



SAVAGE
FAN!
WORLDS

**SAVAGE DADDY'S
STAR WARS
COMPANION**

SDSC-01

SAVAGE DADDY'S STAR WARS COMPANION



by Jerrod "Savage Daddy" Gunning
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Version 1.2

PREFACE

I'll admit it: I'm a Savage Worlds fanboy. It is the sole reason I returned to the tabletop roleplaying hobby after two decades of apathy. Savage Worlds hit my radar due to the Happy Jacks RPG podcast— just in time for the release of the Deluxe Edition.

I started attending Vegas Game Day (my local monthly mini-con) in 2011 and running my own improvised setting conversions. First among them was an original My Little Pony: Friendship is Magic one-shot entitled Cupcake Justice. My eight-year old is a huge fan of the show and I wanted to expose her to the hobby. It was also the origin of the moniker Jerrod “Savage Daddy” Gunning.

After months of running genre mashups, a player at my table suggested a Savage Worlds Star Wars adventure. I was flabbergasted. I love Savage Worlds almost as much as Star Wars! They are two great tastes that go great together— as in, “Hey, you got your chocolate in my peanut butter!”.

I was surprised at the number of Star Wars fan conversions online, but there were a few problems. They all seemed like attempt to transcribe D20 Saga Edition or WEG D6 Star Wars game mechanics to Savage Worlds, and the most recent was from 2004. Don't get me wrong; I realize these conversions are fan-created labors of love. They just do not align with my view of Star Wars or deliver the epic level of Fast, Furious, Fun I'm looking for in a Savage Worlds Star Wars setting.

I initially decided to create a conversion guide that referenced the best parts of the existing conversion settings (with a few rules of my own). The harder I tried, the more I realized it was not working. So I decided to go a different direction.

Inspired by the Pinnacle Entertainment Group's Companion series, I began to write a companion-style guide for adapting Star Wars to Savage Worlds. That is what you are reading now: *Savage Daddy's Star Wars Companion*.

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CHARACTERS

Welcome to *Savage Daddy's Star Wars Companion*! You may have noticed the word conversion does not appear in the title. That's because this is a setting companion. Its purpose is to allow you to run or play a Star Wars adventure with little more than your copy of the *Savage Worlds Deluxe* core rules, *Sci-Fi Companion*, and *Super Powers Companion*. It provides you with new Edges and Hindrances, gear and vehicles, and additional rules for the Force and other elements common to the Star Wars setting.

Although the most popular characters in Star Wars are Force-users, you don't have to limit your character concept to Jedi or Sith. All characters in *Savage Daddy's Star Wars Companion* are naturally 'Force Sensitive' (including Droid Sidekicks). This explains their ability to spend Bennies (Force Points), add a Wild Die to Trait rolls, and withstand up to three Wounds. In fact, you may become a Force-user at any time during the game by taking one of the three Arcane Backgrounds for the Force.

RACES

This section provides racial templates for eight alien species you can use right out of this Companion. If you want to create a new race, use the Making Races section in the *Savage Worlds Deluxe* core rules with +4 Racial Ability Points.

HUMANS

Humans are the dominant species in the galaxy. In addition to a free starting Edge, select a *Cultural Template* below to add some diversity to your human heroes. These also contribute additional abilities based on their system of origin and upbringing.

BLUEBLOOD

Bluebloods can be found in every sector of the galaxy, but tend to hail from the Core Worlds. Most lead lives of privilege, born into powerful families with business, military, or political connections. *Grand Moff Tarkin* and *Princess Leia* are examples.

- **Connected (+2):** Bluebloods start play with the Connections Edge in one of three general categories: Business, Military, or Politics
- **Artful (+2):** Bluebloods are particularly skilled and cunning at social interactions. Add a +2 bonus to one of the following skills: Intimidation, Persuasion, Streetwise, or Taunt. This stacks with other Edges (Charismatic, Attractive, and so on).
- **Obligation (-2):** Blueblood Connections are a powerful source of aid, but also require attention. Start with the Obligations (Major) Hindrance specifically related to your Connection Edge.

FRINGER

Fringers hail from the Outer Rim Territories, far from the luxuries of the Core Worlds. Harsh climates and limited resources force them to make do with whatever technology can be acquire or cobbled together. *Luke Skywalker* is an example.

- **Gearhead (+4):** Fringers start with the Engineer Edge and a free d6 in Repair.
- **Naïve (-2):** Fringers are clueless of off-world events; -2 to Common Knowledge rolls (may be bought off with an advance).
- **Environmental Resistance (+1):** Add a +4 bonus to resist environmental effects similar to the climate of your homeworld (heat, cold, etc.).
- **Environmental Weakness (-1):** Add a -4 to resist environmental effects that differ significantly from the climate of your homeworld (cold, heat, etc.).

SPACER

Renowned for their intrepid dispositions and prowess with starships, spacers often pursue careers as explorers, smugglers, pilots, and gamblers. *Han Solo* is an example.

- **Courageous (+2):** Spacers are naturally bold and daring; +2 to Fear tests.
- **Flyboy (+2):** Spacers start play with the Ace Edge (regardless of requirements).
- **Swagger (-2):** Spacers start with the Overconfident Hindrance, and tend to be sarcastic and boastful; -1 Charisma.

ALIEN RACES

In addition to the racial abilities listed, each race starts with one free Edge regardless of requirement except those that list another Edge.

BOTHAN

Bothans are a short, furry race of humanoids with feline and canine features, elongated snouts, and tapered ears. They are galactically recognized as master politicians and spies who crave intrigue and subterfuge.

- **Charming (+2):** Bothans start with a +2 Charisma
- **Spynet (+2):** Bothans have connections everywhere in the galaxy. They add +2 to Investigation and Streetwise rolls.
- **Short (-2):** Bothans subtract -1 from Toughness for their short stature.

DROIDS

Droids (and Wookies) are only available as Allied Extras and Wild Card Sidekicks. If you want to start with a Droid or Wookie Sidekick, reserve your free edge at character creation for the Legendary Sidekick Edge.

Droids are Constructs with Geared Up as their free starting Edge. Players may use the Custom Robot rules, or purchase a Stock Robot to modify. See Chapter Six: Droids for situational rules, and specific Droid Edges and Hindrances.

DUROS

Duros are humanoids with smooth blue or green skin, large goggle-like red eyes with slit pupils, lipless mouths, long thin noiseless faces and enlarged bald heads. Among the first space-faring civilizations in the galaxy, their affinity for hyperspace travel is unparalleled and a point of racial pride.

- **Spacer (+4):** Duros have an affinity for space travel. They start play with a free d6 in Piloting and Knowledge (Astrogation).
- **Fragile (-2):** Because of lives spent in space, Duros have lower bone density. They start with -1 Toughness and subtract -1 from all Strength rolls.

MON CALIMARI

Mon Calamari are fish-like amphibious humanoids with salmon-colored skin, webbed hands, high-domed heads and huge, fish-like eyes.

- **Amphibious (+2):** Mon Calamari can breathe underwater. They start with a free d6 in Swimming and substitute the value of this skill die for Pace in water.
- **Chitinous (+2):** Mon Calamari have chitinous exoskeletons, adding +2 Armor.
- **Awkward (-2):** Mon Calamari are less graceful on land, adding -1 to Agility rolls.

RODIAN

Rodians are renowned for their love of violence and cunning hunting tactics, a vestige of their evolution in harsh predatory jungles. They have green or blue skin, multifaceted eyes that see in the infrared spectrum, saucer-shaped antennae, and tapered snouts.

- **Infravision (+2):** Halve attack penalties for bad lighting against living targets.
- **Natural Predators (+4):** Rodian senses provide +2 to Notice rolls. Consider them active guards for Stealth checks. They are also cunning hunters; add +2 to Tracking, Survival, and Stealth rolls while “actively pursuing” a target.
- **Reptilian (-2):** Rodians suffer a -4 penalty to resist cold environmental effects.
- **Reputation (-2):** Charisma is -2 among non-Rodians, or those in criminal circles.

SULLUSTAN

Sullustans are a diminutive species of subterranean dwelling humanoids with round tapered skulls, large almond-shaped black eyes, facial jowls, and large rounded ears.

- **Subterranean Sense (+2):** Sullustans gain +2 Notice in the dark and naturally ignore all penalties from Dim or Dark Lighting conditions.
- **Location Sense (+2):** Sullustan have an innate sense of direction. They add +2 to Astrogation and Tracking rolls (+4 if it is somewhere they have been before).
- **Small (-2):** Sullustans only average 4' tall. Their stature subtracts 1 from Pace and Toughness. They have a Size of -1 and may not take the *Small Hindrance*.

TWI'LEK

Twi'leks are a humanoid race with variety of skin colors, hairless bodies, and lekku (prehensile tentacles protruding from the back of their skulls). All Twi'leks are capable of non-verbal communication through subtle movements of their lekku.

Male Twi'leks have humanoid ears and pointed teeth (Str+1d4 bite). They typically seek occupations as merchants, politicians, smugglers, or majordomos to crime lords.

- **Manipulative (+4):** Males are cunning manipulators. They start with +2 Charisma and a free d6 in Persuasion; they also add +1 (stacking) to Persuasion rolls.
- **Greedy (-2):** Males measure their self-worth in social status and wealth, and so start with Greedy as the Major Hindrance.

Female Twi'leks have nondescript “ear cones” and human-like teeth. Their grace and exotic beauty have made them an intergalactic commodity, and most live as slaves or entertainers. Among the wealthy and corrupt, a female Twi'lek is a symbol of status.

- **Graceful (+2):** Females start with the Acrobat Edge.
- **Dazzling (+4):** They start with +4 Charisma and cannot take the Attractive Edge.
- **Frail (-4):** Females are extraordinarily slender. They subtract -1 from Toughness, may not exceed a d6 in Strength, and spend twice the points to increase Vigor.

ZABRAK

Zabrak are a ‘near-human’ species with skin running the gambit from pure white and yellow, to black and red. Both genders possess a series of vestigial horns of varying sizes and patterns. The most instantly recognizable characteristic of the race are facial tattoos made of thin lines, often received as tribal rites of passage.

- **Tenacious (+5):** Zabraks start with +2 Toughness and the Hardy ability.
- **Mean (-1):** Zabraks are ill tempered and surly. They suffer -2 to Charisma.
- **Wrath (-2):** A Shaken result can send a Zabrak into a Rage (per the hindrance).

WOOKIEE

Wookiees (and Droids) are only available as Allied Extras or Wild Card Sidekicks. If you want to start play with a Novice Rank Wild Card Wookiee Sidekick, reserve your Free Edge at character creation for the Legendary Sidekick Edge.

Wookiees are a large arboreal hominid-like species covered with a thick coat of hair. They are renowned for their great strength, loyalty, and devastating fits of rage.

- **Strong (+2):** Wookiees start with a free d6 in Strength.
- **Size (+2):** They are 7" tall, very broad, and very dense. Add +2 to Toughness.
- **Brawny (+4):** Wookies start with a d6 in Vigor, add +1 to Toughness, and can carry 8 times their Strength in pounds without penalty.
- **Claws (+1):** They have retractable claws (Str+d6). Add +2 to Climbing rolls.
- **Speechless (-1):** Wookies are only capable of speaking their native language.
- **Honor Bound (-2):** Wookiees start with the Code of Honor Hindrance based on their cultural values of morality, courage, compassion, and loyalty. (See Life Debt)
- **Ferocious (-2):** Wookiees are renowned for their fierce tempers and are easily provoked. They add +2 to Intimidation attacks; and -2 to resist Taunt attacks.
- **Outsider (-2):** Wookiees have reputation as ferocious and dangerous beasts, and start with the Outsider (Major) Hindrance listed in the *Sci-Fi Companion*. They suffer a -2 Charisma penalty when dealing with those who are not Wookiees themselves. (Wookies in Rise of the Empire or Rebellion era settings start with the Wanted (Major) Hindrance because the Empire prizes the species for slave labor).

Life Debt: The Wookiee Honor Code requires them to pledge a life debt to anyone they feel has 'saved their life'. When this happens, they gain the Death Wish and Rage Hindrances regarding the character(s) and rarely leave their side. If separated more than 24 hours, they gain the Major Habit Hindrance until reunited. Anytime the subject of the life debt is in danger, the Wookiee is automatically Shaken per the Rage (Major) Hindrance and may not attempt to end his Rage until the character(s) is no longer in danger.

MAKING HEROES

There are additional considerations for Jedi, Droids, and Woodies; and you should review them before attempting to make one of these characters.

BACKGROUND AND ORIGIN

Carefully consider who you were before becoming a hero. Chances are you were pretty ordinary— maybe an orphan moisture farmer on a backward planet. Maybe you are a reformed bounty hunter, or smuggler who decided to join the Rebellion. Or a member of the Jedi Order trained from a very early age.

Your background not only determines your Common Knowledge, it informs your character's Skills, Edges, and Hindrances in *Savage Worlds* and serves to differentiate you from the other characters.

CHOOSE A RACE

All races start with one free Edge regardless of requirement— except those that require other Edges. If you want to create a Human character, select a Human Cultural Template (see the Races section of this companion).

Choose your race, record Racial Qualities, and record Native and Galactic Basic next to Languages on the character sheet. Native represents your specie's language.

EDGES AND HINDRANCES

Heroes gain additional Edges and trait increases by taking Hindrances to balance them. A Major Hindrance is worth 2 points, which you may spend to buy an Edge or increase one Attribute one die type. Minor Hindrances are worth 1 point, which you may spend on skills or increase starting funds.

Some Edges and Hindrances are restricted or modified for *Star Wars*, as well as some new ones. Make choices based on your concept, not mechanical advantages. If you want to be a Jedi, take the Arcane Background (Jedi) as your first step.

TRAITS

Traits cover two specific categories: Attributes and Skills. Attributes describe your physical, mental, and emotional abilities. Skills define the things you know and how well you do certain things (Fighting, Driving, and so on).

Consider your background and concept when making your selection. It is tempting to be an incredible fighter, but it does not make much sense if you spent most of your life fixing moisture collectors on Tatooine. On the other hand, that character's skill at bare-knuckled cantina brawling may become his most notable feature in the future— and Edges exist to make this more feasible.

ATTRIBUTES

Unless otherwise stated by an Edge or Racial Ability, you start with a d4 in each Attribute (Agility, Smarts, Spirit, Strength, and Vigor) and 5 free points to distribute among them in a way that fits your character concept. It costs 1 point to raise an attribute one die type up to d12. One approach is to assign 1 point per Attribute, making them all d6. Don't worry, opportunities exist during character creation to increase your attributes.

SKILLS

Skills start at 0 and cost 1 point per die type up to the linked attribute. You get 15 points to buy skills. Raising a skill above its linked attribute costs 2 points per die type. All skills in the Savage Worlds core rulebook are available in Star Wars, as well as some new ones found in this Companion.

DERIVED STATS

Pace is 6" unless you have an Edge, Hindrance, or Racial Trait that alters it.

Parry is equal to 2 plus half your Fighting.

Charisma is 0 unless modified by Edges or Hindrances and adds to Persuasion.

Toughness is equal to 2 plus half your Vigor.

WEALTH AND LIFESTYLE

Savage Daddy's Star Wars Companion uses the Nemezis: Optional Wealth Rules published by Gramel ([click here](#) for your free copy). During character creation, everyone receives \$1,000 credits in starting funds to purchase gear as usual— but every \$500 credits saved equals +1 point of Savings.

DEFINING INTRESTS

In addition to skills and attributes, characters have a number of hobbies and interests equal to half Smarts. Defining interests are not skills or attributes, but each one adds a base +1 to Common Knowledge (Smarts) rolls when the subject comes up in play.

LANGUAGES

Everyone starts with his or her cultural language and Galactic Basic. Galactic Basic is the cultural language for all humans. Characters may take up to half Smarts (+1 if Human) in additional languages as Defining Interests.

NEW SKILLS

All skills listed in *Savage Worlds Deluxe* and the *Sci-Fi Companion* are available in *Savage Daddy's Star Wars Companion*, as well as few new ones listed below.

DEFINING INTERESTS (SMARTS)

Defining interests, originally created by *Reality Blurs*, represent hobbies and topics of interests. Characters start with half their Smarts in Defining Interests, and each adds a +1 to Common Knowledge rolls any time the subject comes into question during play.

Defining Interests are not skills: there is no definitive list. Like Perform or Knowledge, players define a focus. You may define them during the course of play by providing a narrative explanation, but they become permanent at that time.

SAMPLE INTERESTS

Culture: City Knowledge (Specific), Culture (Specific), Etiquette, Folklore, Fashion,

Craft: Carpentry, Droid Programing, Leather Working, Masonry, Pottery, Sculpting.

FORCE-USE (SPIRIT)

Force is the universal Arcane Skill used to channel and manipulate The Force.

KNOWLEDGE (ASTROGATION)

This is the ability to navigate hyperspace routes. Chapter 7: Starships provides complete details on using this skill to plot hyperspace jumps across the galaxy.

KNOWLEDGE (BUREAUCRACY)

This is the ability to identify necessary forms, required identification, personal levels of authority, the standard length of processes, and available loopholes in large-scale governments and military organizations.

KNOWLEDGE (COMPUTERS)

This is the ability to operate and secure complex computer systems and large-scale networks, such as those found on starships and military installations.

KNOWLEDGE (ELECTRONICS)

This is the ability to secure, repair, and sabotage most electronic systems and equipment, including computer circuitry, cyberware, and droids.

KNOWLEDGE (LAW ENFORCEMENT)

This is the ability to identify galactic and local law enforcement procedures, laws and techniques. With a successful roll, characters can anticipate the general attitudes and reaction to bribery, resistance or cooperation. Unique systems add a -2 penalty.

KNOWLEDGE (ENGINEERING)

This is the ability to design, build, and repair mechanical devices.

PERFORM (VARIES)

This is a catchall skill similar to Knowledge. Spirit is the default liked attribute, but it may vary based on the focus. Perform (Dancing), for example is linked to Agility. With the exception of musical instruments, focuses should remain broad and generalized.

Perform may be applied to Employment (see Setting Rules), or as a Persuasion test.

NEW EDGES

Some Edges from *Savage Worlds Deluxe* and the *Sci-Fi Companion* are restricted or modified, with a few new ones listed below.

Restricted Edges: Arcane Background (All) and any Edges which list them as a requirement; Arcane Resistance, Atmospheric Acclimation, Berserk, Followers, Florentine, Liquid Courage, New Power, Power Points, Rapid Recharge, Rock n' Roll, Woodsman, and all Wild Card Edges.

Modified Edges: *Linguist* only eliminates the -2 penalty to Social Conflicts and speech related Trait rolls; **Mr. Fix-It** is available without the Arcane Background requirement; **Rich and Filthy Rich** provide the normal starting funds, but also increase Wealth by +2 with a Well-Off lifestyle, and +4 with a Lavish lifestyle; **Scout** replaces the *Woodsman Edge*. **Arcane Resistance** requires an Arcane Background.

CRIMINAL BACKGROUNDS

Wild Card heroes are supposed to be “*the good guys*”. That does not mean they’re all goody two-shoes with no past. The following backgrounds are only available during character creation by taking the Veteran of the Galaxy Edge.

VETERAN OF THE GALAXY

Requirements: Wild Card

Your hero starts at Seasoned Rank, which means he spends four Advances during character creation. You may spend Advances on more than one Criminal Background as long as you meet requirements.

After character creation, draw a card from the Action Deck and show it to the GM. He will check the *Veteran of the Galaxy Table* to see what your hero faced in his past and how it turned out. Be forewarned—the results can be rather extreme.

BOUNTY HUNTER

Requirements: Veteran of the Galaxy, Shooting d8+, Tracking d6+, Streetwise d6+
Bounty Hunters add +2 to Intimidation, Tracking, Shooting, Stealth, and Streetwise rolls when actively pursuing or engaging a target (bounty). With a raise on an attack roll, they add +1d8 bonus damage instead of the usual +1d6.

MERCENARY

Requirements: Veteran of the Galaxy, Fighting d8+, Shooting d8+
Hired guns and free-lance soldiers fight for the faction willing to pay the most. You gain the Greedy Hindrance (Major or Minor) and may spend the points per character creation rules. You also gain the benefits described in the *High Adventure* setting rule from *Savage Worlds Deluxe*.

IMPERIAL MILITARY SERVICE

Requirements: Veteran of the Galaxy, Rebellion Era, Command
Members of the Imperial Military have skills and Edges that complement their branch, status, and rank. Draw a single card from the Action Deck. Add non-face card totals as bonus Skill points during character creation. A face card means you gain a free Leadership Edge regardless of Rank as long as you meet all other requirements. Jokers count as two face cards. Drawing a Club or Black Joker means dishonorable discharge. You lose the Connections Edge and any Edges requiring Noble or Rich.

SMUGGLER

Requirements: Veteran of the Galaxy, Captain
Smuggling can be as profitable as it is dangerous. Smugglers add +2 to Persuasion rolls when dealing with *law-enforcement* and +2 to Piloting rolls to avoid detection (stacks with the Ace Edge).

BACKGROUND EDGES

You may take Background Edges at any time during play— but you are limited to one Arcane Background.

ARCANE BACKGROUNDS

See Chapter Four (The Force) for a complete description of Arcane Backgrounds, Powers, and Edges and Hindrances based on the Force. There are three different types of Arcane Backgrounds, but characters can only take one.

- **Adept:** Self-taught natural talents in the use of the Force.
- **Mystic:** Force-users trained by independent masters in their own cultural traditions whose manipulation of the Force resembles ritual magic or sorcery.
- **Jedi:** Members of the Jedi Order who dedicate their lives in service to its dogmatic views and traditions.

EDUCATION

Requirements: Wild Card, Smarts d8+

Whether through expensive education or training you add four free advances to Skills with Smarts as their linked attribute. You may only take this Edge once.

GIFTED

Requirements: Novice, Perform d6+

Choose a Perform (Specialization) each time you take this Edge. You get +2 to all rolls with the specialization and earn 5 x your roll in payment, and/or tips each week.

RESOLUTE

Requirements: Novice, Spirit d8+

Spending a Force Point on a failed Trait test, adds +2 to the re-roll.

SCOUNDREL

Requirements: Novice, Gambling d6+, Persuasion d6+

Scoundrels are renowned for their unpredictability, skill, underhandedness and exceptional luck. Your hero adds Charisma as a bonus to Gambling rolls and Trick maneuvers. He also starts with an extra Force Points per session (stacks with Luck).

COMBAT EDGES

DIRTY FIGHTER

Requirements: Seasoned, Agility d8+, Smarts d8+

Winning isn't everything— it's the only thing. Your hero is exceptionally good at head games and deception. Describe your Trick and spend a Force Point to automatically get the Drop on a single opponent once per round.

DISARM GURU

Requirements: Seasoned, Fighting d8+

Your hero excels at removing a foe's weapon in melee combat. Add +2 to Opposed Fighting rolls. With a raise, the weapon flies 1d4"— or may be caught in a free hand.

GUNSLINGER

Requirements: Seasoned, Shooting d8+, Quick Draw

If you take no other action in a round, you may fire up to six shots at once. Roll a Shooting die at a -2 for each shot along with the Wild Die. Assign each successful die to a target and roll damage separately. This is a single action, but the attacker may apply his Shooting dice results among multiple targets.

LIGHTSABER TRAINING

Requirements: Wild Card, Agility d10+, Fighting d10+, Strength d8+

The weightlessness of plasma and the gyroscopic effects of a lightsaber make it difficult and dangerous to use without training. Training eliminates the -4 reduction to Parry (min 1) and Fighting rolls, and allows this exotic weapon to be use one-handed.

Training also imposes the Fighting Skill Specialization (Lightsaber), which means all Fighting rolls with any other weapon suffer a -2 penalty.

TAKEDOWN

Requirements: Veteran, Fighting d10+

Your hero is skilled at throwing or tripping opponents. Make an opposed Fighting roll at a -2 for each size category difference. On a success, the opponent is Prone. With a raise, he is also Shaken and the hero may place him in any spot within 1”.

TERÄS KÄSI MASTER

Requirements: Veteran, Martial Arts Master, Spirit d10+

This unarmed combat discipline, created solely to fight Jedi, allows the practitioner to close his mind to the Force. When you use this technique against a Jedi, add a $+2$ to Parry and Trait rolls to resist opposed powers, and act as if you had 2 points of Armor against damage-inflicting arcane powers.

Those with Arcane Background (Jedi) must spend two Advances to take this edge.

TRADEMARK VEHICLE

Requirements: Seasoned, Ace

Your hero subtracts -2 from Maneuver penalties (minimum -1) and adds $+1$ to Trait rolls made with its equipment (weapons, sensors, etc.). You may take this edge more e than once, applying to separate vehicles. If a Trademark Vehicle is lost or destroyed, it takes two weeks before benefits apply to a new vehicle.

IMPROVED TRADEMARK VEHICLE

Requirements: Veteran, Trademark Vehicle

As Trademark Vehicle, but attack rolls directed at the vehicle suffer a –2 penalty. You also draw a free Action Card each round of a Chase and may spend a Force Point to shift results on the Out of Control and Critical Hits tables one level up or down.

PROFESSIONAL EDGES

Professional Edges are available during character creation and regular play. You may have more than one Professional Edge but benefits do not stack between them.

BUREAUCRAT

Requirements: Seasoned, Persuasion d8+, Charismatic, Command

Whether you are a politician or the administrator of a mining facility, people follow your lead. You automatically gain the Major Obligation Hindrance when taking this Edge. In addition to sharing Force Points with subordinates, you start Social Conflicts with a +2 and may use the higher of Persuasion or a Knowledge skill as a Persuasion roll (adding Charisma bonuses as usual).

CAPTAIN

Requirements: Wild Card, Knowledge (Astrogation) d6+, Ace, Command

In addition to the cool new title, your hero gains the Trademark Vehicle Edge and ownership of a starship—presumably equipped with a hyperdrive and nav-computer.

Which type of ship and how you came about it is between you and the Game Master, but Light Cruisers and Light Freighters are the most common. Captains are responsible for expenses involved in their ship's operation (maintenance, docking fees, crew wages, etc.).

ENGINEER

Requirements: Wild Card, Smarts d8+, Knowledge (Engineering) d6+

Your hero has a knack for mechanics. He gains a +2 to Repair and Knowledge (Engineering) rolls to design, repair, or sabotage mechanical objects. With a raise, he halves the time normally required to fix something. If a particular job states a raise repairs it in the half the time, he can finish the job in one-quarter the time. This also applies to Emergency Repairs.

ENTERTAINER

Requirements: Wild Card, Perform d8+, Gifted

Choose a Perform (Specialization) you already have with the Gifted Edge. You get +4 to all rolls with the specialization and earn 10 x your roll in payment once per month. Each time you Ace on your Perform die payment doubles and you add two weeks to your contract at a guaranteed 10x your Perform die in credits and/or tips.

EXPLORER

Requirements: Wild Card, Vigor d6+, Survival d8+

There are two extremes of climate in the galaxy, and your hero has survived them both. He adds +2 to all Survival and Vigor rolls to resist Fatigue from hot and cold environmental effects.

MEDIC

Requirements: Wild Card, Healing d8+

If you can reach a wounded character by the end of the round in which he took the wound, you make a Healing roll at a -4 for Wild Cards (-2 for Extras) ignoring the victim's Wound modifiers. If successful, the victim is only Shaken instead of wounded.

Healing consumes one use of a medi-pack regardless of the outcome. Attempting a Healing roll without a medi-pack adds a -1 penalty.

REBEL SCUM

Requirements: Special

You hero opposes the dominant government through service in any guerrilla military organization. You start as a private, officer, or non-commissioned officer and move up in rank via Promotion rolls. Demotions are equally as likely and left to the Game Master's discretion (or a military tribunal using the Social Conflict rules).

If your hero owns a starship, he starts at the rank of General.

PRIVATE

Requirements: Novice, Fighting d6+, Shooting d6+

Privates receive regular food, salaries, and gear—including commlink, dura-shelter, blaster carbine, and uniform (+1 armor). Subtract -2 from Promotion rolls up to Corporal. Corporals who receive a promotion become Sergeants (see below)

NONCOMMISSIONED OFFICER (NCO)

Requirements: Seasoned, Fighting d6+, Intimidation d6+, Shooting d6+

NCOs start as sergeants, leading a squad of five privates. As they advance in rank, they lead larger formations. They are directly responsible for the lives of the men serving under them as well as their performance and morale. They start with the same gear given to privates and gain +1 Charisma due to their rank.

OFFICER

Requirements: Seasoned, Smarts d8+, Knowledge (Battle) d6+

Officers lead a command dependent on their rank, and are directly responsible for operations and battles over casualties. They start with a +2 Charisma due to their rank, a uniform, heavy blaster, and a vehicle. If commissioned by the naval branch of the military organization, the vehicle is a starship.

Officers with their own starship receive an automatic promotion to General.

RANK TABLE

Rank	Command	Salary
Private	—	20/17
Corporal	—	25/20
NCOs		
Sergeant	Squad	30/25
Commander	Platoon (4 Squads)	65/50
Officers		
Lieutenant	Platoon	30/25
Lt. Commander	Platoon	50/35
Commander	Company	65/50
Captain	Company	75/40
Major	Battalion	100/60
Colonel	Regiment	120/75
General	Division	400/200
General	Corps	1600/800

PROMOTION TABLE

At the end of each mission, roll a d20 with the modifiers listed below. 20 or greater indicates a promotion. A roll of 24 or greater means the character receives a medal or commendation, which adds +1 Charisma when dealing with his peers and those who respect the award and notice it (whether it is worn, or known through reputation).

Mission Modifiers

Situational Modifiers

0 Routine Mission	-2 Character is Grade 0, or Private
+2 Difficult Mission	+2 Character was injured
+4 Very Difficult Mission	+2 Obvious bravery witness by others.
+6 Suicide Mission	+4 Uncommon valor

SALVAGER

Requirements: Wild Card, Smarts d6+, Repair d6+

Your hero collects abandoned tech, wreckage, and refuse and resells it for a living. Add a +2 to Common Knowledge or Investigation rolls to identify the function and value of salvage. Restoration is a Dramatic Task using the Repair skill at a +1 bonus.

SCOUT

Requirements: Novice, Spirit d6+, Tracking d8+

Scouts ignore penalties for difficult terrain and gain a +2 to Tracking and Stealth rolls in the wilderness (not towns, ruins, or underground). They also add +2 to Notice rolls to avoid surprise and may draw a replacement Encounter card on a Club or Spade.

TRADECRAFT

Requirements: Seasoned, Smarts d8+, Veteran of the Galaxy

Your hero is experienced in a variety of techniques used by bounty hunters, slicers, smugglers, spies, and pirates. Tradecraft is a catchall that covers a wide range of skills from cryptography, forgery, hacking (slicing), surveillance, and so on.

Add a +2 to Trait tests (including Common Knowledge) related to the Veteran of the Galaxy selected Criminal Background or any of the situations detailed above.

SLICER

Requirements: Novice, Smarts d8+

Your hero is deftly skilled at everything from coding to cryptography. He receives a +2 bonus to Knowledge (Electronics), Knowledge (Computers), and Investigation rolls when he has access to a computer system— does not stack with the Tradecraft Edge.

Hacking requires a Personal Data Device (or Droid equipped with an S-Comp). Additional bonuses from a Cyber Deck PDD or Droid equipped with a Cyberjack mod stacks with this Edge.

TRADER

Requirements: Novice, Smarts d6+, Spirit d8+, Persuasion d8+

Your hero has mastered the art of the deal. You could sell rusted restraining bolts to a Jawa. When actively engaged in commerce, you may use Persuasion as a Test of Wills opposed by a target's Smarts. Success means he gains a +2 to Persuasion and Streetwise rolls for the duration of the encounter.

SOCIAL EDGES

FAMOUS

Requirements: Heroic, Perform (Specialization) d12, Entertainer

You are kind of a big deal. You gain the Filthy Rich Edge, increase earnings by twenty times the Perform skill in credits weekly, and acquire an entourage of “professionals” per the Followers Edge in Savage Worlds.

Player and Game Master determine individual roles, with the following suggestions— Manager, Publicist, Stylist, Bodyguards, Driver, and Personal Assistant.

You must have five followers, and each draws a weekly salary equal to 5% of the performer's income (15% for the Manager and Publicist). Your hero is responsible for costs of food, lodging, and all business expenses in addition to weekly salaries.

All five followers are required to maintain the character's celebrity status. You may have to take the Followers Edge multiple times to replace casualties or losses.

REPUTATION

Requirements: Veteran

Your hero's reputation precedes him. Add Charisma as a bonus to Intimidation rolls. Negative Charisma means you have a bad reputation, but still adds to Intimidation.

WILD CARD EDGES

The following replace all Wild Card Edges from the Savage Worlds Deluxe rulebook.

I'VE GOT A BAD FEELING ABOUT THIS

Requirements: Wild Card, Seasoned

The hero shares the benefits of being dealt a Joker with one character of his choice.

MAY THE FORCE BE WITH YOU

Requirements: Wild Card, Seasoned

Any Force Points spent this round are returned to the character.

NEVER TELL ME THE ODDS

Requirements: Wild Card, Seasoned

The character may add his linked attribute die (acing) to a single Trait roll this round.

THE FORCE IS STRONG WITH THIS ONE

Requirements: Wild Card, Seasoned

The character adds his Spirit die (acing) as a second Wild Die to all rolls this round.

UTINNI

Requirements: Wild Card, Seasoned

The character gets a free Intimidation roll against foes in a Small Burst Template.

YOU'RE ALL CLEAR, KID!

Requirements: Wild Card, Seasoned

The character may take an Extra action at no penalty.

NEW HINDRANCES

All of the Hindrances in *Savage World Deluxe* and the *Sci-Fi Companion* are available in *Savage Daddy's Star Wars Companion*, as are some new ones listed below. Some Hindrances from *Savage Worlds Deluxe* are restricted or modified as follows:

Restricted Hindrances: Anemic, Bloodthirsty, Greedy (Major), Heroic, Loyal, and Vengeful (Major).

Modified Hindrances: *All Thumbs* is a Major Hindrance; *Dirt Poor* and *Poor* replace *Poverty*; *Outsider* is replaced by the *Sci-Fi Companion* version of the Hindrance.

BLASTER MAGNET (MAJOR)

Anytime an attacker (friend or foe) rolls a 1-2 on a ranged attack against an adjacent target (friend or foe), it hits you for half the weapon's damage.

DIRT POOR (MAJOR) / LIFESTYLE: HOMELESS

You must make a Purchase roll for everything; including a drink or a simple meal.

DISTRACTED (MAJOR)

Your hero is a slave to his emotions, making it difficult to focus on tasks. He subtracts -2 from all Notice and Spirit rolls.

HOT HEAD (MINOR)

Your hero carries a big chip on his shoulder and is easily provoked. No matter how he lashes out, he never suffers in silence, or just lets it go. Subtract –2 from all attempts to resist Taunt in a Test of Wills or Social Conflict.

JEDI OATH (MAJOR)

Jedi must adhere to a strict and rigorous code of conduct and philosophy dictated by the Jedi Code and the tenants of the Jedi Order. They commit their lives to the service of others, mastery over negative emotions (fear, anger, jealousy, etc.), maintaining peace and order, and finding balance in the Force.

This is requirement for the *Arcane Background (Jedi)*— and has the same in-game effect as the Obligation (Major) Hindrance with the Connections Edge.

Upon taking this Hindrance, the character automatically gains the Poor, Code of Honor, and Pacifist (Minor) Hindrances to represent the Jedi Code. He or she also gains the Lightsaber Training Edge, Fighting (Lightsaber) d6, and a training lightsaber.

OBLIGATION (MINOR/MAJOR)

You have responsibilities you cannot ignore. The obligation may be to an individual or an organization, and may require anything from regular visits to completing dangerous missions. Failure to meet your obligations may have serious repercussions.

A character with Obligations and Connections to the same individual or organization, has a special relationship, gaining a +2 bonus (+4 for Major Obligation) to Persuasion rolls when dealing with them. This represents the organization's substantial investment in the character, and a desire to see them succeed.

POOR (MINOR) / LIFESTYLE: MODEST

Your hero must make Purchase rolls when buying all but the bare necessities.

POWER SLAVE (MAJOR)

You have an all-consuming lust for power. Characters with an Arcane Background must spend two Advances per Rank on new Powers from their approved list.

RAGE (MAJOR)

Rage works exactly like the Berserk Edge in Savage Worlds core rules, with a few exceptions as follows: A second Shaken does not result in a wound and he ignores wound modifiers— adding them as a bonus to attack rolls instead. Skills, Edges, and Maneuvers that require concentration are possible, but add a –4 penalty.

Rage ends when there are no more opponents, or he becomes Incapacitated. He may also end the Rage by spending a Force Point and taking no action (including free actions) for a full round.

Once the rage ends, the character must make an immediate Dark Side Test followed by a Vigor check to avoid a level of Fatigue lasting 2d6 hours.

RECKLESS (MINOR)

Your hero is not overconfident; he just rarely looks before he leaps. Whenever an idea strikes—whether it is his, or someone else's— the character tends run with it!

SECRET (MAJOR)

Your hero is hiding a dark secret that could endanger his life, the lives of those around him, or how people perceive him. Charisma suffers –4 penalty with anyone aware of your secret. Should the secret become public, you must immediately replace it with the Wanted (Major) or Enemy (Major) Hindrance.

SHELTERED (MINOR / MAJOR)

Your hero has led a spoon-fed life of privilege, usually among the Core Systems. He knows next to nothing beyond the outskirts of civilized society.

As a Minor Hindrance, subtract -2 from Common Knowledge and Social Interactions beyond the confines of polite society. As a Major Hindrance, your hero takes everyone at their word until they prove they cannot be trusted— and even then, likely gives them the benefit of the doubt, or rationalize their behavior.

GEAR

Savage Daddy's Star Wars Companion uses the *Sci-Fi Companion* Gear chapter as a basis for the Star Wars universe. Game Masters are encouraged to apply Star Wars names and trappings to listed equipment.

PERSONAL EQUIPMENT

Some items from the *Sci-Fi Companion* are restricted, or modified as detailed below.

Restricted: 3-D Printers, Cargo Loaders, Exoskeletons, Hoverboards, Language Translators, Plasma Weapons (except Lightsabers), Psionic Shields, and Smart Suits.

Modified: *Bacta-Patches* are single use Adhesive Patches with Medi-Gel; **Projected Light Devices** are Holo-projectors; **Combat Space Suits** are Stormtrooper Armor.

BACTA TANKS

In game-terms, Bacta Tanks are a Weird Science gadget with the Greater Healing Power. They require Knowledge (Computer) or a Droid's Healing skill as the arcane skill roll modified per the No Power Points setting rule.

Patients are submerged and suspended in the bacta and fitted with a rebreather for the duration of the rejuvenation (min 1d6 hours). The standard tank costs roughly \$100k credits with an additional 5% maintenance costs for bacta and cleaning.

CYBERNETICS

Galactic governments and military organizations heavily regulate cyberware. Civilians must be extremely wealthy or well connected to obtain the simplest 0 slot replacement limbs. With a successful Dramatic Task using Streetwise, characters may obtain Black Market cyberware at 20 times the normal costs. Complication adds a -2 penalty to the roll, and failure results in being blacklisted, or possibly arrested.

MEDPACS

A medpac is a small kit with a limited utility medi-scanner and essential medicines for the treatment of wounds such as: synth-flesh, spray-bandages, bacta patches, hypos, bone stabilizers, etc.). It adds +2 to all Healing rolls and has five uses before it needs refilling. Medpacs weight 10 pounds and cost \$5k credits (\$1k per slot).

SYNTHROPE

This liquid compound becomes solid when exposed to atmosphere. The dispenser fits on the hip and comes with a collapsible grappling hook. It exudes the compound into a flexible cable of variable lengths up to 15” capable of holding up to 200 pounds. Users throw the hook as a ranged attack (Range: 3/6/12). If it “hits,” the hook has set .

WEAPONS

With the exception of Lightsabers and Plasma Weapons, all the weapons listed in the *Sci-Fi Companion* are available in Star Wars.

BLASTERS

Blasters are the most common weapon in Star Wars, they all have a stun setting, and the only thing that differentiates them is their appearance. Use the table below to select the appropriate Star Wars blaster stats from the *Sci-Fi Companion* (pg. 21).

Sci-Fi Companion	Star Wars Blaster
—	Hold Out Blaster (5/10/20, 1d6+1, RoF 1, AP 1).
—	Ion Blaster (5/10/20, 4d4+1, RoF 1, AP 1)
Pistol	Blaster
SMG	Blaster Carbine
Rifle	Blaster Rifle
Gatling	E-Web Heavy Repeating Blaster

CATEGORY & SCALE

If you prefer an option that reinforces Savage Worlds' Fast! Furious! Fun! style, apply category and scale below based on d6 damage die of blaster weapons.

- **Category:** Light $-1d$; Medium $+0d$; Heavy $+1d$, Turbo $+3d$
- **Scale:** Character $2d\#$; Speeder $3d\#$; Walker $6d\#$; Capital $8d\#$; Death Star $12d\#$

LIGHTSABERS

Lightsabers (Str $+2d10+2$; AP 25, HW) bypass armor and cause "non-lethal damage". Unless the target of an attack is using a lightsaber, treat them as Unarmed Defenders ($+2$ attacker's Fighting roll). Damage from a lightsaber requires an immediate Vigor roll. Success adds a -4 penalty (-2 on a raise) to Soak wounds. Failure causes Temporary Injury that fades when the wounds heal. Each raise on the attack roll adds $+2$ damage instead of a single $+d6$ bonus.

CALLED SHOTS

With the exception of the Disarm Maneuver, making a Called Shot with a lightsaber is a blatant attempt to kill or maim and does Lethal Damage. Instead of adding $+d6$ on an attack roll raise, the lightsaber severs and cauterizes the targeted area. A raise on a Called Shot to the Head or Vitals results in instant death.

Victims do not suffer wounds. They assume the relevant Major Hindrance and are Shaken at a -6 penalty to recover instead.

UNTRAINED USE

Wielding a lightsaber untrained reduces Parry by 4 (min 1) and adds a -4 penalty to attack rolls. Failing an untrained attack roll with a lightsaber also causes the wielder to suffer $2d10+2$ damage.

More detailed information about Jedi and Lightsabers is available in Chapter Five.

SETTING RULES

Blood & Guts, Born a Hero, Fanatics, Heroes Never Die, No Power Points, and Joker's Wild are all standard Setting Rules in *Savage Daddy's Star Wars Companion*, as are Atmosphere, Gravity, and Salvage & Trade from the *Sci-Fi Companion* and Death & Defeat and Extreme Range from the *2nd Edition Super Powers Companion*.

BIG DAMN HEROES

Big Damn Heroes arrive just in time to save the day. To ensure this happens more often than not requires some modification to basic Savage Worlds core rules:

ACTION MOVIE STARS

Inspired by Triple Ace Games': Daring Tales Pulp Rules, Wild Cards in *Savage Daddy's Star Wars Companion* gain the following advantages:

- They are never considered Unarmed,
- They ignore Improvised Weapon penalties,
- They only cause or suffer Non-Lethal Damage
- They never suffer more than 2 Wounds from a single attack
- They may only be Shaken by damage equal to 4 points over Toughness, and
- They receive a free Force Point (Benny) at the start of any combat.

These rules do not apply in the following situations:

- Someone has the Drop on the hero
- Damage from Called Shots
- Heavy Weapons are in use, or
- Encountering a Nemesis, Big Bad, or Large Creatures.

ALL OUT MOVE

Originally created by Sean Patrick Fanon and modified as detailed below.

A character who takes no other action in a round doubles his Pace and rolls his running die. Rolling the highest possible number on the run die adds 2" to total Pace. Parry is reduced by 4 (to a minimum of 2) and Ranged Attacks against him add a +1 because the hero must move in a relatively straight line.

After covering at least half the total distance in an All Out Move, the character may spend a Force Point to attempt a modified version of the Bash Maneuver per Savage Worlds Deluxe core rules. The hero adds +4 (instead of +2 for running) to his opposed Strength roll. A raise pushes the target 1d4" in a random direction and causes Str+1d4 damage; and 1d6 damage for every 1" pushed if stopped by an obstacle. A Success on the Strength roll requires an opposed Agility roll at a -2 to avoid falling Prone with the defender for 1d6 damage each. Failing the Strength roll to bash means you miss the target and must make an Agility roll at a -4 to avoid falling Prone for 1d4 damage.

EXTRAS

Extras have the following limitations in *Savage Daddy's Star Wars Companion*.

- They may only have two Attributes above a d4
- They may only have four skills; none above a d6.
- They may not take Edges or Hindrances.
- Never get a Gang Up bonus against Wild Cards.
- Never Shaken; damage equal to Toughness results in Incapacitation.

HENCHMEN

With the exception of 'Never Shaken' above, henchmen combine the benefits of a Wild Card with the drawbacks of an Extra. They have 3 levels of Wounds, add a Wild Die to Trait tests, and may spend Force Points (Bennies) like a Wild Card.

CINEMATIC COMBAT

The epic battles in Star Wars require some adjustments to Savage Worlds rules (see also the Cinematic Duels section of Chapter Five: The Jedi)

CINEMATIC AMMO

See the Gear section of the *Sci-Fi Companion* (pg. 13) for complete details.

DEATH AND DEFEAT

See the Setting Rules section of the *Super Powers Companion* for complete details.

EXTRA'S DAMAGE

Heroes in Star Wars plow through swaths of Extras without breaking a sweat. To make Extras, especially Stormtroopers, less threatening and the actions of the Wild Cards more heroic, *Extras' damage rolls never Ace*.

RAPID REFRESH

At the start of each new scene, Wild Card heroes automatically recover one level of wounds. Incapacitated heroes regain consciousness with 3 Wounds. Healing in this setting varies wildly from the Savage Worlds core rules (see also Heroic Healing).

SURRENDER

Surrender does not equal defeat. It may serve the plot, or move the story forward by placing characters in more easily escapable situations later. Whenever the heroes surrender and follow demands at a dramatically appropriate moment, they earn a Force Point (Benny). It is up to the Game Master to decide when it is dramatically appropriate, but a good example would be someone with a blaster to an innocent bystander's head shouting 'drop your weapons'!

HEROIC HEALING

While heroes in Star Wars still suffer wounds and injuries, they rarely last long. In fact, medical technology makes even serious injuries inconsequential. This requires some modifications to the Savage Worlds core rules as detailed below.

- Each healing attempt takes 1d4 rounds, instead of 10 minutes,
- Injuries rolled on the Injury Table fade when wounds heal.
- Fatigue levels from Bumps and Bruises improve one step every 2 hours
- Natural Healing occurs every 4 hours, instead of 5 days
- Medical Attention without technology is a –1 Natural Healing Modifier
- Medical Attention with a Med-Pack is a +2 Natural Healing Modifier
- Medical Attention from a Medical Droid is a +4 Natural Healing Modifier
- Immersion in a Bacta Tank is a +6 Natural Healing Modifier

In addition, a character may make multiple attempts to heal fresh wounds on a given patient within the Golden Hour; each additional attempt adds a cumulative –1 penalty to the Healing roll. Success eliminates one level of wounds per success and raise.

Medpacs and medical technology allow the healer to treat levels of Fatigue as well. Any attempt to heal without medical technology adds a –2 penalty to Healing rolls.

THE FORCE

Savage Daddy's Star Wars Companion contains an entire chapter dedicated to the Force and Force-users. What follows are explanations of basic setting rules for the Force, which modify Savage Worlds Deluxe core rules like Bennies.

In game terms, all Wild Cards (except droids) are Force Sensitive. This explains their ability to use Force Points and roll a Wild Die with Trait Test. It also means that any Wild Card hero can fall to the Dark Side.

FEAR LEADS TO THE DARK SIDE

Any time a Wild Card hero fails a Fear check he must make a Dark Side Test.

FORCE POINTS (BENNIES)

Bennies are renamed Force Points and have identical benefits and uses.

DARK FORCE POINTS

Dark Force Points are Force Points corrupted by the Dark Side. Characters may spend them to add +6 to Trait tests (including re-rolls), excluding Dark Side Tests. Each Dark Force Point in your pool adds a –1 cumulative penalty to Dark Side Tests.

DESTINY POINTS (NEW)

All Wild Card heroes in *Savage Daddy's Star Wars Companion* start with the Heroic and Loyal Hindrances; they do not receive points for them, and they do not count toward Hindrance totals. In exchange, Wild Card heroes start each session with two Destiny Points, which they may spend like Bennies to transform a single die on any roll into an automatic Ace!

DARK DESTINY POINTS

A Dark Destiny Point adds a permanent –2 base penalty to all Dark Side Tests. They provide the same benefit as a Destiny Point, but cost a Dark Force Point to activate.

DARK WILD DIE

Heroes with Dark Force Points in their pool roll an additional d6 Dark Wild Die any time they use Force Points. This Dark Wild Die *subtracts* from the Wild Die. Using a Dark Force Point adds +6 to the roll and a d8 Dark Wild Die that *adds* to the Wild Die.

THE DARK SIDE

DARK SIDE TESTS

Any time a Wild Card hero uses a Dark Force Point or commits an inherently evil, unheroic, or morally ambiguous act he must make an immediate Spirit roll (–1 for Force-users, and –2 for Jedi) including any Wound modifiers and Dark Side Penalties (–1 per Dark Force Point in their pool) to resist Dark Side Temptation.

- **Raise:** The hero gains a temporary Dark Force Point that remains until the end of the session as a looming temptation to give in to the power of the Dark Side.
- **Success:** As Raise above, but a starting Force Points immediately becomes a Dark Force Point !
- **Failure:** As Success, but 2 starting Force Points become Dark Force Points and the character must make a Dark Side Corruption test (see below).
- **Critical Failure:** A Destiny Point becomes a Dark Destiny point and the character must make a Dark Side Corruption test.

DARK SIDE CORRUPTION

Failing a Dark Side Test always triggers a *Dark Side Corruption Test*.

Characters make a Dark Side Test as previously described, but the standard 4 TN is replaced by a TN equal to half Spirit (half Force-Use for Jedi characters) rounded down. Success and Raise have the same effects previously listed for Dark Side Tests.

Failure means the player draws a card from the Action Deck, compares it to the *Dark Side Corruption Path Table*, and applies the indicated effect. Players may choose their Hindrance from the table, but must take Bad Luck (multiple times) if they have both hindrances listed by a level. Every level of Corruption consumes two future Advances.

Note: Game Masters should award two Force Points as compensation to characters that trigger a Dark Side Test because of roleplaying their Corrupted Hindrances.

ATONEMENT

Characters may only redeem a single level of Dark Side Corruption each session.

A single level of Corruption may be automatically redeemed at the start of a session by spending both Destiny Points— but any Advances associated with the level of Corruption are permanently lost.

At the start of a session, the character must spend a Force Point and declare his intention to atone. At the end of the session, everyone (excluding the GM) reviews the character's actions and votes on whether or not the attempt was genuine and successful. Yes votes add a +1 (–1 for No votes) to the pending Dark Side Test. An atoning character may spend Force Points to re-roll this Dark Side Test, as long as he remembers to add a d6 Dark Wild Die.

Success removes one level of Dark Side Corruption and restores a starting Dark Side Point to a starting Force Point. A Raise restores any Advances previously consumed by the Corruption Hindrance.

REDEMPTION

Even a character who has not declared his intent to atone may still commit truly selfless acts of heroism to remove levels of Dark Side Corruption. It is up to the GM to decide what qualifies, but some examples are detailed below.

- Saving the life of another at *extreme* personal risk
- Righting a wrong that he or she helped create
- Amount of positive impact his or her actions will have on the galaxy
- Performing such acts without using the Force to obtain results

The Game Master weighs the outcome of the “selfless act” against a five-star rating equivalent to basic Savage Worlds Ranks. Each rank increment restores one level of Dark Side Corruption and one Advance. If the score is high enough to remove all levels of Corruption, starting Dark Side Points revert to Force Points immediately. A Legendary score (five stars) automatically restores a Dark Destiny Point.

SKILL APPLICATIONS

Many of the existing skills in the Savage Worlds core rules may be used to address common situations that may arise in a Star Wars setting (see below).

DISGUISE

Appearing as an anonymous individual requires a basic success. Impersonating a specific individual is a Persuasion or Perform (Acting) opposed by the target's Notice. Each subsequent encounter requires a roll, even if you previously succeeded.

Disguise	Modifier
Proper Disguise	+2
Specific Person	-2
Person Known to Target	-6
Reputation/Fame Edge	- (Charisma, positive or negative)

Proper Disguise: The character has acquired a uniform, forged identification, and/or wigs, makeup, or prosthetics to impersonate a specific individual or group.

HACKING (SLICING)

Slicing is a standard Dramatic Task featuring Knowledge (Computers) or Knowledge (Electronics). Hacking a Network, for example is Knowledge (Computer), whereas hacking a droid is Knowledge (Electronics). Before the Dramatic Task begins, the hacker makes a free skill roll and draws a hole card for each success and raise.

Complications: A Club adds a -2 to roll as usual. Characters may play a hole card to eliminate the Complication, but failure deducts one round from the Dramatic Task.

Opposed Slicing: When two slicers actively oppose each other, the characters use a simultaneous Dramatic Task, as presented above: the first to net five successes wins.

HAGGLING

Trying to book passage to Alderaan on a YT-1300 smuggling ship, but the Captain wants an outrageous fee? Both sides use the Social Conflict Rules from Savage Worlds Deluxe with a slightly modified table.

Margin of Victory	Result
Tie	The original offer stands (non-negotiable)
1-2	The target counters with a 50% decrease (non-negotiable).
3-4	The target concedes.
5+	The target concedes, with a condition or favor (non-negotiable).

INTERROGATION

Characters may only attempt one interrogation session per day per hostage. Interrogations last three rounds, and more than one player character may participate. Use Intimidation or Persuasion as a Test of Wills opposed by Spirit to represent tactics. Inflicting non-lethal damage may also add Wound penalties to the subject's Spirit roll, making it harder to resist. Charisma bonuses apply to Persuasion as usual.

Success means the character obtains a minor piece of information. With a raise, the character obtains a major piece of information, or elicits a Friendly result on the Reaction Table. Two or more raises, and the subject spills his guts.

SEDUCTION

This is a Persuasion Test of Wills opposed by Smarts lasting 10 minutes. Charisma bonuses and the subject's Initial Reaction modify the roll (-4 Hostile, -2 Unfriendly, 0 Neutral, +2 Friendly, +4 Helpful).

Success has the same effect as the Puppet Power, and each raise adds a -1 penalty to the subject's Smarts rolls to resist "suggestions". A roll of 1 on the Persuasion die means the subject is romantically obsessed and may cause problems.

TRADE

Savage Daddy's Star Wars Companion uses the Salvage and Trade rules presented in the Sci-Fi Companion (pg. 28) with a few distinctions as detailed below.

CURRENCY

All prices in the Sci-Fi Companion represent Galactic Credits, despite the \$ symbol.

Regardless of the Era, credits are the standard currency of the galaxy and come in a variety of forms; including electronic credit sticks and cards, stocks, coins, corporate notes, and credit vouchers. Cred sticks offer encryption to prevent theft and allow secure interplanetary transfer. What makes a cred stick secure also makes it traceable. Most criminal organizations use coins, or launder credits to make it nearly impossible to trace electronic credits.

SMUGGLING

Intergalactic trade is highly regulated. This means certain items, especially drugs and luxury goods, are illegal to trade without expensive and hard to get permits. Enter the smuggler, willing to transport contraband for a premium fee. Contraband can be any item, including weapons, relics, unregistered slaves, art, or various luxury items.

Game Masters roll a d6 on the Commodities Table to determine the specific type of contraband, and multiply its listed value by the result of the roll.

Characters interested in smuggling, make a single Streetwise roll at a -2 penalty. On a success, the character rolls on the Supply & Demand Table. A Raise, means he can choose the result. Unlike trade, smuggling is an agreement to transport contraband—which makes the prices negotiable (see Hagglng in the Alternate Skill Applications).

THE FORCE...

This chapter is specifically for those who want to play a Force-user. It references *Savage Worlds Deluxe* as well as material from the *Super Powers Companion*.

There are only three types of Force-users in this companion, each modeled after arcane backgrounds presented in the *Savage Worlds* core rules with a few tweaks.

ARCANE SKILL

Force-Use (Spirit) is the universal Arcane Skill for all Force-users.

NO POWER POINTS

Unless otherwise stated, using powers requires a Force-use roll at -1 per Rank (-1 for Novice powers, -2 for Seasoned, and so on), including any Wound modifiers and Dark Side penalties. Some powers have variable effects based on Power Points; these add a -1 penalty to the Force-Use roll per Power Point used.

LEARNING POWERS

Rather than buy the New Power Edge each time they want to learn a power from their Arcane Background's approved power list, Force-users simply spend one Advance.

FORCE ABILITIES

All Force-users share the common abilities below:

- **Force Empathy:** With a raise on a Force-use roll opposed by the target's Spirit, Force-users can read surface emotions; adding +2 Charisma to interactions.
- **Force Sense:** Make a Force-use roll to sense nearby life (animals, sentients, numbers, and general location). Each success and raise extends range in a radius equal to Force-Use die in inches.

USING THE FORCE

TRAPPINGS

Each Arcane Background has a suggested list of Trappings. Jedi, for example, use Hand Gestures, Closed Eyes, or Concentration.

MAINTAINING POWERS

Because they do not use Power Points, Force-users cannot maintain powers beyond their base duration— however, duration doubles with a raise on the Force-use roll.

FORCE MEDITATION

Force-users who take no other action (including free actions) may make a Spirit roll on their next action. Success reduces the total Power Rank penalty to -1 (0 with a raise). Meditation may be interrupted per Savage Worlds Disruption rules.

BACKLASH

Rolling a 1 on the Force-Use die (regardless of the Wild Die) has different effects depending on the Arcane Background. Critical Failure (Snake Eyes!) on a Force-use roll always triggers a Dark Side Corruption Test.

ARCANE BACKGROUNDS

Wild Card characters are naturally “Force Sensitive” and may take an Arcane Background at any time during play. They are, however, limited to one.

Each Arcane Background describes the number of powers the Force-user starts with, a list of approved powers from the Savage Worlds Deluxe core rules, any added drawbacks, and a list of special abilities that may apply.

ARCANE BACKGROUND (FORCE ADEPT)

Arcane Skill: Force-Use (Spirit)

Starting Powers: 2

Suggested Trappings: Concentration and Good Luck Charms

Power List: *Beast Friend, Boost Trait, Deflection, Smite, Speed, and Warrior's Gift.*

Adepts have limited awareness of the Force or the fact that they are manipulating it. They start each session with +1 additional Force Point per Power (max +4). Casting a power requires them to spend a Force Point, but adds a +1 bonus to the Force-Use roll (stacks with Force Meditation).

Special abilities:

- Spend a Force Point to add AP to unarmed attacks that round.
- Once per Rank, may spend an Advance to cast one of the following powers as a Free Action upon themselves: *Boost Trait, Deflection, or Speed*. They must already have the power and may not activate more than one power per round.

Backlash: None—the power either works or doesn't.

ARCANE BACKGROUND (FORCE MYSTIC)

Arcane Skill: Force-Use (Spirit)

Starting Powers: half Smarts

Suggested Trappings: Elaborate Rituals, Words of Power, Runes, or Talisman.

Power List: *Any (Savage Worlds core) Regardless of Power Rank*

Mystics rely on rituals and incantations in much the same way as witches, shamans, or sorcerers—it requires 1 round per Rank (1 for Novice Powers, etc.) to cast powers.

Special abilities:

- May spend a Force Point to imbue an item with a single use of a known power
- May spend a Force Point to cast unown Powers at half the usual prep time.

Backlash: Shaken plus 2d6 damage.

ARCANE BACKGROUND (JEDI)

Arcane Skill: Force-Use (Spirit)

Starting Powers: 0 (See below)

Suggested Trappings: Hand Gestures, Closed Eyes, and Concentration.

Power List: *Armor, Beast Friend, Boost Trait*, Darksight, Deflection (Lightsaber only), Dispel, Environmental Protection*, Farsight, Healing, Quickness, Slow, Slumber, Smite (Lightsaber only), Speed, Succor*, Warrior's Gift; Additional Powers listed below.*

Members of the Jedi Order pledge themselves in service to its dogmatic view and traditions by applying a strict moral code to all aspects of their lives. Upon taking this Arcane Background, the character gains the Jedi Oath (Major) Hindrance for no points. This Hindrance provides the Lightsaber Training Edge and a “training lightsaber”. The Trademark Weapon Edge may only be applied to custom lightsabers they build.

Jedi start a number of “points” equal to half their Spirit die type, instead of powers. They spend these points in any combination to buy the following *Force Skills* from the *Super Powers Companion 2nd Edition*; *Leaping, Parry, Telepathy, and Telekinesis*. *Force Skills* are the basic abilities taught to all members of the Order. Jedi may activate and maintain one Force Skill (2 with a Force Point) as a free action.

Special Abilities:

- Start each session with 2 extra Force Points (stacks with other Edges).
- Add +2 to any Trait test (including re-rolls) by spending a Force Point— this is not an option for Jedi with Dark Side Corruption or Dark Force/Destiny Points.
- Spend a Force-Point to cast one of the following powers on themselves as a free action: *Boost trait, Environmental Protection, Succor, or Warrior's Gift*. The Jedi must have the power to begin with, and may not activate more than one power per round.

Backlash: Shaken with a level of Fatigue, requiring 1d4 hours of meditation to recover; and Force-Use die reduced one step (min d4) while Fatigue remains.

FORCE EDGES

PRECOGNITION

Requirements: Veteran, Force-Use d10+

Before anyone acts on the cards dealt in a round, the character may rearrange the Action Cards for any combination of allies and foes up to half his Force-Use die that round. Edges like Quick or Level Headed take effect after he rearranges the cards.

FEEL THE FORCE

Requirements: Seasoned, Force-Use d8+

With the exception of Spirit, the Force-user may spend a Force Point (or Dark Force Point) to substitute their Force-Use die for a single Trait roll.

FORCE GHOST

Requirements: Legendary, Arcane Background (Jedi)

Your hero has learned the rare technique that allows him retain his identity after death and return as a voice, dream, or ghost to guide other Jedi in their time of need. Upon death, the hero's body vanishes and will appear to the player's next Jedi character in times of need to provide guidance.

At a dramatically appropriate moment once per session, the character may spend a Force Point to draw a card from the action deck and request aid in a task, or insight in to a situation. The card suit determines the outcome. On a red suit, the Game Master must provide insight or offer a suggestion with the likelihood of a positive outcome. On a black suit, the Game Master provides a vague insight or misleading suggestion with no guarantee of a positive outcome. Jokers provide the same outcome depending on their color, but grant a Force Point or an additional draw from the Adventure Deck.

FORCE PUSH

Requirements: Seasoned, Arcane Background (Jedi), Telekinesis Level 2+

Your hero has learned to create a telekinetic impulse via the Force to knock targets over, or launch them through the air. You may take the Edge a number of times up to your Force-use die type, adding +2 to telekinetic Range and Strength each time.

Pushing a target is a Force-Use roll opposed by Spirit. With a -2 Called Shot penalty, the attacker chooses the knockback direction. Adding Gang Up bonuses as a penalty to the Force-Use roll allows the attacker to affect Groups.

Success knocks the target backwards 1d4" and renders him prone. A raise sends the target flying backwards 2d6" in a straight line, suffering d6 damage per 2" of knockback generated if he hits an object. Characters in his path get an Agility roll at -2 to get out of the way or suffer d6 damage for every 2" of knockback as well.

THE JEDI

"For over a thousand generations, the Jedi Knights were the guardians of peace and justice in the Old Republic." —Obi-Wan Kenobi

JEDI ADVANCEMENT

Advancement works exactly as it does in Savage Worlds, with a shift in the number of points between ranks and the addition of titles. The rank table for Jedi looks like this:

Experience Points	Rank	Title
0-19	Novice	Youngling
20-39	Seasoned	Youngling
40-79	Veteran	Padawan
80-119	Heroic	Jedi Knight
120+	Legendary	Jedi Master

As a rule of thumb, players should spend an Advance on the Force Ghost Edge and retire their Jedi Master after 140 experience points.

ERAS OF PLAY

Before you create a Jedi, consider the era in which you will be running or playing Star Wars. Old Republic Jedi are vastly different from their Rebellion Era counterparts.

THE OLD REPUBLIC

This is the Golden Age of the Republic and the Jedi Order, with multiple thousands of Jedi Knights and Masters at the height of their influence and power. It is also the most restrictive and highly regimented era in which to play a Jedi character.

RISE OF THE EMPIRE

Dark times lay ahead. Decades of fighting in the Clone Wars has dwindled the Jedi Order's numbers, a Sith Lord secretly leads the Galactic Republic, the Order teeters on the brink of destruction, and Jedi everywhere are executed on sight as traitors.

AGE OF REBELLION

A handful of Jedi Masters and Padawans live in hiding. Training is all but impossible to come by, but the tenants and traditions of the Jedi Order are far more lackadaisical.

MAKING A JEDI

Some modifications to Arcane Background (Jedi) are required depending on the era.

REPUBLIC ERA

Playing a Jedi in the Old Republic or Rise of the Empire eras requires you to take the Young Hindrance at character creation. The Jedi Order considers anyone over the age of three untrainable, making Young a requirement for Arcane Background (Jedi). This restriction, combined with unfettered access to Jedi Temples, Holocrons, and a wealth of highly skilled mentors confers additional bonuses. Characters in these eras add the following when taking Arcane Background (Jedi).

- +2 starting Powers
- Force Skill: Telekinesis Level 1
- Fighting (Lightsaber) d6

It is possible, albeit unlikely, to attract a Jedi Master willing to defy the council and train someone without the Young Hindrance. This is especially true during the Clone

Wars and the early years of the Jedi Purge. If it is appropriate to the setting, and the GM approves, apply the Rebellion Era process with the Rise of the Empire exception.

REBELLION ERA

Playing a Jedi in this era requires you to take Arcane Background (Force Adept) at character creation. With your first Advance at Seasoned, and each rank thereafter, you may search for a mentor (see below).

Characters are not required to take the Young or Jedi Oath Hindrances, but do not gain the Lightsaber Training Edge or a starting lightsaber. Matching powers learned as a Force Adept transfer to the new Arcane Background (Jedi).

Rise of the Empire era characters must take the Code of Honor (Jedi Code) instead of Jedi Oath (Major) Hindrance. They also add a cumulative +1 to subsequent rolls on the Dramatic Task to find a mentor with each raise on their Force-Use roll.

FINDING A MENTOR

This is a standard Dramatic Task featuring the Force-Use skill. Complication adds a cumulative –1 to subsequent Force-Use rolls. If you net five successes, you find a Jedi Mentor and trade the Arcane Background (Force Adept) for Arcane Background (Jedi).

Failure means the Advance is lost and you may try again next Rank— or spend your next Advance and sacrifice a starting Force Point to find a Jedi Holocron instead.

Holocrons

If you choose to train via a Jedi holocron, trade the Arcane Background (Force Adept) for Arcane Background (Jedi). You may keep any matching powers, but only start with half Spirit in points to buy Force Skill. Choose carefully, these are the only Force Skills you will learn. Additionally, Holocron-trained Jedi do not start with any Hindrances or Edges listed under Arcane Background (Jedi); and must spend twice the usual number of advances to gain new powers, Force Skill points, Force Edges, and so on.

WILD CARD MENTORS

A Veteran Rank player character with Arcane Background (Jedi) may train Seasoned Rank characters with Arcane Background (Force Adept) in-game. Mentor and student must both take the Obligation (Minor) Hindrance to one another. The mentor gains 2 advances, while his adds the Lightsaber Training Edge (regardless of requirements).

Students must spend their next advance for Fighting (Lightsaber) d4, and may only spend advances on skills until Fighting (Lightsaber) is d6+. Additionally, students are limited to learning the Force Skills, Powers, Edges and so on of their mentor until they exceed Veteran Rank or complete the Jedi Trials.

JEDI MENTORS

If you netted five successes on the Dramatic Task to find a Jedi Mentor, draw two cards from the action deck and discard the lowest one. The only cards you cannot discard are Jokers and Deuces (2s). Your card determines the rank and title of the Jedi Mentor willing to train you. King-Ace of Diamonds means your mentor passes on their training lightsaber (or the custom-built lightsaber of a fallen friend with a Joker).

Card Drawn	Force-Use	Rank
Joker	d12	Legendary / Jedi Master
King-Ace*	d10	Heroic / Jedi Knight
Ten-Queen	d8	Veteran / Padawan
Two-Nine	d6	Seasoned / Padawan

Knight-Master: You take the Pacifist (Minor) Hindrance as an alternate to the Jedi Code and gain Lightsaber Training Edge with Fighting (Lightsaber) d4. There are no further restrictions to Jedi advancement.

Padawans: You follow the rules for holocron-training, with the exception that you may spend half your mentor's Force-Use die as single advances for Powers, Force Skills, or Force Edges (excluding Jedi Professional Edges).

THE JEDI TRIALS

The Jedi Trials are a set of five unique tests required to progress from Padawan to Jedi Knight, and in rare cases Jedi Knight to Jedi Master.

Savage Daddy's Star Wars Companion provides an optional method for including them in your Star Wars game. This allows you to advance much faster, but not without considerable risk. With the exception of the Jedi Trial of Skill, once your hero begins he cannot spend Advances until all five of the Jedi Trials are successfully completed.

At Veteran (40 XP) you may spend one Advance to begin the Jedi Trials as a series of successive Dramatic Tasks (see below). Netting five successes means you qualify for the next trial, and receive 12 Advances. Failing a trial consumes the advance spent to take it, and triggers a Darkside Corruption Test.

Jedi Trial	Required Trait/Roll
Trial of Skill	Arcane Skill: Force-Use / Construct a Lightsaber
Trial of Courage*	Fighting (Lightsaber)
Trial of Spirit*	Force-Use at a TN of 2 plus half Focus
Trial of Flesh*	GM Opposed Fighting (Lightsaber) d8
Trial of Insight	Smarts

Failure to roll a success on Complication (add a -2) has the following consequences:

- **Trial of Courage:** Roll for a Permanent Injury (see the Injury Table). It is possible to pass or fail the Trials and still gain a Hindrance in the process.
- **Trial of the Spirit:** Make a Dark Side Corruption test.
- **Trial of the Flesh:** Roll for a Permanent Injury (see the Injury Table). It is possible to pass or fail the Trials and still gain a Hindrance in the process.

JEDI PROFESSIONAL EDGES

Professions are areas of expertise taken by Padawans in preparation for their service as Jedi Knights and Masters. Jedi Consular, Jedi Guardian, and Jedi Sentinel are the initial career paths available and are required for additional Jedi Professional Edges.

Game Masters who decide to allow Jedi Professional Edges in a Rebellion era game, should add Heroic Rank as a requirement.

JEDI COUNSULAR

Requirements: Arcane Background (Jedi), Force-use d8+, Smarts d10+

Concentrating on intellectual refinement through intense study and meditation, Jedi Consulars seek to perfect the art of diplomacy and mediation, hoping to calm tension and mend discord through civil discourse, reasoning, and parley, rather than drawing lightsabers and cutting down an attacker.

You only draw your lightsaber in self-defense as a last resort and refuse to fight any living characters under any circumstances. Offensive use of the Fighting (Lightsaber) skill suffers a –4 penalty, and you may not take Lightsaber Combat Edges.

Consulars automatically start at one Success on the Social Conflict Table and have the option to add half their Force-Use die type as an additional Charisma bonus to Persuasion and Knowledge skill rolls during Social Conflicts.

JEDI GUARDIAN

Requirements: Arcane Background (Jedi), Force-use d8+, Agility d10+

Jedi Guardians focus on martial training and combat to fulfill their oath to defend the weak and uphold the laws of the Galactic Republic. Guardians ignore one step of skill and rank requirements for Combat and Leadership Edges.

JEDI SENTINEL

Requirements: Arcane Background (Jedi), Force-use d10+, Smarts d10+

Jedi Sentinels focus on a balance of combat skills, scholarly pursuits, and a variety of non-Force skills to meet the needs of their mandate— to ferret out corruption and bring it to light. Their specialized skill sets range from espionage, to investigation and slicing.

Add a +1 bonus per Force-use die step (d8=+3, d10=+4, and so on) to any two of the skills listed each time you take this Edge. *Demolition, Fighting (Lightsaber), Forgery, Investigation, Lockpicking, Tech Ops, Tradecraft, and Knowledge skills.*

JEDI ACE

Requirements: Jedi Guardian, Ace

Jedi Aces are highly adept pilots and dogfighters who channel the Force to increase accuracy and precision far beyond what is possible for most pilots. At the controls of a starfighter, they substitute Force-Use +2 (stackable) for all rolls when they trust in the Force over technology (targeting computers, sensors, etc.). In addition, failing a roll imposes Backlash per the Arcane Background (Jedi).

JEDI INSTRUCTOR

Requirements: Jedi Guardian or Consular, d10+ in affected skill

Jedi instructors maintain the Order's numbers by training Padawans and Initiates. They often specialize in multiple fields, including politics, lightsaber combat, piloting, the sciences, and so on. Choose any two skills at a d8 or higher. Add +1 to your total when using these skills (stacks with Scholar Edge) and +2 to Force-Point re-rolls.

JEDI PEACEKEEPER

Requirements: Jedi Guardian, Knowledge (Law Enforcement) d6+, Fighting (Lightsaber) d10+, Streetwise d6+

Peacekeepers police the galaxy, often carry binders to make arrests, and work very closely with sector and system law agencies. Add +2 to Knowledge (Law Enforcement) and Streetwise rolls. You receive +2 Charisma with law-enforcement agents.

This +2 Charisma bonus also extends to Taunt and Intimidation Test of Wills attacks versus criminals and law-enforcement agents who openly challenge your authority.

JEDI WEAPON MASTER

Requirements: Jedi Guardian, Fighting (Lightsaber) d12, Repair d8+

After mastering a lightsaber, these Jedi heroes often set them aside to create exotic versions based on the technology (pikes, flails, whips, etc.). Using such weapons with no training (specialization) causes a –6 reduction to Parry and Fighting rolls.

One Advance provides a d4 specialization and allows you to add “training lightsaber” damage stats to an existing handheld or thrown weapon. A successful Force-Use roll (+2 Advances) provides a d6 specialization and allows you to apply personal lightsaber damage stats instead. Additionally, each raise on the Force-Use rolls adds a close combat weapon modification from the Sci-Fi Companion (pg. 18).

LIGHTSABERS

"This is the weapon of a Jedi Knight. Not as clumsy or as random as a blaster. An elegant weapon for a more civilized time." —Ben Kenobi

Lightsabers (Str+2d10+2; AP 25, HW) bypass armor and cause “non-lethal damage”. Unless the target of an attack is using a lightsaber, treat them as Unarmed Defenders (+2 attacker’s Fighting roll). Damage from a lightsaber requires an immediate Vigor roll. Success adds a –4 penalty (–2 on a raise) to Soak wounds. Failure causes Temporary Injury that fades when the wounds heal. Each raise on the attack roll adds +2 damage instead of a single +d6 bonus.

CALLED SHOTS

With the exception of the Disarm Maneuver, making a Called Shot with a lightsaber is a blatant attempt to kill or maim. Success does Lethal Damage. Instead of adding a modifier to damage on a raise, the lightsaber severs and cauterizes the targeted area. The victim immediately applies the appropriate Major Hindrance as a permanent injury, and is Shaken at a –6 penalty to recover on his action, but suffers no wounds.

A raise on a Called Shot to the Head or Vitals results in instant death.

CONSTRUCTING A LIGHTSABER

All Jedi must construct their lightsabers. This is a Dramatic Task using the Force-Use skill. Complication adds a cumulative –1 penalty to subsequent rolls, whereas each raise adds +1 damage to the completed lightsaber (Str+3d10, AP 50, HW). Failing to net five successes creates a basic lightsaber (Str+2d10+2, AP 25, HW).

This process works exactly like the Trial of Skill (see the Jedi Trials section).

LIGHTSABER EDGES

LIGHTSABER DEFENSE

Requirements: Lightsaber Training, Fighting (Lightsaber) d8+

If your hero's only action is to defend with his lightsaber, all Shooting and Fighting attacks directed at him suffer a -2 penalty (stacks with Deflection).

LIGHTSABER DEFLECT

Requirements: Lightsaber Defense, Fighting (Lightsaber) d8+

If your hero's only action is to deflect incoming attacks with a lightsaber, all ranged attacks directed at him suffer a -4 penalty (with the Deflection power). He may move normally, but cannot run or take any other actions.

Successful ranged attacks only cause half damage. Failures redirect the attack for half damage at the lightsaber wielder's choice of opponents in a Small Burst Template

LIGHTSABER MASTERY

Requirements: Lightsaber Defense, Fighting (Lightsaber) d10+

When attacking with a lightsaber in each hand, your hero adds +1 Parry and rolls each attack separately without a multi-action penalty. In addition, opponents subtract 1 from Gang Up bonuses.

LIGHTSABER FORMS

This optional method applies trappings and bonuses to the Lightsaber Mastery Edge. Characters with Arcane Background (Jedi) and the Lightsaber Mastery Edge know two forms and may learn additional forms at the cost of one advance each.

Characters may change styles as a free action at the start of their turn, but may only benefit from the bonus granted by that lightsaber form for the round.

SHII-CHO

Trappings: Must use both hands

Bonus: +1 Parry, +1 Called Shots; -1 Strength vs Disarm.

This is the basic form taught to all Jedi. It is a strong defensive style with precise strikes intended to end conflicts quickly with by disarming opponents.

MAKASHI

Trappings: One-handed wielding

Bonus: +2 Parry, +2 Fighting (Lightsaber), -2 Damage.

This form evolved to counter single lightsaber opponents. Consisting of quick and elegantly fluid movements, it relies on quick cuts, feints, and precise footwork.

ATARU

Trappings: Acrobatic maneuvers and two-handed “rapid attacks”

Bonus: +1 Agility Tricks, +2 damage to Rapid Attack maneuver.

An extremely aggressive form, it relies on repetitive fast, powerful strikes combined with acrobatic maneuvers.

SHIEN/DJEM SO

Trappings: Defensive stance, one-handed

Bonus: Additional -2 vs Ranged Attacks; Redirected bolts do full damage

This form was developed for the sole purpose of returning opponent blaster fire.

NIMAN

Trappings: Stoic defensive posture (wide stance), few attacks

Bonus: Parry is Fighting (Lightsaber) +2, +2 Armor, +2 resist Powers

The form attempted to balance every defensive aspect of the forms that preceded it and focus to the brevity of motion.

VAPAAD

Trappings: Bloodthirsty glee and reckless maneuvers

Bonus: +2 Fighting, Damage, and Intimidation attacks; +2 Called shots

More of a philosophy than a style; it encourages practitioners to give in to rage and relish the satisfaction of winning. Called shot triggers a Dark Side Corruption Test.

CINEMATIC DUELS

The following system attempts to simulate the lightsaber duels presented in the Star Wars film series. It is intentionally abstract, providing a narrative flow to lightsaber combats between those trained in the Force.

It takes some getting used to, but the basic concept is that lightsabers constantly strike each other as Force-users intimidate and taunt each other, or use the Force to jockey for position and advantage.

DUEL LENGTH

First, determine the length of the Lightsaber Duel.

- **Standard:** 2-3 rounds; for duels lasting less than five minutes.
- **Extended:** 4-5 rounds; for duels with more than two participants.
- **Epic:** Only ends when one side withdraws or achieves its objectives.

THE SETUP

Before dealing Action Cards for initiative, participants make a Force-Use roll (including any Dark Side penalties) and draw one card from the action deck for every success and raise. These Duel Cards should be kept secret and separate from Action Cards, only returning to the deck after the duel ends (including Jokers).

DUEL CARDS

Duel Cards allow the participants extra advantages, like changing initiative order, or applying Boons and Complications. Characters with Advantage (a higher card) may play Duel Cards on themselves or their opponents. Characters without Advantage may only play a Duel Card on themselves.

DUELING RULES

Initiative: Each round, after dealing cards for initiative, the character with the highest card (Advantage) has the option to change the initiative order by playing a Duel Card on himself or an opponent; this does not confer the Boon or Complication.

Attacks: Only characters with Face Cards (including Jokers) make physical attacks. Everyone else may make Test of Wills Attacks based on the card suit (Intimidation with a black suit, or Taunt with a red suit). Other actions (such as movement, aim, defend, and so on) are available to those without a face card.

The Force: Using Force Powers/Skills are standard actions. Using either for attack requires a face card and Advantage.

Movement: During a Lightsaber Duel, movement becomes a standard action and imposes a multi-action penalty to characters that move and act in the same round.

Multiple Participants: When three or more characters engage in a duel, the Game Master deals one action card per side (heroes and villains). Gang-up bonuses applies.

BOONS & COMPLICATIONS

Diamonds represent fortune (Boon). Clubs represent misfortune (Complication). Each has a unique effect ranging from attack bonuses and extra actions, to becoming Shaken and losing a limb. Regardless of the effect, Boons and Complications must be resolved before taking an action in a round.

JOKERS

Red Jokers are Boons; Black Jokers are Complications. In addition to the standard benefits of drawing a Joker, the character may take the Boon for himself or choose to play the Complication on his opponent!

DUELING EVENT TABLE

Card	Diamonds (Boon)	Clubs (Complication)
2	Feel the Force: Add +2 to Force related rolls on your action.	Disaster: Make a Vigor roll at -2. On a failure, you gain a level of Fatigue lasting 1d6 hours.
Jack	Advantage: Make a Trick or Taunt attack as a Free Action.	Disadvantage: -2 to resist Test of Wills Attacks (Intimidation or Taut) this round.
Queen	Expert Defense: +2 Parry for the rest of this round.	Distraction: -2 Parry for the rest of this round.
King	Surge: +2 to Test of Wills attack this round.	Flail: Shaken; if already Shaken you suffer a Wound.
Ace	Determination: Ignore Wound penalties for the rest of the duel.	Touché: Your opponent scores a glancing blow with his lightsaber, causing half damage.
Jokers	Red Joker: Combine the benefits of the Drop and Joker (+6 attacks and damage rolls) this round.	Black Joker: Severed limb! Roll d6: 1 (Hand); 2-4 (Leg); 5-6 (Arm). Roll d4; Odd for left, even for right. Gain relevant Hindrance until cybernetic replacement. Duel over; roll for Incapacitation.

DROIDS

Droids in *Savage Daddy's Star Wars Companion* are only available for play as Allied Extras or Wild Card Sidekicks. This chapter provides information on droid character creation, common droid archetypes, special Droid Hindrances and situational rules specifically for droids in your Star Wars game.

DROID DEGREES

Degree is a term used to indicate the mechanical complexity and primary function of droids. In game terms, degree is equivalent to Race for sentient characters. All droids are equipped with a basic vocabulator (speech synthesizer) and audio/visual receptors regardless of degree.

FIRST DEGREE

Usually utilitarian, these droids assist their sentient counterparts and masters in the facilitation and completion of specific tasks in the field of physical sciences: data analysis, mathematics, medicine, physics, and so on. Medical and Librarian droids are examples of first-degree droids.

- **Advanced Processor (+2):** 1st Degree Droids start with a free d6 in Smarts
- **Egghead (-2):** Agility, Strength, Vigor may not exceed d6

SECOND DEGREE

Designed for specifically environmental, engineering, and technical duties these droids excel at maintenance and repair. Astromech droids such as R2-D2 are an example of second-degree droids. Use the Repair Bot

- **No Vocabulator (-2):** Only communicates in Binary, but understand languages
- **Wheeled/Tracked:** Has wheels or tracks (per *Sci-Fi Companion* pg. 37)

THIRD DEGREE

Designed specifically for interaction with sentients these droids mimic humanoids in form and mannerisms. Popular functions include domestic duties, trade, and politics. Protocol droids such as C3-PO are a prime example of third-degree droids.

- **Sociable (+2):** Starts with the Charismatic Edge for free
- **Exclusivity (-2):** Restricted from Background, Combat, or Leadership Edges.

FOURTH DEGREE

Designed for military and security operations, these droids are illegal in most systems and strictly prohibited. IG-88 and B2-Battle Droids are prime examples. See War Robot and Sentry Bot in the Stock Robot section of the Sci-Fi Companion.

- **Liberated (+2):** No Asimov Circuit; may harm living creatures
- **Black Market (-2):** Base cost +\$50k credits

FIFTH DEGREE

Intentionally primitive, robotic droids designed for menial labor and heavy lifting in the industrial trades (mining, salvage, sanitation, and so on).

- **Durable (+2):** Starts with a free d6 in Strength or Vigor
- **Minimal Processor (-2):** Smarts costs \$20k credits per die type

MAKING A DROID

Players have two options when it comes to creating droids player characters. They are Allied Extras or Sidekicks. All droids in the *Savage Daddy's Star Wars Companion* are Constructs with all the racial attributes presented in the Sci-Fi Companion (pg. 7).

WILD CARD SIDEKICKS

Players who take the Legendary Sidekick Edge build a Novice Rank Droid using the Custom Robot process in the *Sci-Fi Companion*. The Wild Card Option is automatically included as part of the Sidekick Edge.

Start by picking a Droid Degree (Race). Then build the droid per the Custom Robot rules. Wild Card Droids may also take up to one Major and two Minor Hindrances. A Major Hindrance is worth \$5k credits, and a Minor Hindrance is worth \$2k credits to spend on the *Sci-Fi Companion's Robotic Modification Table* (pg. 38).

If you prefer a less involved process, select a Droid Archetype presented at the end of this chapter to create a Novice Rank Droid similar to some of the more popular droids that appear in the Star Wars setting (R2-D2, C3-PO, etc.).

ALLIED EXTRAS

Droids are as much characters as equipment in a Star Wars game. If you do not take the Sidekick Edge, you must spend your resources to purchase a Stock Robot from the *Sci-Fi Companion*, or a Droid Archetype from this Companion as an Allied Extra.

ADVANCEMENT

Droids advance per established Savage Worlds core rules for Sidekicks and Allied Extras. Each Advance equals \$5k credits for modification (see the *Sci-Fi Companion Robot Modification Table* pg. 38).

You may purchase mods in excess of available slots because droids and their master may remove or install modifications. This requires a successful Repair roll lasting 1d4 hours (half on a raise) for mechanical mods such as armor, weapons, and so on. All other mods (Edges, Skills, and so on) require a Repair roll lasting 1d6 minutes (half on a raise). A Critical Failure destroys one of the mods (player's choice), and it must be replaced by subsequent advances or actual in game purchases.

NEW DROID MODIFICATIONS

Data Jack from the Robotic Modification Table (Sci-Fi Companion pg.38) is renamed S-Comp and adds +4 to Knowledge (Electronics) rolls.

Modification	Mods	Cost
Astrogation-buffer (U): Dedicated memory for 2 hyperspace jump coordinates	—	\$5k
Humanoid (1): Chassis designed to mimic human form. No size mods allowed.	2	\$10k
Ion Shielding (1): Subtracts -2 damage from electrical attacks.	1	\$5k
Force Shield (1): Generates spherical shield (Small Burst) that absorbed 20 points of any incoming attack, except arcane. If an attack breaches the force field, the sphere collapses and loses half-remaining power. Powering the field on again requires a Repair roll.	2	\$50k
Flare Dispenser (1): Hurls a flare or other small cylindrical object (lightsaber) vertically at a range of 5/10/20.	1	\$5k
Cutting Laser (1): Makes precision cuts AP 20; may be used as a ranged weapon (Range: 1"; Damage 1d8-1 AP 20).	1	\$10k
Arc-Welder (1): This tool creates an electric arc for welding metal; may be used as a melee weapon (Damage: 1d8+2 AP 2).	1	\$10k
Magnetic Grapnel (1): A small unit inside the chassis may deploy a magnetic discus attached to 10" high tensile wire (Shooting -1). Once attached to a metallic surface or object a small motorized winch reels the line in.	1	\$5k
Multi-limb (4): Each unit contains 2 additional arms with crude pincers (or a gimbal tool attachment at extra costs). One extra non-movement action at no multi-action penalty.	1	\$10k
Periscope (1): Small, retractable periscope unit capable of extending 2" and rotating 360 degrees increases equipped sensor range (24/48/96).	1	\$5k
Power Tap (1): An added port provides direct power to recharge technology. Every 0.25 lbs. of tech powered depletes 24 hours of power from the droid.	—	\$2k
Holo-Unit (1): Droid may record, store, and playback holographic messages.	1	\$20k
Holo-Net (1): Adds encoded transmitter/receiver to Holo-Unit	—	\$30k
IR Sensor Suite (1): Thermal imaging eliminates Dim or Dark lighting.	—	\$10k

DROID HINDRANCES

Some Hindrances from *Savage Worlds Deluxe* and the *Sci-Fi Companion* are restricted or modified for droids in a Star Wars setting, with a few new ones listed below. Trappings should be determined each time you take a *Droid Hindrance*.

Restricted: *All Thumbs, Anemic, Blood Thirsty**, *Doubting Thomas, Elderly, Greedy**, *Illiterate, Lamé, Loyal, Obese, Outsider, Pacifist, Poverty, Small, Vengeful**, *Vow, Ugly, and Young*. (*) Available if Asimov Circuit is disabled.

BASIC UNIT (MAJOR)

The droid only knows one or two words, and answers are limited to “Negative” or “Affirmative”. It is also incapable of multi-tasking and must complete a given task before it will accept new commands.

BAD BATTERY (MINOR)

There droid’s battery depletes twice as fast, and requires twice as long to recharge.

BAD MOTIVATOR (MAJOR)

Subtract 2 from Pace and use a d4 run die. A 1 on a run die results in paralysis for 1d4 rounds and requires a Repair roll at –2 lasting 1d6 minutes to restore movement.

HUNK OF JUNK (MAJOR)

The droid belongs on a scrap heap! Its jerry-rigged construction subtracts –2 from Toughness. Rolling a 1 on the Trait die causes the droid to shut down until repaired.

NO VOCABULATOR (MAJOR)

The droid lacks a vocabulator as part of its design. It understands any languages it knows but is only capable of communicating in Binary (a series of clicks and bleeps).

DROID EDGES

Some Edges from Savage Worlds Deluxe and the Sci-Fi Companion are restricted or modified for droids, with a few new ones listed below. Trappings should be determined each time you take a Droid Edge.

Restricted: Adept, Arcane Background (Any), Attractive, Beast Bond, Beast Master, Champion, Common Bond, Connections, Fast Healer, Filthy Rich, Fleet-footed, Followers, Gadgeteer, Hard to Kill, Holly/Unholy Warrior, Liquid Courage, Luck, Mentalist, Nerves of Steel, Noble, Power Edges (Any), Sidekick, Weird Edges (Any), and Wizard.

Modified: Mr. Fix It is available without the Arcane Background requirement.

LOCKED ACCESS

The droid's shutdown switch is internally located. A restraining bolt or Tech Ops hacking roll is required to shut it down.

MEMORY CORE

The droid is equipped a memory core that preserves essential data, allowing its memory, skills, and attributes (Smarts and Spirit) to be installed in a new chassis.

PERSISTENT

No matter how many memory wipes it receives, the droid's personality remains intact. You may choose a personality (see Allied Personality Table in Savage Worlds Deluxe).

DROID RULES

Unless otherwise stated, all Sci-Fi Companion rules regarding Robots apply to Droids in *Savage Daddy's Star Wars Companion*.

INCAPACITATION

Droids who reach Incapacitated from their weakness (electricity) make an immediate Vigor roll (including penalties from the current attack).

- **Total of 1 or Less:** See Death and Defeat (Super Powers Companion 2nd Ed).
- **Failure:** Incapacitated with a level of Fatigue requiring Repair at a -2 to recover
- **Success:** Incapacitated until repaired.

RESTRAINING BOLTS

Successfully fitting a restraining bolt is a Repair roll. Once activated, the restraining bolt has the same effect as the Puppet Power until removed. If the droid is unwilling, you must shut it down before fitting a restraining bolt.

SHUT DOWN

Droids often shut down to conserve power. Shutting down an unwilling droid is a Repair roll against a TN equal to the Droid's Parry. Success results in Incapacitation.

SWAPPABLE

With a successful Smarts roll at a -2 penalty, a droid may redistribute up to half its Smarts die in existing skill die if it takes no other actions. Changes take effect on its next action and lasts 1d4 rounds. No skill may be lower than d4 or higher than d12.

DROID ARCHETYPES

The Archetypes below are all Novice Droid Sidekicks with Geared Up as their free starting Edge. Add a name, Hindrances, and any Mods, and begin play.

You may use these Archetypes as Allied Extras by paying the indicated cost, but they do not qualify as Wild Cards.

R2 SERIES ASTROMECH DROID

Second Degree Droid

Cost: \$80K; **Remaining Mods:** 3

Astromechs are second-degree droids designed for starship maintenance, repair duties, and backup nav computer. With additional programming and modification, this series was also capable of accessing and slicing (hacking) mainframe computers.

The unit has a cylindrical torso, rotating domed head, three legs (one retractable), two retractable manipulator arms, on retractable carousel unit with four specialized tool mounted arms, an internal cargo compartment, and a general-use fire extinguisher.

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

Skills: Astrogation d6, Knowledge (Starships) d8, Notice d6, Repair d10

Pace: 4; **Parry:**2; **Toughness:**4

Design Specs:

- **Astrogation-buffer:** 2 (4 hyperspace jump coordinates)
- **No Vocabulator:** Only communicates in Binary, but understand Basic.
- **Magnetic Wheels:** 3 Magnetic wheeled feet; one retractable (SFC pg. 38)
- **Size -1:** Astromechs are slightly less than one meter tall (approximately 3').
- **Carousel Mount:** A hub inside the chassis fills one mod slot and spins for access to four arms (retractable) with gimbals: Matter-Cutter, Arc-Welder, Circular Saw, or S-Comp. Selecting an arm is a standard action.

3PO SERIES PROTOCOL DROID

Third Degree Droid

Cost: \$100K; **Remaining Mods:** 1

This droid's primary function is to assist sentient beings in their relations with one another. As such, they are predisposed for etiquette and protocol and often serve in the capacity of translators between sentients as well as computers and droids.

These droids stand approximately 1.7 meters in height with a humanoid frame. Pre-programmed with extremely subservient, service-oriented personality, protocol droids will never attack under any circumstances, even in self-defense.

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

Skills: Knowledge (Culture) d8, Knowledge (Languages) d10, Notice d8

Charisma: +2; **Pace:** 6"; **Parry:** 2; **Toughness:** 4

Design Specs (Special Abilities):

- **Sociable:** Programed to be Charismatic (+2 Charisma).
- **Exclusivity:** Cannot take Background, Combat, or Leadership Edges.
- **Clunky:** Poor range of motion; d4 -2 running (minimum 1).
- **TranLang III Unit:** Comprehensive language module with 50k times Smarts "forms of communication" (+1 per Smarts die to Knowledge (Languages) rolls to translate).
- **Advanced Vocabulator:** More accurately recreates natural 'tonal' qualities of sentient speech (adds +1 Charisma to Social Interactions).
- **Recording Unit:** Records audio for storage, playback, and transmission.

STARSHIPS

Starships in Savage Daddy's Star Wars Companion utilize the rules presented in the Science Fiction Companion (pg. 40-50), with the following modification to Hyperspace.

HYPERSPACE

Hyperspace travel in Star Wars requires some modifications to the Sci-Fi Companion rules as follows. First, physical proximity and quality of established hyperspace trade routes are primary factors that determine hyperspace travel time (see below). Second, only the "Same Solar System" and "Same Galaxy" distances apply to the Astrogation Modifiers and Hyperspace Energy Consumption Tables (pg. 42).

Same Solar System as presented by the Sci-Fi Companion does not really apply to Star Wars. Interplanetary travel is a function of sublight drives, not hyperspace. Treat "Same Solar System" as "Same System". A hyperspace jump from one location to another in the Core Worlds, as an example, takes 4 hours and has a 0 Astrogation Modifier. Whereas a jump from the Core Worlds to the Outer Rim takes 28 hours and has a -2 Astrogation Modifier.

HYPERSPACE TRAVEL TIMES (HOURS)

Traveling From	Core Worlds	Mid Rim	Outer Rim	Wild Space
Core Worlds	4	12	28 (1 day 4 hours)	68 (2 days 20 hours)
Mid Rim	12	8	24 (1 day)	48 (2 days)
Outer Rim	28 (1 day 4 hours)	24 (1 day)	16	28 (1 day 4 hours)
Wild Space	68 (2 days 20 hours)	48 (2 days)	40 (1 day 4 hours)	24 (1 day)

Plotting the jump requires a destination and a Knowledge (Astrogation) skill roll that takes 1d6 rounds under normal conditions— meaning you are using a nav computer or astromech droid with up to date coordinates and traveling standard hyperspace trade routes. Add all Astrogation Modifiers listed on table below that fit your situation.

Outlaws and smugglers often alternate hyperspace trade routes to evade capture or boarding by authorities— or shave a few hours off hyperspace travel times. Of course, this makes plotting a hyperspace jump more difficult.

ASTROGATION MODIFIERS

Mod	Situation
+2	Ship has made this exact jump before
+1	Using an astromech droid
0	Destination in the same system
-1	No Astromech droid
-2	Destination in another system
-4	Using an alternate hyperspace trade route
-6	No nav computer or astromech droid

Failure has the same effect described in the *Sci-Fi Companion* (pg.42). A Success means the ship makes the jump into hyperspace and arrives on time within 10 million km of the solar system or planetary system. Each raise on the roll reduces hyperspace fuel consumption 5 points and overall travel time by 1d4 (acing) hours.

Rolling a 1 on the Knowledge (Astrogation) die means the ship arrives one time at its destination with 1 Starship Critical Hits.

With a Critical Failure (Snake Eyes) the ship suffers 1d4 Starship Critical Hits and immediately drops out of hyperspace in a random location. If the ship is in an area where it might hit an obstacle (1-2 on a d6 roll), the captain makes a Piloting roll at -2. Rolling a 1 on the previous d6 means there is an asteroid field or cluttered area, increasing the penalty to a -4.

Failing the Piloting rolls means the ship suffers a collision (Maximum Damage 10d6).

ASSORTED TABLES

VETERAN OF THE GALAXY

Now you learn just how brutal and cruel fate can be to those who take the Veteran of the Galaxy Edge. Check the player's card against the table below. Depending on the result, you may want to keep the result secret from the character.

Card	Result
Deuce	Doomed: You gain the Bad Luck Hindrance. If you already have it, this stacks, netting two less Force Points at the start of each session.
Three	Hunted: You left a job unfinished. Now someone wants you to suffer, die, or both. A Hutt Crime Boss, the Black Sun Pirates— whoever it is, is smart, powerful, and connected (certainly a Wild Card).
Four	Coerced: You gain the Secret (Major) Hindrance, and may choose an Edge or increase an attribute a die type. Someone frequently enlists you for the worst possible assignments. They never ask twice, or nicely, and “no” is not an option— unless you want your secret revealed. Addicted: You habitually uses some substance to forget the things you have seen or done. Alcohol, Spice— whatever it is, you gain a Major Habit for the drug.
Six	Night Terrors: You gain the Night Terrors Hindrance.
Seven	Maimed: One of your limbs is horribly maimed, or missing. Roll a d6. On a 1–3, you are Lame; on a 4–6, you lost your non-weapon hand and gain the One Arm Hindrance. <i>A suitable cybernetic replacement costs 5,000 credits and two advances.</i>
Eight	Scars: You bear a hideous scar on your face or other visible body part, and gain the Ugly Hindrance whenever it is visible.
Nine	Phobia: You survived an encounter, but have an overwhelming and irrational fear associated with it. You gain the Phobia (Major) Hindrance.
Ten	Skittish: You gain the Combat Paralysis Hindrance.

Jack	Terminal: Your hero picked up a terminal chronic disease that leaves him constantly Exhausted. Any time he suffers a level of Fatigue, he's Incapacitated but does not die. Each game session, he must make a Vigor roll. On a 1 or less, he will die before the end of the session— any heroically dramatic death the player may choose.
Queen	Player's Choice: Choose any option, except Joker, from this list.
King	Marked for Death: All of his Soak rolls suffer a -2 penalty.
Ace	Destiny's Child: The Force has an ultimate design on the character's life, and protects him from death— at least until he has fulfilled his destiny! You gain +2 to all Vigor rolls. Any time his Wild Die comes up a 1 on a Vigor roll, the effect rebounds in some way. Fate is a bitch, after all.
Joker	Scott Free: The Force is with you! You gain no ill effect whatsoever.

DARK SIDE CORRUPTION PATH TABLE

Card	Hindrance Gained	Effect
2	Mean (Minor); Quirk (Obsession)	-2 Charisma; obsessed with the Dark Side
3-9	Bad Luck (Major)	One less Force Point per session (may be taken multiple times)
10	Ugly (Minor); Anemic (Minor)	Physical corruption (yellow eyes, veiny, pale, etc.) -2 Charisma; -2 to Fatigue tests
Jack	Bloodthirsty (Major)	-4 Charisma if discovered
Queen	Vengeful (Major)	As the Vengeful (Major) Edge.
King	Delusional (Major) Paranoid	Believes everyone is plotting against him.
Ace	Dark Side Addiction	As per Habit Major Hindrance
Joker	Berserker Rage	As the Berserk Edge