooting d6
Acc/Top Speed: 50/600
Toughness: 80(50)
Hyperdrive: x1
Hyperdrive Backup: x12
Crew: 600
Cost: 125 million
Notes: Capital Ship, Heavy Armor, Shields, Spacecraft.
Weapons:
▪ 12 groups of Turbolasers (48 Turbolaser Batteries) (Range: 500/1000/2000, Damage: 5d10; AP 20; ROF: 1; Heavy Weapon
▪ 10 Tractor Beam Projectors (Range: 300/600/1200; Damage: 2d6; ROF: 1)
▪ 3 groups of Ion Cannons (12 Ion Cannons) (Range: 500/1000/2000; Damage: 6d10; ROF: 1; Heavy Weapon)
▪ 102 Proton Torpedo Launchers (Range: 200/400/800; Damage: 6d10; AP 20; ROF: 1; Heavy Weapon)
▪ Six Tractor Beam Projectors (Range: 300/600/1200; Damage: 2d6; ROF: 1

Commerce Guild Support Ship

Typical Crew Skills: Piloting d6;
Shooting d6
Acc/Top Speed: 50/600
Toughness: 50(20)
Hyperdrive: x2
Hyperdrive Backup: x12
Crew: 300
Cost: 61 million
Notes: Capital Ship, Heavy Armor,
Shields, Spacecraft.
Weapons:
▪ 25 groups of Turbolasers (100
Turbolaser Batteries) (Range:
500/1000/2000, Damage: 5d10; AP 20;
ROF: 1; Heavy Weapon

Dreadnaught

Typical Crew Skills: Piloting d6;
Shooting d6
Acc/Top Speed: 50/600
Toughness: 50(20)
Hyperdrive: x1
Hyperdrive Backup: x10
Crew: 200
Cost: 57 million
Notes: Capital Ship, Heavy Armor,
Shields, Spacecraft.
Weapons:
▪ 10groups of Turbolasers (40
Turbolaser Batteries) (Range:
500/1000/2000, Damage: 5d10; AP 20;
ROF: 1; Heavy Weapon
▪ One groups of Ion Cannons (4 Ion
Cannons) (Range: 500/1000/2000;
Damage: 6d10; ROF: 1; Heavy
Weapon)

Trade Federation Battleship

Typical Crew Skills: Piloting d6;
Shooting d6
Acc/Top Speed: 50/600
Toughness: 70(40)
Hyperdrive: x2;
Hyperdrive Backup: x10
Crew: 165
Cost: 50 million
Notes: Capital Ship, Heavy Armor,
Shields, Spacecraft.
Weapons:
▪ 12 groups of Turbolasers (48
Turbolaser Batteries) (Range:
500/1000/2000, Damage: 5d10; AP 20;
ROF: 1; Heavy Weapon

LAND BASED VEHICLES

Land Speeder
There are many makes and models of Land Speeders. They can be modified for speed, add weapons, There are passenger, military, and cargo versions. Your imagination is the only limitation

Acc/Top Speed: 20/100
Toughness: 15
Crew: 1
Cost: 10,000
Notes: conditional
Weapons: conditional

Air Airspeeder
There are many makes and models of Air Speeders. They can be modified for speed, add weapons, There are passenger, military and cargo versions. Your imagination is the only limitation
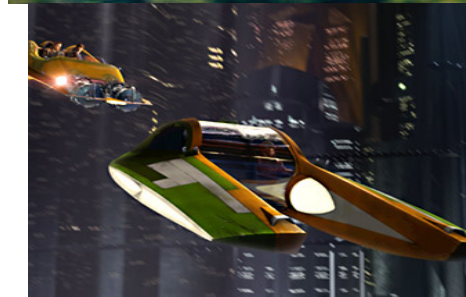
Typical Crew Skills: Piloting d6; Shooting d6
Acc/Top Speed: 50/700
Climb: 40
Toughness: 20
Crew: 1
Cost: 50,000
Notes: conditional
Weapons: conditional

Speeder bike/Swoop

There are many makes and models of Land Speeders. They can be modified for speed, add weapons, There are civilian, military, and racing versions. Your imagination is the only limitation
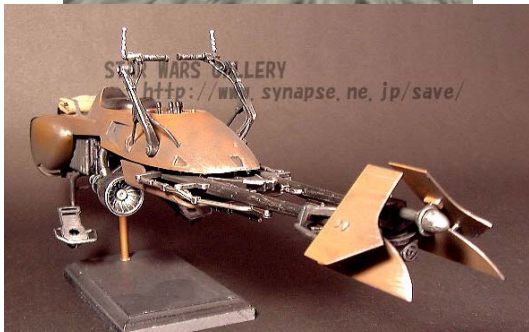
Acc/Top Speed: 20/200
Toughness: 5
Crew: 1
Cost: 5000
Notes: conditional
Weapons: conditional

Attack Gunship

Typical Crew Skills: Piloting d6; Shooting d6
Acc/Top Speed: 50/700
Climb: 40
Toughness: 20 (10)
Crew: 1
Cost: 50,000
Notes: Heavy armor, Heavy weapon
Weapons:
▪ Five Laser Cannons (3 fire linked, 2 turret) (Range: 100/200/400; Damage: 3d8; AP 8; ROF: 1; Heavy Weapon)
▪ Two Missile Launchers (Range: 100/200/400; Damage: 5d10; AP 20; ROF: 1; Heavy Weapon)

Armored Assault Tank

Typical Crew Skills: Piloting d6; Shooting d6
Acc/Top Speed: 20/100
Toughness: 20(10)
Crew: 4
Cost: 75,000
Notes: Sloped Armor +1
Weapons:
▪ One Laser Cannon (Range: 100/200/400; Damage: 3d8; AP 8; ROF: 1; Heavy Weapon)

AT-AT (All Terrain Armored Transport)

Typical Crew Skills: Piloting d6; Shooting d6
Acc/Top Speed: 5/40
Toughness: 25
Crew: 5
Cost: 500,000
Notes: Heavy Armor, Heavy Weapons, Sloped armor + 5
Weapons:
- Two Laser Cannons (Fire Linked) (Range: 100/200/400; Damage: 3d8; AP 8; ROF: 1; Heavy Weapon)

AT-ST (All Terrain Scout Transport)

Typical Crew Skills: Piloting d6; Shooting d6
Acc/Top Speed: 5/40
Toughness: 15
Crew: 2
Cost: 250,000
Notes: Heavy Armor, Heavy Weapons, Sloped armor + 3
Weapons:
- Two Laser Cannons (Fire Linked) (Range: 100/200/400; Damage: 3d8; AP 8; ROF: 1; Heavy Weapon)

AT-TE (All Terrain Tactical Enforcer)

Typical Crew Skills: Piloting d6; Shooting d6
Acc/Top Speed: 5/40
Toughness: 25
Crew: 7
Cost: 300,000
Notes: Heavy Armor, Heavy Weapons, Sloped armor + 5
Weapons:
- Four Laser Cannons (Fire Linked) (Range: 100/200/400; Damage: 3d8; AP 8; ROF: 1; Heavy Weapon)

AT-AP (All Terrain Attack Pod)

Typical Crew Skills: Piloting d6; Shooting d6
Acc/Top Speed: 5/40
Toughness: 15
Crew: 3
Cost: 200,000
Notes: Heavy Armor, Heavy Weapons, Sloped armor + 2
Weapons:
- Two Laser Cannons (Range: 100/200/400; Damage: 3d8; AP 8; ROF: 1; Heavy Weapon)
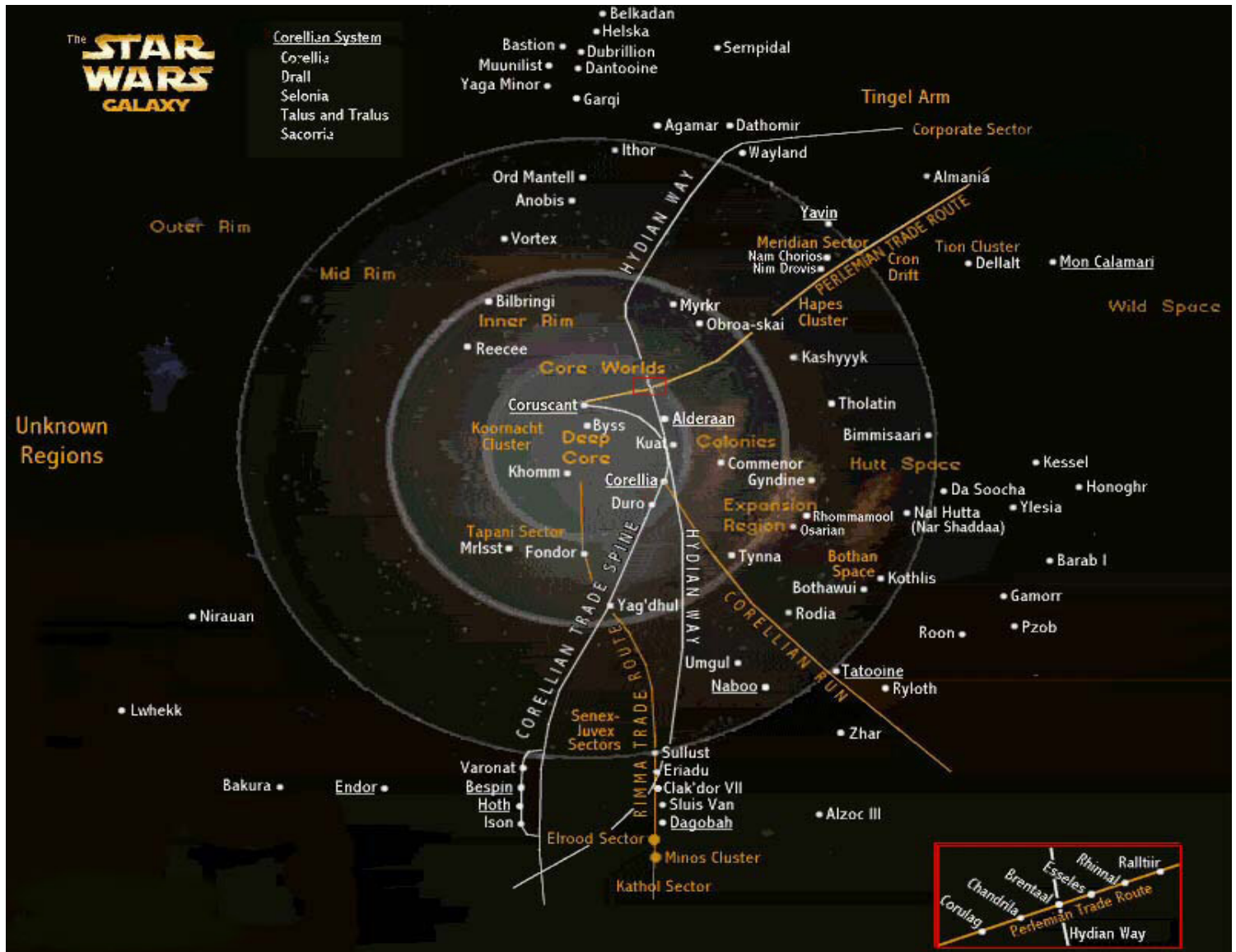
Travel in the Galaxy is accomplished by hyperspace travel. The Galaxy is separated into 4 sections; the Core, the Inner Rim, the Mid Rim, and the Outer Rim. The target number to travel from one section to another is 4. To travel across one section the target number is 5, to travel across two sections the target number is 6. So to travel from Naboo in the Mid Rim to Corellia would take a piloting skill roll of 5. To travel from Endor to Coruscant would take a piloting roll of 6, and so forth. Traveling by known hyperspace routes such as the Corellian run or the Hydian way lowers the target number by one. Using a Nav Computer or Astromech Droid lowers the target number by an additional one (effects do not stack)

⟨ADVERSARIES SCRIPT⟩

ADVERSARIES

Unless otherwise noted all Adversaries are Human. Adjust adversary attributes, edges, hindrances, and powers in accordance with Species Information. Adversaries are a base model; add skills, weapons, edges, and hindrances as required. Wild Cards are a base model; they are not adjusted for age or era, adjust as needed for campaign needs.

Rebel Trooper

Attributes: Agility: d6 Smarts: d6 Spirit: d6 Strength: d6 Vigor: d6
Skills: Fighting d6, Shooting d6, Guts d8
Pace: 6   **Parry:** 5   **Toughness:** 8   **Charisma:** N/A
Hindrances:
Edges:
Gear: Blaster Pistol 10/20/40 2d6+1 ROF 1 AP 1
       Recon Armor +3

	Wounds		Fatigue
	-1 -2 -3	Incapacitated	-2 -1

Rebel Pilot

Attributes: Agility: d8 Smarts: d6 Spirit: d6 Strength: d6 Vigor: d6
Skills: Fighting d6, Shooting d6, Piloting d8, Guts d6
Pace: 6   **Parry:** 5   **Toughness:** 8   **Charisma:** N/A
Hindrances: None
Edges: Ace
Gear: Blaster Pistol 10/20/40 2d6+1 ROF 1 AP 1
       Recon Armor +3

	Wounds		Fatigue
	-1 -2 -3	Incapacitated	-2 -1

Rebel Commando

Attributes: Agility: d6 Smarts: d6 Spirit: d8 Strength: d6 Vigor: d6
Skills: Shooting d8, Fighting d6, Throwing d6, Guts d10, Stealth d6
Pace: 8   **Parry:** 5   **Toughness:** 8   **Charisma:** N/A
Hindrances: None
Edges: Combat Reflexes, Fleet Footed
Gear: Heavy Blaster Pistol 5/10/20 2d8+1 ROF 1 AP 2
        Grenade 5/10/20 3d6 ROF 1
        Recon Armor +3

	Wounds			Fatigue	
	-1 -2 -3	Incapacitated		-2 -1	

Rebel Officer

Attributes: Agility: d6 Smarts: d8 Spirit: d8 Strength: d6 Vigor: d6
Skills: Shooting d8, Fighting d6, Guts d10
Pace: 6   **Parry:** 5   **Toughness:** 8   **Charisma:** N/A
Hindrances:
Edges: Command, Level Headed
Gear: Blaster Pistol 10/20/40 2d6+1 ROF 1 AP 1
        Recon Armor +3

	Wounds			Fatigue	
	-1 -2 -3	Incapacitated		-2 -1	

Elite Rebel Soldier

Attributes: Agility: d6 Smarts: d6 Spirit: d8 Strength: d6 Vigor: d6
Skills: Shooting d6, Fighting d8, Guts d10
Pace: 6   **Parry:** 6   **Toughness:** 9   **Charisma:** N/A
Hindrances:
Edges: Dodge, Marksman
Gear: Blaster Carbine 15/30/60 2d8 ROF 1 AP 2
        Battle Armor +4

	Wounds			Fatigue	
	-1 -2 -3	Incapacitated		-2 -1	

Rebel General/Admiral

Attributes: Agility: d6 Smarts:d8 Spirit: d8 Strength: d6 Vigor: d6
Skills: Shooting d6, Fighting d6, Guts d10
Pace: 6   **Parry:** 5   **Toughness:** 6   **Charisma:** N/A
Hindrances:
Edges: Command, Inspire, Hold the Line
Gear: Blaster Pistol 10/20/40 2d6+1 ROF 1 AP 1
        Helmet +1

Wounds   **Fatigue**
-1 -2 -3   Incapacitated   -2 -1

Planetary Security/Soldier

Attributes: Agility: d6 Smarts: d6 Spirit: d6 Strength: d6 Vigor: d6
Skills: Shooting d6, fighting d6
Pace: 6   **Parry:** 5   **Toughness:** 6   **Charisma:** N/A
Hindrances:
Edges:
Gear: Blaster Pistol 10/20/40 2d6+1 ROF 1 AP 1
        Helmet +1

Wounds   **Fatigue**
-1 -2 -3   Incapacitated   -2 -1

Stormtrooper

Attributes: Agility: d6 Smarts: d6 Spirit: d6 Strength: d6 Vigor: d6
Skills: Fighting d6, Shooting d6, Notice d4+2, Guts d8
Pace: 6   **Parry:** 5   **Toughness:** 9   **Charisma:** N/A
Hindrances:
Edges:
Gear: Blaster Carbine 15/30/60 2d8 ROF 1 AP 2 **or**
        Light Repeating Blaster 20/40/80 3d8 ROF 3 AP 2 **or**
        E Web Repeating Blaster 40/80/160 4d8 ROF 3 AP4 (req 3 troopers)
        Battle Armor +4

Wounds   **Fatigue**
-1 -2 -3   Incapacitated   -2 -1

Stormtrooper Sergeant

Attributes: Agility: d6 Smarts: d6 Spirit: d6 Strength: d6 Vigor: d6
Skills: Fighting d6, Shooting d6, Notice d6+2, Guts d10
Pace: 6   **Parry:** 5   **Toughness:** 9   **Charisma:** N/A
Hindrances:
Edges: Command
Gear: Light Repeating Blaster 20/40/80 3d8 ROF 3 AP 2
          Battle Armor +4

	Wounds			Fatigue	
	-1 -2 -3	Incapacitated		-2 -1	

Scout Trooper

Attributes: Agility:d6 Smarts:d6 Spirit: d6 Strength:d6 Vigor: d6
Skills: Fighting d6, Shooting d6, Notice d6, Driving d6, Guts d10
Pace: 8   **Parry:** 5   **Toughness:** 8   **Charisma:** N/A
Hindrances:
Edges: Fleet Footed
Gear: Blaster Pistol 10/20/40 2d6+1 ROF 1 AP 1
          Recon Armor +3

	Wounds			Fatigue	
	-1 -2 -3	Incapacitated		-2 -1	

Imperial Officer

Attributes: Agility:d6 Smarts:d6 Spirit:d6 Strength:d6 Vigor:d6
Skills: Shooting d6, Fighting d6, Guts d6
Pace: 6   **Parry:** 5   **Toughness:** 5   **Charisma:** N/A
Hindrances:
Edges: Command, Level Headed
Gear: Blaster Pistol 10/20/40 2d6+1 ROF 1 AP 1

	Wounds			Fatigue	
	-1 -2 -3	Incapacitated		-2 -1	

Imperial General/Admiral

Attributes: Agility: d6 Smarts:d8 Spirit: d8 Strength: d6 Vigor: d6
Skills: Shooting d6, Fighting d6, Guts d10
Pace: 6   **Parry:** 5   **Toughness:** 6   **Charisma:** N/A
Hindrances:
Edges: Command, Inspire, Hold the Line
Gear: Blaster Pistol 10/20/40 2d6+1 ROF 1 AP 1
       Helmet +1

	Wounds		Fatigue
	-1 -2 -3	Incapacitated	-2 -1

Imperial Pilot

Attributes: Agility: d8 Smarts: d6 Spirit: d6 Strength: d6 Vigor: d6
Skills: Fighting d6, Shooting d6, Piloting d8, Guts d6
Pace: 6   **Parry:** 5   **Toughness:** 8   **Charisma:** N/A
Hindrances: None
Edges: Ace
Gear: Blaster Pistol 10/20/40 2d6+1 ROF 1 AP 1
       Recon Armor +3

	Wounds		Fatigue
	-1 -2 -3	Incapacitated	-2 -1

Clone Trooper

Attributes: Agility: d6 Smarts: d6 Spirit: d6 Strength: d6 Vigor: d6
Skills: Fighting d6, Shooting d6, Notice d4+2, Guts d8
Pace: 6   **Parry:** 5   **Toughness:** 9   **Charisma:** N/A
Hindrances: Vow (Order 66)
Edges:
Gear: Blaster Carbine 15/30/60 2d8 ROF 1 AP 2
       Battle Armor +4

	Wounds		Fatigue
	-1 -2 -3	Incapacitated	-2 -1

Clone Trooper Commander

Attributes: Agility: d6 Smarts:d8 Spirit: d8 Strength: d6 Vigor: d6
Skills: Shooting d6, Fighting d6, Notice d6, Guts d10
Pace: 6   **Parry:** 5   **Toughness:** 9   **Charisma:** N/A
Hindrances: Vow (Order 66)
Edges: Command, Level Headed, Hold the Line
Gear: Light Repeating Blaster 20/40/80 3d8 ROF 3 AP 2
        Battle Armor +4

Wounds				Fatigue	
-1 -2 -3	Incapacitated			-2	-1

Clone Trooper Pilot

Attributes: Agility: d8 Smarts: d6 Spirit: d6 Strength: d6 Vigor: d6
Skills: Fighting d6, Shooting d6, Piloting d8, Guts d6
Pace: 6   **Parry:** 5   **Toughness:** 8   **Charisma:** N/A
Hindrances: Vow (Order 66)
Edges: Ace
Gear: Blaster Pistol 10/20/40 2d6+1 ROF 1 AP 1
        Battle Armor +4

Wounds				Fatigue	
-1 -2 -3	Incapacitated			-2	-1

ARC Trooper

Attributes: Agility:d8 Smarts:d6 Spirit: d8 Strength: d6 Vigor: d8
Skills: Fighting d8, Shooting d6, Piloting d8, Guts d6, Notice d6+2
        Throwing d6, Stealth d6
Pace: 6/10   **Parry:** 6   **Toughness:** 10   **Charisma:** N/A
Hindrances: Vow (Order 66)
Edges: Combat Reflexes, Two Fisted, Dodge
Gear: (2) Blaster Pistol 10/20/40 2d6+1 ROF 1 AP 1
        Light Repeating Blaster 20/40/80 3d8 ROF 3 AP 2
        Battle Armor +4

Wounds				Fatigue	
-1 -2 -3	Incapacitated			-2	-1

Jedi General

Attributes: Agility:d10 Smarts:d8 Spirit:d10 Strength:d6 Vigor:d8
Skills: Fighting d8, Shooting d6, Piloting d8, Guts d6, Knowledge
      (Lightsaber)
Pace: 6   **Parry:** 6   **Toughness:** 6   **Charisma:** N/A
Hindrances: Vow (Jedi Code)
Edges: Force Attuned, Force, Jedi, Lightsaber Defense,
      Padawan, Knight
Power Points: 15
Powers: Affect Mind, Raise Trait, Telekinesis
Gear: Lightsaber 3d8+3 AP4
      Blaster Pistol 10/20/40 2d6+1 ROF 1 AP 1

	Wounds		**Fatigue**
	-1 -2 -3	Incapacitated	-2 -1

Battle Droid

Attributes: Agility: d6 Smarts:d4 Spirit: d6 Strength: d4 Vigor: d4
Skills: Shooting d6, Fighting d4, Notice d4, Guts d10
Pace: 6   **Parry:** 4   **Toughness:** 8   **Charisma:** N/A
Hindrances:
Edges: Construct, Ambidextrous
Gear: Blaster Carbine 15/30/60 2d8 ROF 1 AP 2
      Armor Plating +4

	Wounds		**Fatigue**
	-1 -2 -3	Incapacitated	-2 -1

Super Battle Droid

Attributes: Agility: d6 Smarts:d6 Spirit: d6 Strength: d6 Vigor: d6
Skills: Shooting d6, Fighting d6, Notice d6, Guts d10, Intimidate d6
Pace: 6   **Parry:** 5   **Toughness:** 9   **Charisma:** N/A
Hindrances:
Edges: Construct, Ambidextrous
Gear: (2) Imbedded Blaster Carbine 15/30/60 2d8 ROF 1 AP 2
      Armor Plating +4

	Wounds		**Fatigue**
	-1 -2 -3	Incapacitated	-2 -1

Droideka

Attributes: Agility:d8 Smarts:d4 Spirit:d6 Strength:d6 Vigor:d10
Skills: Shooting d10, Fighting d4, Notice d6, Guts d10
Pace: 2/12   **Parry:** 4   **Toughness:** 11(7)   **Charisma:** N/A
Hindrances:
Edges: Construct, Ambidextrous
Gear: (2) Light Repeating Blaster 20/40/80 3d8 ROF 3 AP 2
       Armor Plating +4
       Shield +7

Wounds		Fatigue
-1 -2 -3	Incapacitated	-2 -1

Thug/Gang Member

Attributes: Agility: d6 Smarts: d6 Spirit: d6 Strength: d6 Vigor: d6
Skills: Fighting d6, Shooting d6, Guts d4
Pace: 6   **Parry:** 5   **Toughness:** 5   **Charisma:** N/A
Hindrances:
Edges:
Gear: Blaster Carbine 15/30/60 2d8 ROF 1 AP **or**
       Blaster Pistol 10/20/40 2d6+1 ROF 1 AP 1
       Vibroblade Str+3 AP 2

Wounds		Fatigue
-1 -2 -3	Incapacitated	-2 -1

Thug/Gang Leader

Attributes: Agility: d6 Smarts: d6 Spirit: d6 Strength: d6 Vigor: d6
Skills: Fighting d6, Shooting d6, Notice d6+2, Guts d10
Pace: 6   **Parry:** 5   **Toughness:** 8   **Charisma:** N/A
Hindrances:
Edges: Command
Gear: Blaster Pistol 10/20/40 2d6+1 ROF 1 AP 1
       Vibroblade Str+3 AP 2
       Recon Armor +3

Wounds		Fatigue
-1 -2 -3	Incapacitated	-2 -1

Bodyguard Droid

Attributes: Agility: d10 Smarts: d8 Spirit: d8 Strength: d10 Vigor: d10
Skills: Shooting d6, Fighting d10, Notice d6, Intimidate d8, Guts d10
Pace: 6   **Parry:** 7   **Toughness:** 11   **Charisma:** N/A
Hindrances:
Edges: Construct, Ambidextrous
Gear: Electrostaff   Str+6   Parry +1, requires 2 hands
       Armor Plating +4

Wounds	Fatigue
-1 -2 -3 Incapacitated	-2 -1

Royal Guard

Attributes: Agility:d8   Smarts:d6   Spirit: d8 Strength: d8 Vigor: d8
Skills: Fighting d8, Shooting d6, Guts d6, Notice d6
       Throwing d6, Stealth d6
Pace: 6   **Parry:** 6   **Toughness:** 10   **Charisma:** N/A
Hindrances:
Edges: Combat Reflexes, Two Fisted, Dodge
Gear: Force Pike   Str+4   Parry +1 requires 2 hands
       Battle Armor +4

Wounds	Fatigue
-1 -2 -3 Incapacitated	-2 -1

Tusken Raider

Attributes: Agility: d6 Smarts: d4 Spirit: d8 Strength: d6 Vigor: d8
Skills: Fighting d8, Taunt d8, Riding d8
Pace: 6   **Parry:** 6   **Toughness:** 6   **Charisma:** N/A
Hindrances: Outsider, Bloodthirsty
Edges:
Gear: Gaderffii   Str+2 Parry +1, requires 2 hands

Wounds	Fatigue
-1 -2 -3 Incapacitated	-2 -1

🄳🄸🄻🄳 🄲🄰🅁🄳🅂
WILD CARDS

Han Solo
Attributes: Agility: d8 Smarts: d8 Spirit: d8 Strength: d8 Vigor: d8
Skills: Fighting d6, Gambling d10, Investigationd8, Intimidationd6, Piloting d12, Repair d10, Shooting d12
Pace: 6   **Parry:** 5   **Toughness:** 6   **Charisma:** 2
Hindrances: Loyal, Wanted (Major)
Edges: Ace, Smuggler, Charismatic, Combat Reflexes,
      Marksman
Gear: Heavy Blaster Pistol 5/10/20 2d8+1 ROF 1 AP 2

Wounds		Fatigue
-1 -2 -3	Incapacitated	-2 -1

Chewbacca
Attributes: Agility:d10 Smarts:d10 Spirit:d10 Strength:d12 Vigor: d12
Skills: Fighting d8, Intimidation d6, Notice d8, Piloting d10,
      Repair d12, Survival d6, Tracking d6
Pace: 6   **Parry:** 6   **Toughness:** 8   **Charisma:** N/A
Hindrances: Code of Honor, Vow (Solo), Wanted (Major)
Edges: Berserk, Gadgeteer, Mr. Fix it, Tough as Nails
Gear: Wookie Bowcaster 6/12/24 2d6+1 ROF 1 AP 4

Wounds		Fatigue
-1 -2 -3	Incapacitated	-2 -1

Princess Leia

Attributes: Agility: d8 Smarts: d8 Spirit: d8 Strength: d8 Vigor: d8
Skills: Fighting d6, Knowledge (Politics) d12, Persuasion d12,
Shooting d6
Pace: 6 **Parry:** 5 **Toughness:** 6 **Charisma:** 4
Hindrances: Heroic, Wanted (Major)
Edges: Force Attuned, Attractive, Connections, Marksman,
Noble
Gear: Sporting Blaster 6/12/24 2d6 ROF 1 AP1

Wounds **Fatigue**
-1 -2 -3 Incapacitated -2 -1

Luke Skywalker

Attributes: Agility: d10 Smarts: d8 Spirit: d8 Strength: d10 Vigor: d8
Skills: Fighting d12, Knowledge (Lightsaber) d8, Notice d8,
Piloting d10, Shooting d10
Pace: 6 **Parry:** 8 **Toughness:** 6 **Charisma:** N/A
Hindrances: Heroic, Wanted (Major), Vow (Jedi Code)
Edges: Force Attuned, Force, Jedi, Lightsaber Defense,
Padawan, Knight, Ace, Power Points, Combat Reflexes,
Trademark Weapon (Lightsaber)
Power Points: 15
Powers: Affect Mind, Boost Trait, Telekinesis
Gear: Lightsaber 3d8+5 AP4

Wounds **Fatigue**
-1 -2 -3 Incapacitated -2 -1

Lando Calrissian

Attributes: Agility: d8 Smarts: d8 Spirit: d8 Strength: d8 Vigor: d8
Skills: Fighting d6, Gambling d12, Persuasion d12, Piloting d8,
Streetwise d8
Pace: 6 **Parry:** 6 **Toughness:** 6 **Charisma:** N/A
Hindrances: Loyal, Wanted (Minor)
Edges: Ace, Charismatic, Connections, Luck, Marksman,
Rich, Smuggler
Gear: Blaster Pistol 10/20/40 2d6+1 ROF 1 AP 1

Wounds **Fatigue**
-1 -2 -3 Incapacitated -2 -1

C-3P0

Attributes: Agility: d4 Smarts: d8 Spirit: d4 Strength: d4 Vigor: d4
Skills: Knowledge (Languages) d12, Knowledge (Politics) d10, Notice d8
Pace: 6   **Parry:** 2   **Toughness:** 4   **Charisma:** N/A
Hindrances: Cautious
Edges: Construct, Dodge, Improved Dodge
Gear: None

Wounds	Fatigue
-1 -2 -3 Incapacitated	-2 -1

R2-D2

Attributes: Agility: d4 Smarts: d6 Spirit: d6 Strength: d4 Vigor: d4
Skills: Fighting d6, Shooting d6, Repair d12, Pilot d10, Notice d10
Pace: 6   **Parry:**   **Toughness:** 4   **Charisma:** N/A
Hindrances: Heroic, Overconfident, Stubborn
Edges: Construct, Dodge
Gear: Arc Welder 2/4/- 1d6 ROF1
Circular Saw 1d8

Wounds	Fatigue
-1 -2 -3 Incapacitated	-2 -1

Yoda

Attributes: Agility: d10 Smarts: d8 Spirit: d12 Strength: d6 Vigor: d8
Skills: Fighting d12, Knowledge (Lightsaber) d8, Notice d8, Intimidate d10
Pace: 6   **Parry:** 8   **Toughness:** 7   **Charisma:** N/A
Hindrances: Vow (Jedi Code)
Edges: Force Attuned, Force, Jedi, Lightsaber Defense, Improved Lightsaber Defense, Padawan, Knight, Master, Power Points, Rapid Recharge
Power Points: 15
Powers: Affect Mind, Boost Trait, Telekinesis, Heal, Force Jump,
Gear: Lightsaber 3d8+4 AP4

Wounds	Fatigue
-1 -2 -3 Incapacitated	-2 -1

Anakin Skywalker

Attributes: Agility: d10 Smarts: d8 Spirit: d8 Strength: d8 Vigor: d8
Skills: Fighting d12+1, Knowledge (Lightsaber) d8, Notice d8,
        Piloting d12, Repair d8, Streetwise d8
Pace: 6   **Parry:** 8   **Toughness:** 6   **Charisma:** N/A
Hindrances: Loyal, Vow (Jedi Code)
Edges: Force Attuned, Force, Jedi, Lightsaber Defense,
        Padawan, Knight, Power Points, Ace,
        Combat Reflexes, Trademark Weapon (Lightsaber)
Power Points: 15
Powers: Affect Mind, Boost Trait, Telekinesis, Speed
Gear: Lightsaber 3d8+3 AP4

	Wounds		Fatigue
-1 -2 -3	Incapacitated	-2	-1

Obi Wan Kenobi

Attributes: Agility: d10 Smarts: d8 Spirit: d8 Strength: d10 Vigor: d8
Skills: Fighting d12+1, Knowledge (Lightsaber) d8, Notice d8,
        Piloting d6, Investigation d10, Streetwise d8
Pace: 6   **Parry:** 8   **Toughness:** 7   **Charisma:** N/A
Hindrances: Heroic, Vow (Jedi Code)
Edges: Force Attuned, Force, Jedi, Lightsaber Defense, Improved
        Defense, Padawan, Knight, Master, Power Points,
        Rapid Recharge, Combat Reflexes, Trademark Weapon
Power Points: 15 **Powers:** Affect Mind, Boost Trait, Telekinesis,
        Speed, Deflection, Force Jump
Gear: Lightsaber 3d8+5 AP4

	Wounds		Fatigue
-1 -2 -3	Incapacitated	-2	-1

Padme Amidala

Attributes: Agility: d10 Smarts: d10 Spirit: d10 Strength: d6 Vigor: d8
Skills: Fighting d6, Knowledge (Politics) d12, Persuasion d12,
        Shooting d6
Pace: 6   **Parry:** 5   **Toughness:** 6   **Charisma:** 6
Hindrances: Heroic
Edges: Attractive, Connections, Marksman, Charismatic,
        Noble
Gear: Blaster Pistol 10/20/40 2d6+1 ROF 1 AP 1

	Wounds		Fatigue
-1 -2 -3	Incapacitated	-2	-1

Mace Windu

Attributes: Agility: d8 Smarts: d10 Spirit: d12 Strength: d8 Vigor: d10
Skills: Fighting d12+3 Knowledge (Lightsaber) d8, Notice d8,
     Intimidate d10
Pace: 6   **Parry:** 9   **Toughness:** 7   **Charisma:** N/A
Hindrances: Vow (Jedi Code)
Edges: Force Attuned, Force, Jedi, Lightsaber Defense, Improved
Lightsaber Defense, Padawan, Knight, Master, Power Points,
Rapid Recharge, Combat Reflexes, Trademark Weapon,
Weapon Master, Improved Trademark Weapon
Power Points: 15 **Powers:** Affect Mind, Boost Trait, Telekinesis,
     Speed, Deflect, Detect Arcana, Force Jump
Gear: Lightsaber 3d8+5 AP4

Wounds		Fatigue
-1 -2 -3	Incapacitated	-2 -1

Darth Vader

Attributes: Agility: d10 Smarts: d8 Spirit: d8 Strength: d10 Vigor: d12
Skills: Fighting d12+1, Knowledge (Lightsaber) d8, Notice d8,
     Piloting d12, Repair d8, Streetwise d8
Pace: 6   **Parry:** 8   **Toughness:** 8   **Charisma:** N/A
Hindrances: Dark Side Consumed, Vow (Sith)
Edges: Force Attuned, Force, Jedi, Lightsaber Defense,
Improved Defense, Padawan, Knight, Power Points, Ace,
Berserk, Combat Reflexes, Trademark Weapon (Lightsaber)
Power Points: 15
Powers: Affect Mind, Boost Trait, Telekinesis, Speed
Gear: Lightsaber 3d8+3 AP4

Wounds		Fatigue
-1 -2 -3	Incapacitated	-2 -1

General Grievous

Attributes: Agility: d12+1 Smarts: d10 Spirit: d6 Strength: d12+2 Vigor: d6
Skills: Fighting d10+1, Shooting d8, Intimidate d12, Pilot d6,
Knowledge (Tactics) d10
Pace: 10   **Parry:** 7   **Toughness:** 9   **Charisma:** N/A
Hindrances: Mean, Overconfident, Vengeful
Edges: Construct, Ambidextrous, Command, Inspire, Hold the
Line, Trademark Weapon (Lightsaber), Two Fisted
Gear: (4) Lightsaber 3d8 AP4
     Armor Plating +4

Wounds		Fatigue
-1 -2 -3	Incapacitated	-2 -1

Palpatine

Attributes: Agility: d8 Smarts: d12 Spirit: d10 Strength: d8 Vigor: d10
Skills: Fighting d12, Knowledge (Lightsaber) d8, Knowledge (Politics), Intimidate d10, Persuasion d10
Pace: 6   **Parry:** 8   **Toughness:** 7   **Charisma:** 4
Hindrances: Dark Side Consumed, Vow (Sith)
Edges: Force Attuned, Force, Jedi, Lightsaber Defense, Improve Lightsaber Defense, Padawan, Knight, Master, Power Points, Rapid Recharge, Combat Reflexes, Noble, Charismatic, Berserk
Power Points: 15 **Powers:** Affect Mind, Boost Trait, Telekinesis, Speed, Deflect, Detect Arcana, Force Jump, Fear, Bolt, Lower Trait
Gear: Lightsaber 3d8+3 AP4

Wounds	Fatigue
-1 -2 -3 Incapacitated	-2 -1

Darth Maul

Attributes: Agility: d10 Smarts: d8 Spirit: d8 Strength: d10 Vigor: d8
Skills: Fighting d12+1, Knowledge (Lightsaber) d12, Notice d8, Piloting d12, Repair d8, Streetwise d8
Pace: 6   **Parry:** 8   **Toughness:** 6   **Charisma:** N/A
Hindrances: Dark Side Consumed, Vow (Sith)
Edges: Force Attuned, Force, Jedi, Lightsaber Defense, Padawan, Knight, Power Points, 2 Fisted, Combat Reflexes Trademark Weapon
Power Points: 15 **Powers:** Affect Mind, Boost Trait, Telekinesis, Speed, Fear, Bolt, Lower Trait
Gear: Double Edged Lightsaber 3d8+3 AP4

Wounds	Fatigue
-1 -2 -3 Incapacitated	-2 -1

Jango Fett

Attributes: Agility: d8 Smarts: d6 Spirit: d8 Strength: d6 Vigor: d8
Skills: Fighting d8, Shooting d12, Piloting d10, Intimidation d12, Investigation d8 Notice d8, Stealth d8, Streetwise d8 Tracking d8
Pace: 6   **Parry:** 6   **Toughness:** 6   **Charisma:** N/A
Edges: Combat Reflexes, Dodge, Two Fisted, Tough as Nails, Marksman, Bounty Hunter
Gear: (2) Custom Blaster Pistol 10/20/40 2d6+3 ROF 1 AP 1
Recon Armor +3 Rocket Pack Fly 50 Climb 5

Wounds	Fatigue
-1 -2 -3 Incapacitated	-2 -1

Count Dooku

Attributes: Agility: d8 Smarts: d10 Spirit: d10 Strength: d8 Vigor: d8
Skills: Fighting d12+3 Knowledge (Lightsaber) d10, Notice d8, Intimidate d10, Persuasion d8, Knowledge (Politics)
Pace: 6 **Parry:** 9 **Toughness:** 7 **Charisma:** 2
Hindrances: Dark Side Consumed, Vow (Sith)
Edges: Force Attuned, Force, Jedi, Lightsaber Defense, Improve Lightsaber Defense, Padawan, Knight, Master, Power Points, Rapid Recharge, Combat Reflexes, Trademark Weapon, Noble, Weapon Master, Improved Weapons Master, Rich, Filthy Rich
Power Points: 15 **Powers:** Affect Mind, Boost Trait, Telekinesis, Speed, Deflect, Detect Arcana, Force Jump, Fear, Bolt, Lower Trait
Gear: Lightsaber 3d8+5 AP4

Wounds				Fatigue	
-1	-2	-3	Incapacitated	-2	-1

Boba Fett

Attributes: Agility: d8 Smarts: d6 Spirit: d8 Strength: d6 Vigor: d8
Skills: Fighting d8, Shooting d12, Piloting d10, Intimidation d12, Investigation d8+4 Notice d8, Stealth d8, Streetwise d8+4 Tracking d8+2
Pace: 6 **Parry:** 6 **Toughness:** 6 **Charisma:** N/A
Edges: Combat Reflexes, Dodge, Quick, Tough as Nails, Marksman, Investigator, Bounty Hunter, Nerves of Steel
Gear: Custom Blaster Carbine 15/30/60 2d8+1 ROF 1 AP Recon Armor +3 Rocket Pack Fly 50 Climb 5

Wounds				Fatigue	
-1	-2	-3	Incapacitated	-2	-1

Jabba the Hutt

Attributes: Agility: d4 Smarts:d8 Spirit: d8 Strength:d4 Vigor: d8
Skills: Fighting d4, shooting d4, Intimidate d12
Pace: 5 **Parry:** 4 **Toughness:** 7 **Charisma:** N/A
Hindrances: Obese
Edges: Command, Sidekick
Gear: 4 Gammorean Bodyguards

Wounds				Fatigue	
-1	-2	-3	Incapacitated	-2	-1

Dengar

Attributes: Agility: d8 Smarts: d6 Spirit: d8 Strength: d6 Vigor: d8
Skills: Fighting d6, Shooting d8, Piloting d8, Intimidation d8, Investigation d8+4 Notice d8, Stealth d6, Streetwise d6+4 Tracking d8+2, Driving d6
Pace: 6 **Parry:** 6 **Toughness:** 10 **Charisma:** N/A
Edges: Combat Reflexes, Dodge, Tough as Nails, Marksman, Investigator, Bounty Hunter, Nerves of Steel
Gear: Light Repeating Blaster 20/40/80 3d8 ROF 3 AP 2
Battle Armor +4

Wounds	Fatigue
-1 -2 -3 Incapacitated	-2 -1

IG-88

Attributes: Agility: d8 Smarts: d6 Spirit: d8 Strength: d6 Vigor: d8
Skills: Fighting d6, Shooting d8, Piloting d8, Intimidation d8, Investigation d8+4 Notice d8, Stealth d6, Streetwise d6+4 Tracking d8+2
Pace: 6 **Parry:** 6 **Toughness:** 6 **Charisma:** N/A
Edges: Combat Reflexes, Dodge, Quick, Tough as Nails, Investigator, Bounty Hunter, Construct, Two Fisted
Gear: Light Repeating Blaster 20/40/80 3d8 ROF 3 AP 2
Blaster Rifle 20/40/80 2d6+1 ROF 1 AP 2
Armor Plating +4

Wounds	Fatigue
-1 -2 -3 Incapacitated	-2 -1

Greedo

Attributes: Agility: d8 Smarts: d6 Spirit: d8 Strength: d6 Vigor: d8
Skills: Fighting d6, Shooting d8, Intimidation d4, Investigation d6 Notice d6, Stealth d6, Streetwise d6, Tracking d8
Pace: 6 **Parry:** 5 **Toughness:** 6 **Charisma:** N/A
Edges: Combat Reflexes, Dodge, Marksman
Gear: Blaster Pistol 10/20/40 2d6+1 ROF 1 AP 1
Recon Armor +3

Wounds	Fatigue
-1 -2 -3 Incapacitated	-2 -1

4-Lom

Attributes: Agility: d8 Smarts: d8 Spirit: d8 Strength: d6 Vigor: d6
Skills: Fighting d6, Shooting d8, Piloting d8, Intimidation d8, Investigation d8+4 Notice d8, Stealth d6, Streetwise d6+4 Tracking d8+2
Pace: 6   **Parry:** 5   **Toughness:** 5   **Charisma:** N/A
Edges: Combat Reflexes, Dodge, Quick, Tough as Nails, Marksman, Investigator, Bounty Hunter, Nerves of Steel, Construct, Steady Hands
Gear: Blaster Rifle 20/40/80 2d6+1 ROF 1 AP 2
         Armor Plating +4

	Wounds		Fatigue	
-1 -2 -3	Incapacitated		-2 -1	

Bossk

Attributes: Agility: d8 Smarts: d6 Spirit: d6 Strength: d8 Vigor: d8
Skills: Fighting d8, Shooting d8, Piloting d8, Intimidation d8, Investigation d8+4 Notice d8, Stealth d6, Streetwise d6+4 Tracking d8+2
Pace: 6   **Parry:** 6   **Toughness:** 10   **Charisma:** N/
Edges: Combat Reflexes, Dodge, Quick, Tough as Nails, Marksman, Investigator, Bounty Hunter, Nerves of Steel
Gear: Blaster Carbine 15/30/60 2d8 ROF 1 AP
         Recon Armor +3

	Wounds		Fatigue	
-1 -2 -3	Incapacitated		-2 -1	

Gamorrean Bodyguard

Attributes: Agility:d6 Smarts:d4 Spirit: d6 Strength:d8 Vigor: d8
Skills: Fighting d8, Notice d8
Pace: 5   **Parry:** 6   **Toughness:** 6   **Charisma:** N/A
Hindrances: Obese
Gear: Vibroaxe Str+5   AP 2   Requires 2 hands
         Recon Armor +3

	Wounds		Fatigue	
-1 -2 -3	Incapacitated		-2 -1	

BLANK WILD CARD SHEETS

Attributes: Agility: Smarts: Spirit: Strength: Vigor:
Skills:
Pace: **Parry:**   **Toughness:**   **Charisma:** N/A
Hindrances:
Edges:
Power Points:
Powers:
Gear:

	Wounds		**Fatigue**
	-1 -2 -3 **Incapacitated**		-2 -1

Attributes: Agility: Smarts: Spirit: Strength: Vigor:
Skills:
Pace: **Parry:**   **Toughness:**   **Charisma:** N/A
Hindrances:
Edges:
Power Points:
Powers:
Gear:

	Wounds		**Fatigue**
	-1 -2 -3 **Incapacitated**		-2 -1

Attributes: Agility: Smarts: Spirit: Strength: Vigor:
Skills:
Pace: **Parry:**   **Toughness:**   **Charisma:** N/A
Hindrances:
Edges:
Power Points:
Powers:
Gear:

	Wounds		**Fatigue**
	-1 -2 -3 **Incapacitated**		-2 -1

SAVAGE WORLDS

CHARACTER RECORD SHEET

HERO | ARCHTYPE

SETTING | SPECIES | RANK | TOTAL XP

AGE | GENDER | HEIGHT | WEIGHT | EYES | HAIR | SKIN

ATTRIBUTES

AGILITY   4 6 8 10 12 +/−
SMARTS   4 6 8 10 12 +/−
SPIRIT   4 6 8 10 12 +/−
STRENGTH   4 6 8 10 12 +/−
VIGOR   4 6 8 10 12 +/−

PACE [6"]

PARRY 2+HALF FIGHTING

TOUGHNESS 2+HALF VIGOR

CHARISMA + − [0]

WOUNDS
−1 −2 −3 INC

FATIGUE
−2 −1

PERMANENT INJURIES:

HINDERANCES

TAINT
0 no effects
1 +2 to all Force Use rolls when calling on the dark side
2 +2 to all Force Use rolls when calling on the dark side
-2 to all Force rolls when not calling on the dark side
3 character becomes a Darksider

SKILLS

FORCE POWERS

POWER	RANGE	DAMAGE
DRAIN	SKILL	EFFECT

POWER	RANGE	DAMAGE
DRAIN	SKILL	EFFECT

POWER	RANGE	DAMAGE
DRAIN	SKILL	EFFECT

POWER	RANGE	DAMAGE
DRAIN	SKILL	EFFECT

EDGES

GEAR
ITEM | WT

WEAPON
WEAPON	RANGE	ROF	DAMAGE
AMMO	LOCATION	WEIGHT	TYPE	NOTES

WEAPON	RANGE	ROF	DAMAGE
AMMO	LOCATION	WEIGHT	TYPE	NOTES

ARMOR	TYPE	TN	AREA
ARMOR	TYPE	TN	AREA

TOTAL WEIGHT: _____
WEIGHT LIMIT: _____
PENALTY: _____

FORCE POINT COUNTER
5 10 15 20
5 10 15 20

ALLY SHEET

Edges and Hindrances

_____ AGILITY   _____ PACE
_____ SMARTS   _____ PARRY
_____ SPIRIT   _____ TOUGHNESS
_____ STRENGTH
_____ VIGOR

WEAPON	RANGE	ROF	DAMAGE	WEIGHT	NOTES

SKILLS

ARMOR	AREA PROTECTED	PROTECTION	WEIGHT	COST

GEAR

AMMO

VERY HIGH ○
HIGH ○
LOW ○
OUT ○

PERSONALITIES

NAME	PERSONALITY	NOTES	NAME	PERSONALITY	NOTES

VEHICLE #1

VEHICLE: _____
ACC/TOP SPEED: _____
CLIMB: _____
TOUGHNESS: _____
CREW: _____
COST: _____

ARMOR
FRONT   REAR   SIDES

WEAPON LIST

VEHICLE #2

VEHICLE: _____
ACC/TOP SPEED: _____
CLIMB: _____
TOUGHNESS: _____
CREW: _____
COST: _____

ARMOR
FRONT   REAR   SIDES

WEAPON LIST

VEHICLE #3

VEHICLE: _____
ACC/TOP SPEED: _____
CLIMB: _____
TOUGHNESS: _____
CREW: _____
COST: _____

ARMOR
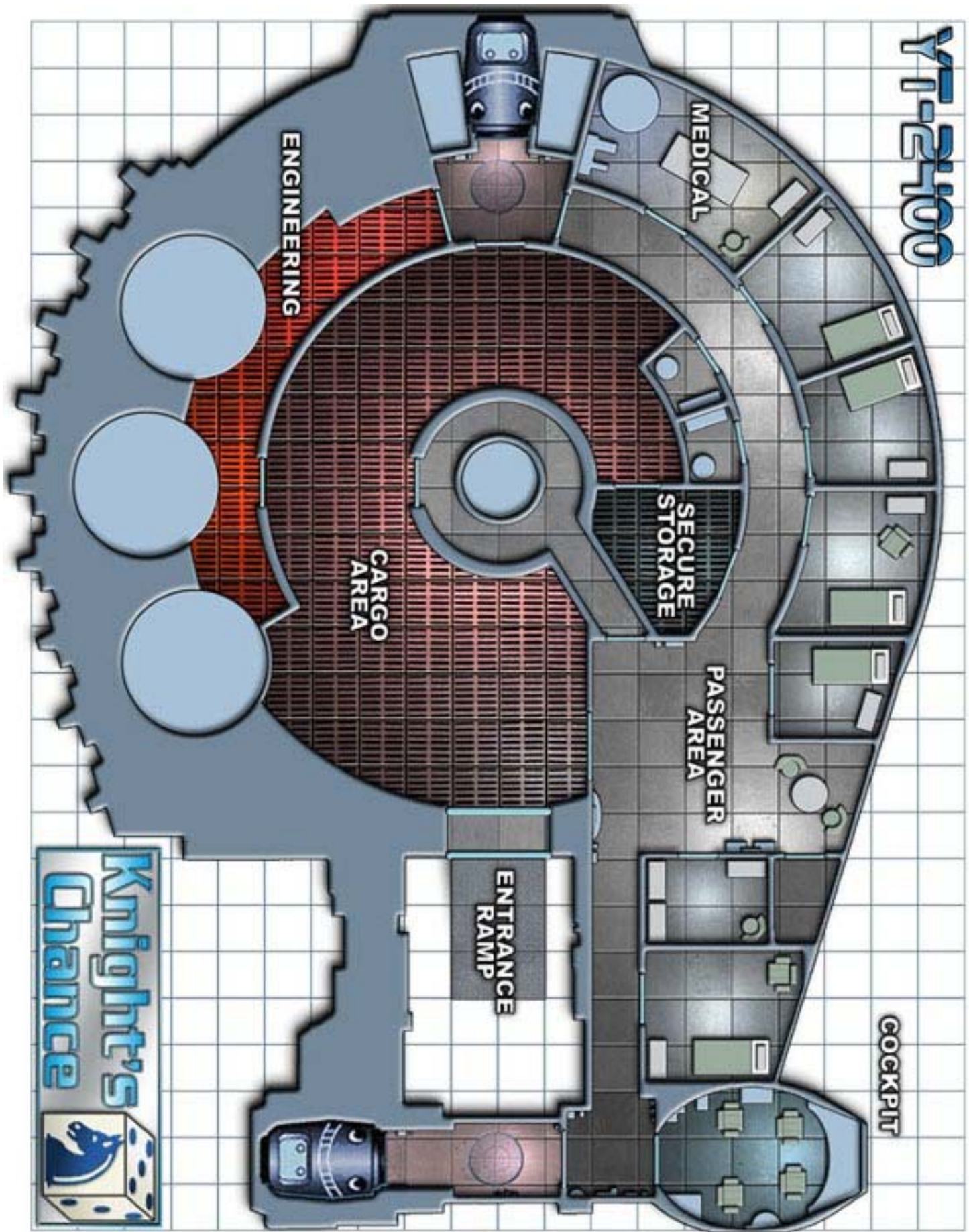FRONT   REAR   SIDES

WEAPON LIST
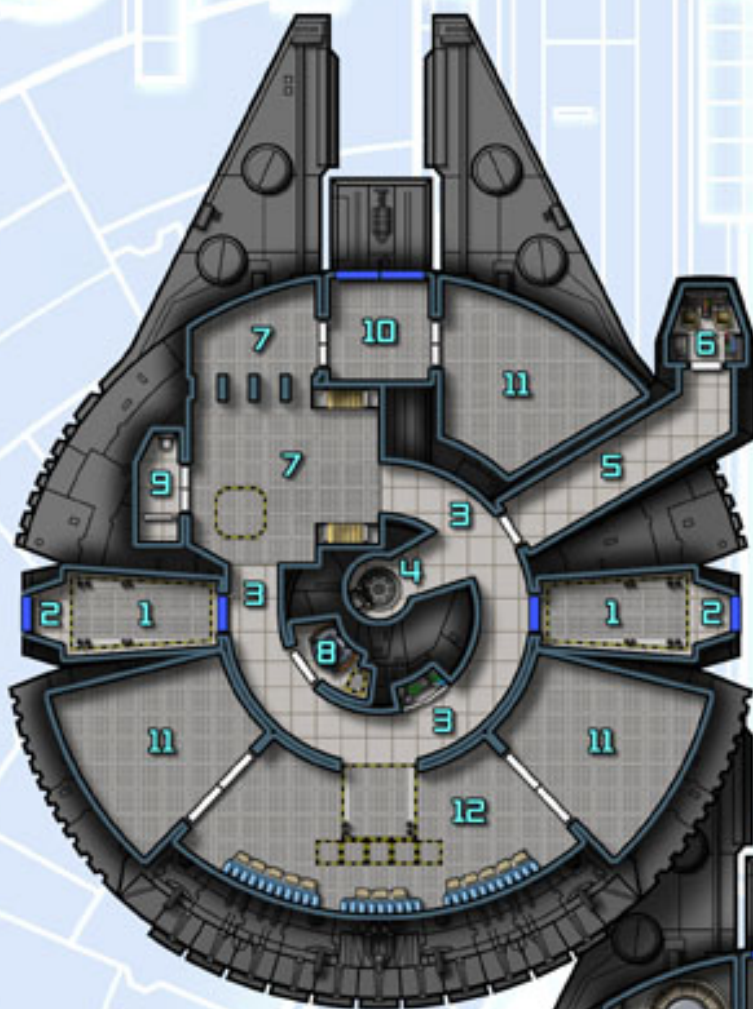

WEAPON DETAILS	RANGE	ROF	DAMAGE	BURST?	NOTES

YT-2400

ENGINEERING

MEDICAL

SECURE STORAGE

CARGO AREA

PASSENGER AREA
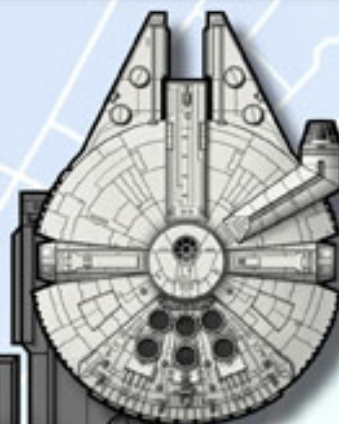
ENTRANCE RAMP

COCKPIT

Knight's Chance

YT-1300f
Stock Light Transport
(Freight Configuration)

1. Boarding Ramps
2. Docking Rings
3. Main Corridor
4. Observation Deck Access
5. Cockpit Access Corridor
6. Cockpit
7. Main Hold
8. Circuitry Bay
9. Refresher
10. Freight Loading Room
11. Cargo Holds
12. Engineering Bay

KEY

YT-1300p
Stock Light Transport
(Passenger Configuration)

1. Boarding Ladders
2. Escape Pods
3. Main Corridor
4. Observation Deck Access
5. Cockpit Access Corridor
6. Cockpit
7. Refresher
8. Circuitry Bay
9. Passenger Cabins
10. Passenger Lounge
11. Freight Loading Room
12. Cargo Hold
13. Engineering Bay

KEY

The Millennium Falcon

Freight Loading Doors

Life Support Systems

Cargo Transfer Hatches

Maintenance Access

Secret Compartments

Engineering Stations

Ceiling Hatch

Hyperdrive

Freight Elevator

Escape Pods (Beneath Floor Hatches)

Sublight Engines

9 10 11 6 7 5 3 4 1 2 8 12 13 14 8 16 15 3

Hope you enjoyed

SAVAGE

STAR WARS

John "Sheriff288" Brown
http://home.mchsi.com/~SavageStarWars

81