

STAR WARS

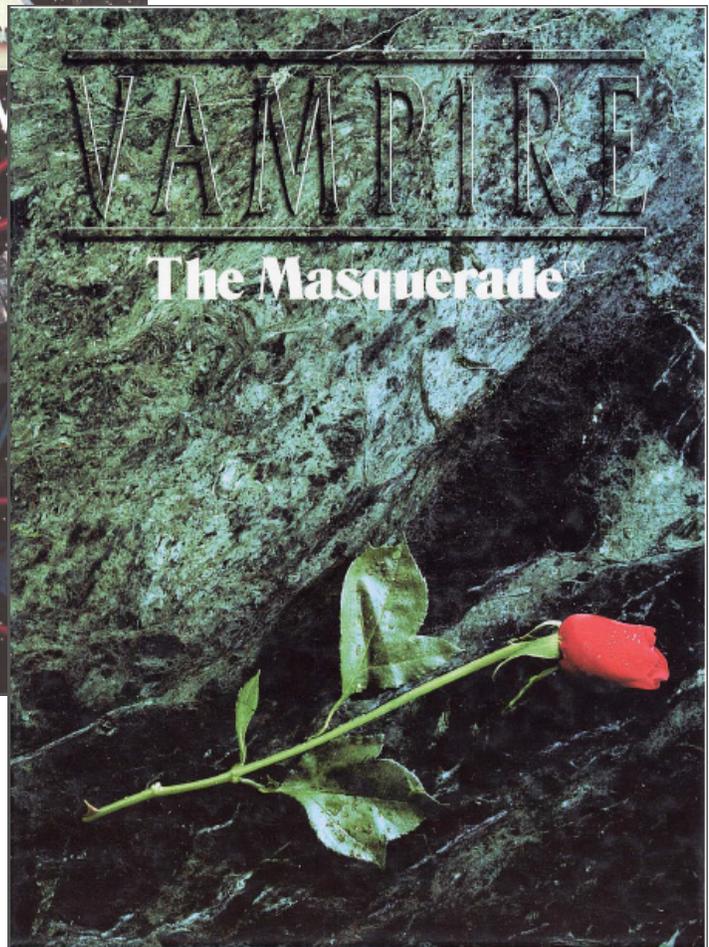
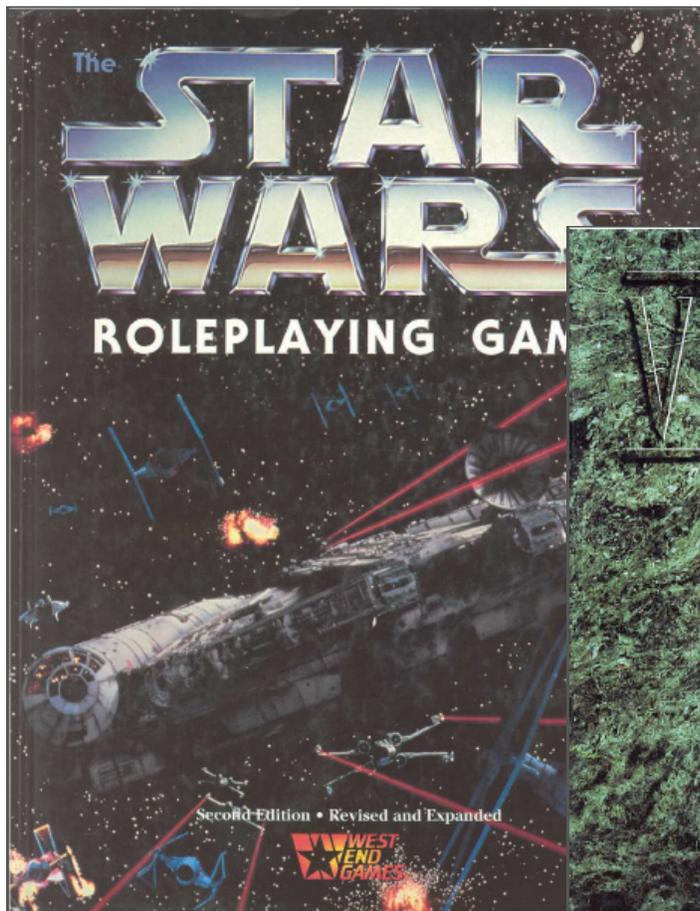
Roleplaying Game

West End Games

to

World of Darkness

System Conversion



Introduction

This conversion came to be back in the 90s, when vampires were ubiquitous in pop culture and White Wolf's *World of Darkness* (WoD) was the the hot new system in table-top role playing. My game group preferred it over any other. Occasionally we'd take a break and mix things up with *Advanced D&D*, *Call of Cthulhu*, *Cyberpunk 2020*, *Runequest*, *Star Wars*, or others, but in comparison we found these older systems lacking. WoD had an elegance and flexibility that made older systems seem clunky by comparison.

We did notice that the West End Games (WEG) system for *The Star Wars Roleplaying Game* had a similar dice pool mechanism to the WoD system, but we found the skill system too broad and detailed. Is piloting an airspeeder that different from piloting a starfighter? Is repairing a captial ship that different from repairing a transport? It might be realistic for the complex galaxy far, far away—but it would be so much more *cinematic* to have an overall “Pilot” or “Repair” skill like WoD, we thought.

In addition to the use of dice pools, we also noticed that both *Vampire: The Masquerade* (V:TM) and *The Star Wars Roleplaying Game* (SWRPG) had a lot of other similarities. Both eschewed hit points for a set number of health levels, both allowed characters to soak damage when attacked, both powered their “magic” systems with a pool of points, and both had a mechanism to create interesting headaches for the players—Botches and Complications, respectively.

V:TM's “Humanity” system was practically the mirror image of SWRPG's “Dark Side Points”. In fact, if you turned “Dark Side Points” into “Dark Side Resistance” they were identical. And while it turned out to be more complex that it seemed at first, WEG's Force Powers with their hierarchical prerequisites looked an awful lot like V:TM's vampiric Disciplines.

It only took a little desktop publishing skill to replicate the V:TM character sheet and replace “Firearms” with “Blaster”, “Drive” with “Pilot”, “Occult” with “Astrogation”, etc. The first trials were human-only games with no Force users—smuggler games, or Rebel commandos mostly. They went well enough to prove the idea was workable.

The Merits & Flaws system from *The Vampire Players Guide* (VPG) lets players create more robust and nuanced characters. It was an easy mechanic to adapt to differentiate humans from aliens, to add cybernetics, and to determine which characters were attuned to the Force.

Of course the Force Powers had to be completely revamped to keep up with the prequels and later the

sequels. It took a lot of trial and error to elegantly incorporate star fighter combat.

After the prequels came out and WEG lost the license to the game, we looked at Wizards of the Coast's new D20 version of *Star Wars*, but we did not find it superior to our own home brew. When White Wolf released their *New World of Darkness* system, there were ideas that we liked but our conversion was tied too tightly to variable difficulties and botches and flaws and other things that White Wolf had gotten rid of. So we left it.

This document contains rules for playing a *Star Wars* roleplaying game using WEG's reference material with the WoD rules system. This is not a fully playable game system. It is only conversion rules. To fully utilize it, you need at least three other books:

- ***The Star Wars Roleplaying Game, Second Edition, Revised and Expanded***
ISBN 0-87431-268-X
- ***Vampire: The Masquerade, Second Edition***
ISBN 1-56504-029-5
- ***The Vampire Players Guide, Second Edition***
ISBN 1-56504-053-8

They are all out of print, but available online as PDFs. You can probably find them second-hand if you're the kind of player who prefers leafing to scrolling. Many *Star Wars* source books, official and unofficial, can be found for free at <http://www.starwarstimeline.net/Westendgames.htm>

I've been tweaking and modifying this game on and off for over two decades now. My objective has been to have a system that can be used to replicate as game play everything that has been seen on the screen. While I know that movie makers are more concerned with telling a good story than they are with adhering to established rules, I've tried to develop mechanics that explain what we've all seen in the feature films as closely as I can. The “*Expanded Universe*”/“*Star Wars Legends*” and the canonical animated series have a lot of great stuff that could be integrated, but it was too much to include in the scope of this project. I'll keep up with films.

So that's where this project came from, and what it hopes to accomplish. If you have a chance to play it for yourself, I hope you enjoy it and I'd love to hear your thoughts.

May the Force be with you.

-Mark L. Shute <mshute@umd.edu>

Character Creation

Character creation begins the same way that it does in V:TM. See that book for information on Concept, Nature, and Demeanor. The character templates found in the back of SWPRG can be used as Concepts in this universe. The next major decision is the choice of species. Statistics and information on most species seen in the Star Wars movies can be found in one WEG source book or another.

Species

The WEG version of Star Wars lists minimum and maximum attribute dice for each species, taking the point of view that each species has certain strengths and weaknesses that are inherent in their physiology and culture. This conversion takes the position that PCs are not always average representatives of their species. If you want to play a brainy Gamorrean, or a tech-savvy Ewok, or even a scrawny but charming Wookie, this conversion gives you that chance.

Regardless of the listed limits for alien species in the WEG books, PCs should be allowed to have between one and five dots to their nine Attributes. Storytellers may still want to observe WEG's "norms" when creating NPCs.

To differentiate aliens from humans, each alien species should be given Merits & Flaws that adequately represent the biological norms of their people. A special selection of Merits & Flaws is listed later in this chapter under the heading "Alien Physiology" that can be used to describe the physical differences between aliens and humans. You are certainly not limited to this list; other merits or flaws may also be assigned to an entire species.

Cultural and educational norms should not be considered when assigning Merits & Flaws to define an entire species. For example, you might consider giving the Ewoks the flaw "Uneducated" or the merit "Practiced" with thrown weapons, but consider an Ewok taken from Endor as a pup and raised in the shipyards of Correllia. Such a character might display high aptitude for technology and no skill at all with thrown weapons. You might consider giving Wookies the merit "Code of Honor", but consider a villainous Wookie who has been banished from Kashyyyk. PCs should be allowed to play such outlier characters.

However, the timeline and galactic perceptions should be considered. If your game is set prior to the rise of the Empire or after its fall, Mon Calamari and Wookies should not have the flaw "Slave Race". No matter how a Gamorrean PC was raised and educated, any other character should, upon meeting

him for the first time, expect the Gamorrean to be a brutish thug.

If the Merits & Flaws of a species balance out, character creation continues as usual. If a species' Merits & Flaws are unbalanced—if the species has a physiological advantage or disadvantage over humans—make up the individual PC's imbalance by adding or subtracting from the Freebie Points for all characters of that species. Naturally the player is then free to select personal merits and flaws that make the character a distinct individual member of their people.

Below is the selection of alien species from chapter 15 in SWPRG with their WEG Special Abilities and Story Factors converted to merits and flaws.

Ewoks (-1 Freebie point)

- 1 Short
- +1 Enhanced Olfactory Sense
- +1 Pitiable

Gamorreans (+4 Freebie Point)

- 2 Limited Vocal Range
- 1 Stereotyped (brutal thugs)
- 3 Slave Race
- +2 Thick Skinned

Ithorions (+0 Freebie Point)

- 1 Stereotyped (tree huggers)
- +1 Tall

Mon Calamari (+2 Freebie Point)

- 2 Environmental Sensitivity (arid)
- 3 Slave Race
- +3 Amphibious

Rodians (+0 Freebie Points)

- 1 Stereotyped (untrustworthy)
- +1 Light Touch

Sullustans (-4 Freebie Points)

- +1 Enhanced Vision (low light)
- +1 Acute Hearing
- +2 Direction Sense

Twileks (-1 Freebie Point)

- +1 Non-Verbal Language

Wookies (-1 Freebie Points)

- 2 Limited Vocal Range
- 1 Stereotyped (short-tempered)
- 3 Slave Race
- +1 Natural Weapon
- +1 Tall
- +2 Berserker
- +2 Powerful

Some of the Story Factors seem to be drawn from Expanded Universe sources, since they were never demonstrated in the feature films. The list above

should be considered as an example and guide, not as an absolute. Feel free to use other Star Wars source material, as a basis to decide what Merits & Flaws a particular species of aliens share.

The “Alien Physiology” group of Merits & Flaws has been updated to include physical adaptations that have been seen on the screen in the prequels and sequels, but you can also write your own to come up with exactly the alien species you want—with the Storyteller’s approval.

Droid Characters

While not technically a species, droids are common enough in the Star Wars universe and exhibit enough individuality to be considered “characters” rather than “equipment.” As a droid gains experience, its programming becomes more refined. Droids can earn and spend experience just like living characters.

The SWRPG rules discuss droids as characters in chapter 18, which contains good fluff about the role playing implications of playing a droid character. It also has rules for creating droid characters that are balanced with living characters by using one of the provided templates as a starting point.

While those templates could serve as Concepts, in this conversion unique droid characters are created through the same process and follow the same rules as living characters with the following differences:

- Rather than spending experience to improve Attributes, a droid’s Attributes can be upgraded during game play in the same way that vehicles are customized. See the “Upgrading Vehicles” section of the *Vehicles* chapter for details. Their parts can also be sold off or stolen.
- Droids can be reprogrammed during game play to have a different set of Abilities without spending experience. See below.
- Because they are inorganic, droids may never learn Force Skills. To remain balanced with living PCs, droids may still spend and regain Force Points and lose Dark Side Resistance.
- When a droid character is damaged, it does not heal naturally. On the other hand, they do not need to be stabilized to avoid losing additional Health. Droids recover Health levels in much the same way as vehicles are repaired, described in the “Repairing Vehicle Damage” section of the *Vehicle Encounters* chapter.

Non-Player Character Droids

Living beings all have roughly balanced Attributes and Abilities. Droids don’t always need a full complement of Attributes or Abilities to carry out their functions. The Mouse droids on the Death Star

didn’t need Social Attributes for example. When creating droid characters as NPCs there is no need to balance them with the player characters. Some can be much lower powered.

Conversely, we don’t see many droids in the Star Wars films that are significantly more powerful than PCs—highly specialized in one or two Abilities, yes. But not more powerful overall. Chapter 18 of SWRPG describes five droid categories or “degrees”, but then fails to do anything at all with that categorization. This conversion makes use of those categories to set guidelines for creating NPC droids.

The table below describes the starting dots each category of NPC droid could be created with.

Degree	Attributes	Abilities	Bckgrnds	Virtues
First	7/5/3	13/9/5	0	7
Second	6/4/2	11/7/3	0	6
Third	5/3/1	9/5/1	0	5
Fourth	4/2/0	7/3/0	0	4
Fifth	3/2/0	5/1/0	0	3

Player Character Droids

Most players will probably opt to play a higher degree droid, but are not required to. Because droids can be upgraded and gain experience throughout their years of operation, even the simplest fifth-degree binary load-lifter can start a game as an entertaining character to play. Just as a player can opt to create a technically savvy Ewok, a socially sophisticated B1 Battle Droid is also valid.

To maintain balance with other player characters, all droid PCs—regardless of degree, model, or function—are created with the same starting dots as any other living PC.

While many droids are humanoid in shape, many are not. Sometimes these differences are only cosmetic; other times they may grant an in-game advantage. Use Merits & Flaws to reflect a PC droid’s form and special capabilities. At character creation, any equipment a droid character buys with their Resources can be “built in” to the droid’s body if the player wishes.

Example: John decides to play a Arakyd Viper Probe Droid. After assigning Attributes and Abilities, he takes the Background “Resources” and buys a Blaster Carbine, a Mine (as a self-destruct mechanism), and a Sensor Pack which are all built into his character’s body. He also buys a Comlink, then uses the background “Customization” to boost its range. John takes the Merit “Flight Appendages” because the character moves via repulsorlift. He also takes the Merit “Extra Appendages” because he has more than four manipulator arms, “Prehensile Appendages” so he can grasp and manipulate with all of his arms, and “Ambidextrous” so he can use all of his arms equally well.

Reprogramming Droids

One benefit that droids have over living beings is the ability to reallocate their memory to different Abilities. A protocol droid could be reprogrammed as a medic for example. This is not to say that reprogramming can happen on the fly. A droid character with Blaster 5D cannot fight off a squad of Storm Troopers, then be reprogrammed to Security 5D to hotwire a starship, then be reprogrammed to Pilot 5D to escape pursuing TIE Fighters. Reprogramming is a time consuming process, and not without risks.

To maintain balance with living characters, a droid's three Ability types—Talents, Skills, and Knowledges—each utilize different types of memory. Therefore dots can only be changed from one ability to another within the same Ability type. Dots from Alertness (a Talent) could be reallocated for Subterfuge (a Talent), but they could not be moved to Astrogation (a Knowledge).

To reprogram a droid, the programmer needs to understand the Ability they are trying to give the droid. If the programmer does not already have ranks in the new Ability, the Storyteller may ask for an Investigation roll from the programmer to learn about the Ability. For example, a programmer with a Blaster Skill of 2D probably already knows enough to program a droid to shoot. But a programmer with Astrogation Knowledge of 0D would need to make an Investigation roll to learn enough about Astrogation to write the program. The difficulty and the length of time required are up to the Storyteller based on the circumstances of the story.

For each dot that the programmer wants to add to an Ability, a dot from another Ability must first be removed to free up memory. These dots can come from different Abilities. After that, the programmer rolls Intelligence + Programming. The difficulty is equal to 4 + the level of the new dot—more sophisticated programming is more difficult. The number of successes determines how long it takes to complete the task based on the table below.

Successes	Programming Time
1	12 hours
2	8 hours
3	4 hours
4	2 hours
5+	1 hour

Example: Rax wants to reprogram a second-hand protocol droid to serve as a medic. The droid's Knowledge Abilities are Cultures 4, Languages 3, and Interfaces 2. Rax frees up memory by deleting a dot of Languages, then rolls Intelligence + Programming, difficulty 5, to add a first dot to Medicine. With four successes, it takes Rax two hours to complete the task. The droid now has Medicine 1 and

Languages 2. Rax then reallocates a dot from Cultures and rolls again, difficulty 6. With three successes, it takes four hours and the droid now has Medicine 2 and Cultures 3. And so on.

If the Programming rolls fails, the programmer has reached the limit of their ability for this particular task. They can try again when the situation changes—either the programmer's skill increases, they get help from another programmer, or they get access to better equipment.

If the programming roll results in a botch, then the dot from the original Ability is lost but no new dot is gained. The droid character can only regain the Ability dot by earning experience and spending it to refine their programming.

In addition to Abilities, you can reprogram a droid's Virtues by the same rules as above.

You can also reprogram a droid's personality. A droid's true Nature comes from the sum of its experiences and programming and can't be replaced without the player's consent, but it's Demeanor is another matter. The difficulty to reprogram a droid's Demeanor is 7. Failure leaves the droid with a Demeanor identical to its Nature. A botch results in a personality Archetype chosen by the Storyteller.

There is no example of a droid reprogramming itself in the feature films. It is up to the Storyteller to decide if a droid with the Programming skill can reprogram itself or not.

Attributes

Once a species has been selected, Attributes are allocated just as they are in V:TM using the standard 7/5/3 distribution.

As mentioned previously, this conversion does not enforce any of WEG's species minimums or maximums for attributes. The minimum for any attribute is 1, and the maximum is 5, regardless of species.

See V:TM for more information on Attributes, including descriptions and specializations.

Abilities

Next, Ability dots are allocated. The character assigns dots just like a V:TM character using the standard 13/9/5 distribution.

This conversion has kept the V:TM Abilities that are useful to any role playing game such as "Athletics," renamed some like "Firearms" to "Blaster," and replaced some like "Occult" with "Astrogation". The thirty Abilities listed on the character sheet were chosen to best represent the abilities displayed by

STAR WARS Character Sheet

Name: *Luke Skywalker*
 Player: *Mark H.*
 Adventure: *A New Hope*

Concept: *Adventurous Farm Boy*
 Nature: *Thrillseeker*
 Demeanor: *Conformist*

Home World: *Tatooine*
 Species: *Human*
 Age: *19*

Attributes

Physical		Social		Mental
Strength _____ ●●●○○○	Charisma _____ ●●●*○○	Perception _____ ●●●○○○		
Dexterity _____ ●●●●○○	Manipulation _____ ●○○○○○	Intelligence _____ ●●○○○○		
Stamina _____ ●●●●○○	Appearance _____ ●●●●○○	Wits _____ ●●●●○○		

Abilities

Talents		Skills		Knowledges
Alertness _____ ●●○○○○	Blaster _____ ●●○○○○	Astrogation _____ ○○○○○○		
Athletics _____ ●○○○○○	Gunnery _____ ●●●○○○	Bureaucracy _____ ●○○○○○		
Brawl _____ ●○○○○○	Melee _____ ○○○○○○	Cultures _____ ○○○○○○		
Command _____ ○○○○○○	Pilot <i>Speeders</i> _____ ●●●*○○	Interfaces _____ ●○○○○○		
Diplomacy _____ ●○○○○○	Programming _____ ○○○○○○	Investigation _____ ○○○○○○		
Dodge _____ ●●○○○○	Repair _____ ●●○○○○	Languages _____ ○○○○○○		
Empathy _____ ●●○○○○	Ride _____ ●○○○○○	Medicine _____ ○○○○○○		
Intimidation _____ ○○○○○○	Security _____ ○○○○○○	Politics _____ ○○○○○○		
Streetwise _____ ○○○○○○	Stealth _____ ●○○○○○	Tech _____ ●○○○○○		
Subterfuge _____ ○○○○○○	Survival _____ ●○○○○○	Trade _____ ●○○○○○		
_____ ○○○○○○	_____ ○○○○○○	<i>Area Knowledge</i> _____ ●○○○○○		
_____ ○○○○○○	_____ ○○○○○○	_____ ○○○○○○		

Advantages

Force Skills		Backgrounds		Virtues
Control _____ ○○○○○○	<i>Allies (Biggs)</i> _____ ●○○○○○	Conscience _____ ●●●●●●		
Dynamism _____ ○○○○○○	<i>Reputation (pilot)</i> _____ ●●○○○○	Passion _____ ●●○○○○		
Rapport _____ ○○○○○○	<i>Vehicle (landspeeder)</i> _____ ●○○○○○	Self Control _____ ●●●●○○		
Sense _____ ○○○○○○	<i>Customization</i> _____ ●○○○○○	Willpower		
Telekinesis _____ ○○○○○○	<i>(landspeeder)</i> _____ ○○○○○○	● ● ● ● ● ○ ○ ○ ○ ○		

Force Points

● ● ● ● ● ● ● ● ● ○
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Dark Side Resistance


 ● ● ● ● ● ● ● ○ ○ ○

Merits

+4 *Ace Pilot*
 +3 *Fast Learner*
 +5 *Strong in the Force*

Flaws

-1 *Soft Hearted*
 -3 *Desired by the Dark Side*

Combat Scales

Death Star
 Capitol
 Transport
 Starfighter
 Walker
 Speeder
 Character
 Vermin

↑
 -1 diff to hit
 +1 diff to dmg
 per step

↓
 +1 diff to hit
 -1 diff to dmg
 per step

Weapons

Armor Type	Class	A.R.	Dex
Weapon	Dmg	Rng	Armo
<i>Sporting Blaster Rifle</i>	<i>6D</i>	<i>120</i>	<i>100</i>

Health

Bruised _____ □
 Hurt _____ -1 □
 Injured _____ -2 □
 Wounded _____ -3 □
 Mauled _____ -4 □
 Crippled _____ -5 □
 Incapacitated _____ □

the major characters in the Star Wars movies. The differences from V:TM are described below.

Talents

Alertness	Same as V:TM.
Athletics	Same as V:TM.
Brawl	Same as V:TM.

Command

You are proficient at giving orders and having them followed. With a Command roll you can compel NPCs to follow your instructions. The more successes you roll, the more effective the NPCs will be in carrying out your directions. Difficulty is based on context. Ordering the patrons of a seedy smugglers' bar to identify themselves is very different from ordering them all to flee out the back when blasters start firing. Command is particularly useful in running a large capital ship with a crew of hundreds.

- You'll take charge if no one else will.
- You're comfortable being put in charge.
- Your friends tend to follow your lead.
- Everyone expects you to take charge.
- Strangers look to you for leadership.

Specialties: starship crew, crowd control, ground troops, fighter squadron, repair crew, etc.

Diplomacy	Same as VPG.
Dodge	Same as V:TM.
Empathy	Same as V:TM.
Intimidation	Same as V:TM.
Streetwise	Same as V:TM.
Subterfuge	Same as V:TM.

Skills

Blaster	Same as "Firearms" in V:TM.
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Gunnery

You are trained to fire large vehicle-mounted energy weapons as well as ground-based artillery. You can also fire photon torpedoes, concussion missiles, or other "smart" weapons of any scale.

- You can figure out where the trigger is.
- You've had the standard military orientation course on heavy weapons.
- Military specialization in artillery, mechanized infantry, or starship combat.
- You could command an artillery division or be a ship's weapons officer.
- There are targeting computers named after you.

Specialties: starship gun turrets, turbolasers, ground artillery, anti-orbital defense, starfighters, etc.

Melee	Same as V:TM.
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Pilot

You are skilled at operating vehicles. From the cockpit of a walker, to the saddle of a simple speeder bike, to the helm of the largest capital star ship, you have some capability to operate any of them.

- You can pilot a speeder in established traffic patterns, or in a level plane.
- You can handle three-dimensional maneuvers in atmosphere or outer space.
- Professional commercial pilot.
- Military fighter pilot or helmsman.
- "You're not actually going to fly INTO an asteroid field?"

Specialties: Speeders, walkers, starfighters, transports, capital starship, etc.

Programming

You are capable of giving complex directions to computers, droids, or any other device that accepts input and operates on a variable set of instructions. Of course you must have some way to interface with the device, and it must be able to accept your instructions, or else you may have to slice past its security first.

- You can write a simple program to monitor news feeds for key words.
- You can write a program to play a challenging game of dejarik or sabbac.
- You could program droids professionally.
- You could program security systems professionally.
- You could program complex operating systems professionally.

Specialties: Security systems, NAV computers, droids, sensor masks, data bases, slicing, etc.

Repair	Same as V:TM.
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Specialties: Computers, droids, energy fields, propulsion, structural, weapons, etc.

Ride	Same as VPG.
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Specialties: Dewbacks, Tauntauns, Varactyls, or other specific species of riding beast.

Security	Same as V:TM.
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Stealth	Same as V:TM.
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Survival	Same as V:TM.
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Knowledges

Astrogation

You know how to plot hyperspace routes through the ever-shifting geography of the galaxy to navigate between star systems. Experience has also given you

general knowledge of a variety of charted planets such as their technology level, inhabitants, climates, and local hazards.

- You've taken a course in astrogation.
- You can handle short, well traveled routes by yourself.
- You're a fully qualified astrogator.
- Commercial star ships trust their cargo, crews, and passengers to you.
- You could plot the Kessel Run in less than *eleven* parsecs.

Specialties: specific hyperspace route or region of space.

Bureaucracy Same as V:TM.

Cultures

Through study, observation, or experience, you've learned about the different beings you share the galaxy with. In addition to alien traditions, etiquette, and protocol, you understand the history, beliefs, and geography that have shaped various civilizations and the way they organize, govern, and comport themselves. Knowing what holidays are sacred, or which foods are considered delicacies, or why certain questions are taboo makes dealing with alien species much easier for you.

- You enjoy watching travel-log holos.
- You like to venture out beyond the starport and tourist districts when you travel.
- You have frequent contact, socially and professionally, with a variety of aliens.
- You could be a professional diplomat or anthropologist.
- You understand some civilizations better than the natives.

Specialties: specific system or sector, genus of alien, level of development, etc.

Interfaces

You are able to efficiently and effectively operate machines for their intended purpose. Whether scanning for life forms, shutting down garbage mashers, transmitting a holo-message to a distant planet, or retrieving data tapes from an Imperial archive, interfaces run the galaxy's technology. Some public access systems are designed to be intuitive but offer limited functionality, while industrial systems offer deeply nested option-trees but are slow to navigate, and military systems are designed for speed and efficiency but require extensive training to master. Through intuition or training or trial and error you know enough to make use of these system interfaces, whether you need to be quick or thorough.

- Your home systems never give you trouble.
- You can usually guess what unfamiliar icons and labels mean.
- The purpose of every knob, button, and slider is readily apparent to you.
- You routinely find control shortcuts that others don't know about.
- You comprehend the hidden logic designed into the most baffling interfaces.

Specialties: Comm systems, scanning systems, industrial systems, data retrieval systems, etc.

Investigation Same as V:TM.

Languages

All characters speak and understand their native language automatically. In addition all PCs understand "Basic", the official Imperial language, automatically. You speak one additional language fluently for every dot you take in Languages, but that is not the extent of your abilities. While every species developed its own unique vocabulary and grammar, semantics and syntax seem to have evolved along very similar lines throughout the galaxy. As a result, you have a chance to understand just about any language that is spoken to you. A single make on an Intelligence + Languages roll means that the language is similar enough to one you already know that you can make out the meaning that the speaker is trying to convey. The storyteller should assign a greater difficulty for more exotic languages and should take into account the number of successes when deciding how much you understand.

- You learned one language through your basic education.
- You've been in several starports, and held a few multilingual conversations.
- You travel a great deal and pick up on background conversations.
- You deal with aliens regularly and sometimes dream in alien languages.
- "I am fluent in over six million forms of communication."

Specialties: reptilian, humanoid, insectoid, etc,

Medicine Same as V:TM.

Politics Same as V:TM.

Tech

While Repair is the Skill to put something back together again (or sabotage it), Tech is the Knowledge to design and build new equipment from scratch or to improve existing equipment beyond its intended abilities. It can also be used to understand strange, new technology you haven't encountered before.

- You've installed plug-and-play upgrades.
- You can follow complex instructions to mount and wire a complicated upgrade.
- You could adapt a component to work with a system it wasn't designed for.
- You can design and fabricate your own custom parts.
- You design and custom build all your own equipment from scratch.

Specialties: Computers, droids, energy fields, propulsion, structural, weapons, etc.

Trade Same as "Finance" in V:TM.

Secondary Abilities

In addition to the most common Abilities, players may find many other Abilities useful both in game play and in defining who the character is. Blank spaces have been left on the character sheet for secondary abilities which the player may fill in. VPG has an extensive list of possible Secondary Abilities; this list is by no means definitive and Storytellers are free to create other abilities as they see fit.

Advantages

These stats are less likely to be needed by every character in every session, but this is where character creation really begins to depart from the WoD. The Advantages here are used to make a character feel like they belong in the Star Wars universe.

Force Skills

Characters receive no points towards Force Skills at character creation.

In order for a character to learn Force Skills, they must first have the "Force Sensitive" Merit, or another Merit or Flaw that grants the same benefits. If a character is Force Sensitive, they can start play with Force Skills by spending Freebie Points (3 points per dot), or they can spend Experience points to learn Force Skills at any point in the future.

See *The Force* chapter for more information on Force Skills and Powers.

Backgrounds

Just as in V:TM, players have five dots to allocate to Backgrounds. Following is a recommended list of Backgrounds for players to choose from. Storytellers may create additional Backgrounds as they see fit.

Allies Same as V:TM.

Contacts Same as V:TM.

Customization

You begin play with a piece of equipment that has been improved beyond its stock attributes.* Use the guidelines below to determine how much a piece of gear can be improved with this Background. You can split Customization between multiple items: one point to a blaster, two points to a vehicle, one point to armor.

One-for-one attribute trade-offs—such as a weapon with 20% increased Range but 1D decreased Damage, or a vehicle with 1D increased Durability but 1D decreased Maneuverability—should be allowed for free with the Storyteller's permission.

- Cosmetic or convenience improvements. Paint or body work to look sleek or fierce. Adding a commlink into a cybernetic arm.
- Easy improvements. Increasing an attribute by 1D or 20%. Adding a hidden vibro-knife in a cybernetic arm.
- Average improvements. Increasing an attribute by 2D or 40%. Adding a hidden hold-out blaster in a cybernetic arm.
- Difficult improvements. Increasing an attribute by 3D or 60%. Adding a heavy blaster pistol to a cybernetic arm.
- Extraordinary improvements. Increasing an attribute by 4D or 80%. Adding a light repeating blaster to a cybernetic arm

Droid

You begin play owning an NPC droid. Work with the Storyteller to develop a suitable character. See chapter 18 *Droids* in the SWRPG for details about the different droid classifications.

- Fifth-Degree droid (mouse droid)
- Fourth-Degree droid (battle droid)
- Third-Degree droid (protocol droid)
- Second-Degree droid (astromech droid)
- First-Degree droid (medical droid)

Influence Same as V:TM.

Mentor Same as V:TM.

Military Rank

Both Army and Navy ranks are listed. These are not the only military ranks that exist, characters may be promoted to Lt. Commander, or Master Sergeant during the course of the game.

	Army	Navy
•	Sergeant	Chief
••	Lieutenant	Ensign
•••	Major	Commander
••••	Colonel	Captain
•••••	General	Admiral

Noble Status

Your homeworld maintains a system of inherited privilege where certain families are considered elite. Your noble birth gives you a certain amount of respect and consideration. Having a noble title does not necessarily mean that you are well known or have any influence or money, just that you were born into a good family. The Storyteller can tell you if such a hierarchy exists on your homeworld and what the appropriate titles are.

- Barron, clan leader or land owner.
- Count or leader of several houses or clans.
- Duke with direct control over large portions of your planet's population.
- Prince, Princess, or potential heir to the highest station on your planet.
- King, Queen, or Monarch of your planet.

Reputation (replaces Fame in V:TM)

This can be a good or bad reputation or both. If you are well known among the rebellion, then you are probably well known among the Empire as well. When Reputation is taken, you should declare what you are known for.

- Known to a select subculture
- Known locally or in a guild house
- Known planet-wide or throughout a guild
- Known in a system
- Known Galactically

Resources Same as V:TM.

Retainers Same as V:TM.

Vehicle

You begin play owning a vehicle, or at least in possession of one reserved for your use. Discuss with the storyteller to determine the exact nature and attributes of the vehicle.

- Unarmed Speeder scale vehicle
- Armed Speeder or Walker scale vehicle
- Starfighter scale vehicle
- Transport scale vehicle
- Capital scale vehicle

Virtues

Characters in the Star Wars universe do not struggle against “The Beast” the way that vampires do. There is no Frenzy or *Rötschrek* or Torpor. There is however “The Force”, which the feature films have tied closely to emotional states—“Search your feelings”, “Release your anger”, “When you are calm, at peace, passive”.

With some modification, the Virtues of V:TM can be used as a mechanic to represent a character's emotional relationship with the Force.

In a Jedi or Sith focused game where all of the characters are Force users, Virtues are a necessary mechanic. For games that do not include any Force using characters or NPCs at all, Virtues would seem unnecessary and in truth you can probably get along quite well without them. In a mixed game with both Force using and non-Force using characters, allowing non-Force users to ignore Virtues as unnecessary while Force users must invest points in them would cause an imbalance. So this conversion includes some optional rules that provide all characters with a mechanical reason to pay attention to their Virtues.

Players receive 7 dots to allocate to the character's three virtues. Conscience and Self-Control remain similar to their V:TM versions, but the Virtue of “Courage” has been replaced with “Passion”.

Optional Rule: For games with no Force users, ignore Virtues and Dark Side Resistance. Set starting Willpower equal to 6 and starting Force Points equal to 3. Players can raise these traits with Freebie or Experience points.

Conscience

Conscience is treated identically to the V:TM rules, but instead of rolling to avoid Humanity loss, Conscience is the Virtue used to avoid losing Dark Side Resistance. Even characters with no connection to the Force will find it beneficial to maintain a certain level Dark Side Resistance. An optional rule in the section on Dark Side Resistance explains why.

Yoda and Queen Amidala have high Consciences; Jabba the Hutt and Darth Maul have low Consciences.

Passion

Passion is a measure of the character's capacity to feel emotion—love and hate, joy and anger, courage and fear. It provides a mechanism for Force using characters to “release their anger”. For other characters, it represents the intensity of the effort they can put forth under stress.

Optional Rule: In the original V:TM system, spending a Willpower Point grants an automatic success to the next roll. In this conversion the same is true with Force Points. When you spend a Force Point you have the option of adding a number of dice to your next roll equal to your Passion virtue instead of gaining an automatic success.

Example: Rax needs to jump across the collapsed section of a bridge to save his son from the Geonosians. Rax has a Strength 2 and Athletics 1, but the gap is 15 feet across, so he needs at least four successes to make the jump.

Spending a Force Point for one automatic success might be enough, but Rax has a 4 Passion. Out of love for his son and desperation to save him, Rax spends a Force Point, and opts to roll four extra dice (seven total) instead of taking one automatic success.

Han Solo and Kylo Renn have high Passions; Chirut Imwe and Yoda have low Passions.

Self-Control

Self-Control reflects your character's patience, resolve, and focus. It is a key component of the starting Willpower and Force Point totals and provides a mechanism for Force using characters to "control their fear". For other characters, it can represent their dedication to a fruitless task.

Optional Rules: When a failed roll can be re-rolled, characters are limited to a number of rerolls equal to their Self-Control before they become frustrated and lose focus.

In addition, when characters undertake a tedious task with no guarantee of success, such as a stake out, rooting through disorganized files, or waiting for a contact to show up, Self-Control rolls can determine who loses patience and who has the dedication to stick with it.

Example: Duhla has a 2 Self-Control. Her speeder has been heavily damaged, stranding her in the middle of nowhere with no tools. Her first Repair roll fails. She rerolls again with no successes. She rerolls a second time and fails again. Duhla has become too frustrated to continue; she must do something else for a while before she can try to make repairs again.

The other players are scouring the planet's surface kilometer by kilometer looking for Duhla's crashed speeder. After three hours, the Storyteller asks for Self-Control rolls. One player fails and gives up the hunt. After another three hours, the players roll again. The Storyteller decides that the player with the highest number of successes finally spots the wreckage.

R2-D2 and Ben Kenobi have high Self-Control; Chewbacca and Kylo Renn have low Self-Control.

Willpower

Starting Willpower is equal to the character's Passion + Self-Control. If either Virtue is later raised with Freebie Points or through experience, the new total *does not* increase Willpower, however Willpower can be raised independently with Freebie Points or Experience.

In this conversion, Willpower is only used to determine difficulty when others try to break the character's will, or use Force Powers against him. All other uses for Willpower have been taken over by

Force Points. Willpower points cannot be spent the way they can in V:TM. In this version, Willpower is a static representation of the character's individuality, stubborn determination, and general pig-headedness.

Force Points

Starting Force Points are equal to the character's Self-Control. If Self-Control is later raised with Freebie Points or through experience, the new total *does not* increase Force Points, however Force Points can be raised independently with Freebie Points or Experience.

Force Points should be treated like Willpower in V:TM. When a character absolutely must succeed at an action, she may call on the Force to aid her. This may be an unconscious call—the character only knows that she is trying as hard as she can.

When a player spends a Force Point on an action, he has two options. He can gain one automatic success on his roll, or he can add a number of dice to his dice pool equal to his Passion virtue.

Force using characters can also use Force Points to activate certain Force Powers. Read the chapter devoted to Force Powers for more details.

Spent Force Points are regained the same way as Willpower points in V:TM—through role playing the character's nature.

Dark Side Resistance

Starting Dark Side Resistance is equal to five plus Conscience minus Passion. If either Virtue is later raised with Freebie Points or through experience, the new total *does not* increase Dark Side Resistance, however Dark Side Resistance can be raised independently.

Dark Side Resistance is a measure of how successfully the character resists the temptation of the dark side of the Force. For all practical intents and purposes, treat Dark Side Resistance like you would Humanity in V:TM. Every time a character commits a heinous act, require a Conscience roll to see if their resistance to the dark side is reduced.

Force using characters are particularly susceptible to the temptation of the dark side. SWRPG list certain acts that Jedi and other Force users may commit that result in automatically gaining Dark Side Points. Instead of giving a Dark Side Point, as the WEG systems does, take away Dark Side Resistance.

Unlike Humanity, a character who loses all Dark Side Resistance can still remain a playable character. The expanded universe has shown Sith and other dark side Force users as protagonists, so this is something that Storytellers should have the option to explore.

However, once a character starts down the path of darkness, it is extremely difficult to return.

The cost to buy Dark Side Resistance with Experience is ten minus current level. So if a character has a Dark Side Resistance of 3D, it costs seven Experience Points to buy the fourth dot. If a character has a Dark Side Resistance of 0D, it costs 10 Experience Points to buy the first dot. This is not an investment most players would be willing to make without strong motivation.

Alternately Storytellers may allow players to earn back Dark Side Resistance through role play, but this should never be quick or easy.

Optional Rule: As a character gives in to anger, fear, and aggression, they begin to lose their emotional connection to other beings. Interpersonal relationships and dealings become more difficult. Other beings, even on first impression, just have an innate fear and suspicion of anyone with so little compassion. Some Dark Side characters with high Social Attributes may overcome this, but most will find themselves increasingly ostracized and distrusted. It is up to the Storyteller to make sure this is felt by the PC.

Freebie Points

Freebie points are spent just like they are in V:TM. See the chart on pg 92, and add...

Force Points	2 points per dot
Dark Side Resistance	1 point per dot
Force Skills	3 points per dot
Force Powers	2 points per power

Merits & Flaws

Merits & Flaws may be purchased the same way as they are in *The Vampire Player's Guide* (VPG). Below is a list of Merits and Flaws from VPG that convert well into the Star Wars Universe. Storytellers should feel free to create their own merits and flaws to fit their game.

Psychological

Higher Purpose	+1 (pg 7)
Berserker	+2 (pg 7)
Dual Nature	+2 (pg 7)
Compulsion	-1 (pg 7)
Dark Secret	-1 (pg 7)
Intolerance	-1 (pg 7)
Phobia (mild-severe)	-1 - 3 (pg 7+8)
Shy	-1 (pg 7)

Soft Hearted	-1 (pg 8)
Speech Impediment	-1 (pg 7)
Low Self-Image	-2 (pg 8)
Driving Goal	-3 (pg 8)

Addict: (1-5 point Flaw)

You are addicted to alcohol, death sticks, glitterstim or some other appropriate drug. For every point of this Flaw taken, you must spend that many hundred credits per week to satisfy your habit. If you are unable to obtain the necessary substance, you suffer the number of points of the Flaw in lost dice to all dice pools, just as if you were injured.

Example: You take the Flaw Addict for 3 points and decide you have a death stick habit. You must spend 300 credits per week on death sticks, or lose three dice to all dice pools for all actions.

Mental

Common Sense	+1 (pg 8)
Concentration	+1 (pg 8)
Lightning Calculator	+1 (pg 8)
Time Sense	+1 (pg 9)
Eidetic Memory	+2 (pg 9)
Amnesia	-2 (pg 10)
Confused	-2 (pg 10)
Absent-Minded	-3 (pg 10)

Direction Sense: (1 point Merit)

You have an innate sense of direction and are able to keep track of how you got to where you are without a map or navigation aid. You never get lost or turned around no matter how labyrinthine the environment, and you can always find your way back to someplace you've been before.

Pig-headed: (3 point Flaw)

You just can't let it go. Some might see your tenacity as a virtue, but any time you fail a roll, you just have to try the same thing again and again until you succeed. Giving up causes you such anxiety that it costs you a Force Point to live with the failure.

Well Prepared: (5 point Merit)

You have a habit of carrying around odds and ends in case they might come in handy some day. Once per session, with the Storyteller's approval, you can produce a mundane item that you had tucked away even if it was not previously listed in your equipment. Droid characters may have these items built in. A key to the Moff's private quarters is too specific an item, but a set of lock picks would be appropriate.

Awareness

Acute Hearing	+1 (pg 10)
Acute Sense of Smell	+1 (pg 11)
Acute Taste	+1 (pg 11)
Acute Vision	+1 (pg 11)
Color Blind	-1 (pg 11)
Hard of Hearing	-1 (pg 11)
Bad Sight	-2 (pg 11)
Missing Eye	-2 (pg 11)
Deaf	-4 (pg 11)
Blind	-6 (pg 11)

Aptitudes

Ambidextrous	+1 (pg 11)
Pitiable	+1 (pg 12)
Natural Linguist	+2 (pg 12)
Dare Devil	+3 (pg 12)
Fast Learner	+3 (pg 12)
Jack-of-all-Trade	+5 (pg 12)
Illiterate	-1 (pg 12)
Inept	-5 (pg 12)
Uneducated	-5 (pg 12)
Unskilled	-5 (pg 12)

Droid Aptitude: (1 point Merit)

You have a natural affinity for droids. You like them and they respond well to you. The difficulty for all non-combat interactions with droids, including Programming and Repairing, is two less.

Experienced: (1 point Merit)

You have made enough mistakes that you can usually recognize them in time to correct them. Pick an Ability. You may ignore a single 1 result on every roll you make with that Ability, reducing the chances of a botch. This merit can be taken multiple times, but a different Ability must be specified each time.

Practiced: (1 point Merit)

You have spent thousands of hours in practice honing a particular Ability until it becomes second nature to you. Pick an Ability. Any time you split your dice pool while performing this Ability, you can round your dice pool up for that Ability roll instead of down. This merit can be taken multiple times, but a different Ability must be specified each time.

Galactic Connections

Boon	+1-3 (pg 16)
Underworld Ties	+3 (pg 18)
Enemy	-1-5 (pg 17)
Mistaken Identity	-1 (pg 17)
Ward	-3 (pg 17)

Wanted: (1-5 point Flaw)

You have a price on your head. Some one is angry enough at you to pay a bounty hunter 10,000 to 250,000 credits to bring you in dead or otherwise, depending on how many points you take of this flaw. (points² x 10,000)

Organizational Ties: (3 point Merit)

Depending on the timeline of your game, pick a large organization like the Empire, the New Republic, the Trade Federation, or the Corporate Sector. You know people in that organization. These are not necessarily high ranking individuals. In many cases, they are nameless, faceless bureaucrats, but they are people who are in a position to get things done. You can ask these contacts for favors, information or assistance, but each time you call them for help, the ties become a little weaker. This merit can be taken multiple times, but a different Organization must be specified each time.

Slave Race: (3 point Flaw)

Your people have been enslaved by the Empire, or another civilization. While you personally might not be a slave, there are always people out there who are willing to change that. Slavers are a constant threat, and you never know when a trusted friend may be hard-up for cash and betray you. You live day-to-day with the knowledge that there is an open market for your freedom, and there is always a buyer. The Storyteller should be sure to drive this point home.

Stereotyped: (1 point flaw)

Your species has been stereotyped by the rest of the galaxy, perhaps fairly. Whenever you encounter anyone, they always judge you with some sort of preconcieved notion about your species, either good or bad. You may struggle all you life to overcome this stereotype... or you may choose to foster it.

Physical

Double Jointed	+1 (pg 19)
Disfigured	-2 (pg 19)
Deformity	-3 (pg 19)
Lame	-3 (pg 19)
Missing Arm	-3 (pg 20) [or other appendage]
Mute	-4 (pg 20)

Hay Fever: (1-3 point Flaw)

The flora and fauna of certain worlds don't agree with you. Upon exposing yourself to an alien atmosphere, roll a die. If it comes up 1-3 (depending on how many points of this Flaw you take) then you have an allergic reaction to something in the air. You

begin sneezing, your nose runs, your skin itches, your eyes water, you suffer from sinus headaches; in short you are miserable. So miserable in fact that you lose 1-3 dice from all dice pools while you are in that environment (again depending on how many points of this Flaw you take). Breath masks are insufficient to protect you from these allergens. Vacuum suits must be donned in a sterile environment to protect you (minus 1 die to all Dexterity rolls), and if the interior of the suit is exposed to the atmosphere before donning, it is also ineffective. In addition, if the interior of your starship is exposed, you will suffer similar penalties while on board until the atmosphere can be decontaminated.

All Thumbs: (1 point Flaw)

You just aren't very good at manipulating small objects. You drop things and your fingers always seem to be in the way. The difficulty for any roll that requires you to manipulate small objects, such as Repair or Medicine, is two higher.

Two Left Feet: (2 point Flaw)

No one would ever call you graceful. You always seem to be stepping on things, tripping over your own feet, or stubbing your toes. You wouldn't dare go out on a dance floor, and a balance beam is a death trap. The difficulty for any roll that is made while your character is walking, running or otherwise in motion is two higher. In addition, anytime you try to move over what the storyteller considers to be "rough terrain", the storyteller may ask you to make a Dexterity rolls.

Cybernetic

Cybernetics are artificial body parts that replace parts of your natural body. Cybernetic characters are treated as part-droid for purposes of damage and recovery/repair. You can enhance a cybernetic by taking additional merits including merits from the Alien Physiology list below for which you might not otherwise qualify.

Cybernetic prosthetics must be custom crafted for each recipient based on their specific body type and injuries. They can be built by a character with both the Tech and Medicine knowledges. If acquired during game play, cybernetics run about 500c each depending on availability.

Cybernetic Limb: (1-2 point merit)

One of your limbs has been replaced with a cybernetic prosthesis. A partial limb is a 1 point merit, while a whole limb is a 2 point merit. Without additional customization, the limb functions exactly

as your natural limb, but any damage done to the limb is tracked separately from your regular Health Levels.

You can take the merit more than once to have more than one cybernetic limb.

Assign each prosthesis one or two numbers (depending on the value of the merit) from 1 to 10. When you take damage (that was not targeted), roll a d10. If the limb's number comes up, the limb takes damage instead of you.

Example: Rax has a cybernetic left leg below the knee (1 pt merit) and a cybernetic left arm from the shoulder (2 pt merit). The calf is 1 on a d10, and the arm is 2-3. A bounty hunter hits Rax with a blaster shot, and after soaking the damage, Rax takes four levels of damage. Rax rolls a d10. The roll comes up a 2 – the shot hit Rax in his cybernetic arm. Because the damage is to a prosthesis, Rax does not need to be stabilized and will not lose additional health levels. His living body did not suffer any trauma, so the -3 penalty only applies to actions that involve using his left arm.

Cybernetic Sensory Organ: (1 point merit)

One of your primary sensory organs (an eye or an ear for humans) has been replaced with a cybernetic. Without additional customization, the replacement can't perceive more than your natural organ could, but if you have the proper equipment, you can connect recorders or transmitters to the cybernetic's external mount.

You can take this merit more than once to replace more than one sensory organ.

Cybernetic Uplink: (2 point merit)

You have an implant in your brain that allows you to mentally interface with computer networks. Some networks may be wireless, others may require you to plug in. If a system wasn't designed for a neural uplink, you may be able to adapt it with a Tech (Computers) roll.

You don't need to see monitors or touch controls, so the difficulty for any Interface roll using computers on the network is two less as you intuitively process system data at the speed of thought. With a Programming roll, you can query and retrieve any information available on the system. The difficulty of the roll is based on the amount of information and level of detail you are trying to obtain.

Once connected, you are considered a node on the network, so never forget, the rest of the network has access to your thoughts and memories as well.

Cybernetic Life Support: (1-5 point flaw)

One or more of your vital organs have been replaced with a cybernetic implant that is keeping you

alive. If you ever botch a Soak roll, your cybernetic organs malfunction costing you additional Health Levels. You immediately suffer a number of Lethal Health Levels equal to the flaw. If this reduces you to Wounded or below, you require medical attention to stabilize or you will begin losing additional Health Levels every hour. You can not begin to recover Health Levels until your damaged cybernetic life support has been repaired/replaced.

Example: Duhla has cybernetic lungs (2 pt flaw). She is stabbed with a vibro knife, for 3 levels of Lethal damage. When Duhla rolls her Stamina to soak the damage, the results are 1, 4, & 3. A botch! Duhla's cybernetic lungs are damaged. She loses 2 more Health Levels (because she has a 2 point flaw) putting her at Mauled. The three levels of damage to her cybernetic lungs must be repaired before Duhla can begin to recover her own five Health levels.

Clunky Cybernetics: (1-5 point flaw)

One or more of your cybernetics is a of very poor quality, or does not integrate well with your biological body. This reduces appropriate attributes by an amount equal to the flaw until you are able to remediate the flaw. If you have a clunky cyber limb, your Dexterity is reduced. If you have a clunky cybernetic sensory organ, your Perception is reduced. If you have a clunky cybernetic uplink that floods your brain with noise, your Wits is reduced. And if you have clunky cybernetic life support, your Stamina is reduced.

If you have multiple cybernetics, you can apportion this flaw to apply to more than one, but this flaw cannot be taken to reduce any attribute below 1 dot.

Example: Rax has a 3 point flaw. His cybernetic eye and cybernetic arm are both clunky. He opts to reduce his Dexterity by 1 dot and his Perception by 2 dots, leaving him with 1 dot in both attributes until he can rectify the flaw.

Force Connections

Luck	+3 (pg 14)
Dark Fate	-5 (pg 15)

Force Sensitive: (1 point Merit)

You have the potential to learn Force Skills and Powers at any time. Add the higher of your Passion or Conscience to your total Force Points.

In addition the Force may occasionally reach out with information that is relevant to you—foreshadowing, warnings, clues, or directions. These Visions come unexpectedly and unbidden. They can

be little more than a sense of disturbance, or they can be so vivid as to be difficult to tell from reality.

Strong in the Force: (5 point Merit)

Same as “Charmed Existence”, VPG, pg14 and you gain the benefits of the Force Sensitive merit.

Force Spirit Mentor: (3 point Merit)

Same as “Spirit Mentor”, VPG, pg13 and you gain the benefits of the Force Sensitive merit.

Dark Side Curse: (1-5 point Flaw)

Same as “Cursed”, VPG, pg15 and you gain the benefits of the Force Sensitive merit.

Weak in the Force: (5 point Flaw)

The opposite of “Charmed Existence”, you must ignore a single “ten” on every roll you make (and not roll it again if you have a specialty). You may not take this flaw in conjunction with the merit Force Sensitive, or any merit that grants the benefits of the Force Sensitive merit.

Natural Force Power: (3 point Merit)

You have a natural aptitude for using the Force. Upon character creation, you gain one dot in one Force Skill and one Force Power of your choosing. The Storyteller must approve your selection. You also gain the benefits of the Force Sensitive merit.

Desired by the Dark Side: (2 point Flaw)

The dark side of the Force sees in you the potential for great evil. It actively acts to seduce you and drain your Dark Side Resistance. The Storyteller will employ her own methods to tempt you down the path of evil. You also gain the benefits of the Force Sensitive merit.

Master: (3 point Merit)

The Master/Apprentice relationship is a powerful one, each entangled with the other in the Force. You have taken an apprentice with less knowledge and mastery of the Force (total Force Skill dots + number of Force Powers). Through your tutelage, they have become an extension of your will. In any conflicts between you, the apprentice's Willpower is only half its normal value. When the apprentice regains Force Points while carrying out your instructions, you gain an equal number of Force Points. You may dismiss your apprentice at any time.

Apprentice: (1 point Merit)

The Master/Apprentice relationship is a powerful one, each entangled with the other in the Force. You have pledged your obedience to a Master with greater

knowledge and mastery of the Force (total Force Skill dots + number of Force Powers). From your master's tutelage you gain one extra experience point at the end of each story (not each chapter) to spend on Force Skills or Powers. You can also regain Force Points based on your Master's Nature as well as your own when carrying out their instructions.

However, you must obey your master. In any conflicts with your Master, your Willpower is only half its normal value. Whenever you knowingly betray your Master or attempt to thwart their will you immediately lose all current Force Points. You regain Force Points as normal, but further disobedience has the same result. You can only leave your Master if your knowledge and mastery of the Force equals or exceeds theirs, if they dismiss you, or if they die.

Force Negator: (5 point Merit)

The mystical energy that penetrates the rest universe avoids you for some reason. It is as if there is a void around you, where the Force should be. If you reach out to the Force, it will respond, so you may use Force Points normally, but you may never learn Force Skills. The Force powers of the Jedi or other Force users cannot penetrate or be used within this bubble (about the radius of your own height), but their effects might still be felt. For example, Emperor Palpatine's Force Lightning would not harm you or anyone within your bubble, but if Darth Vader used Telekenisis to hurl a heavy object at you, the object would have momentum and inertia, so it would hit you normally. You may not take this flaw in conjunction with any merit that grants the benefits of the Force Sensitive merit.

Alien Physiology

The following Merits & Flaws may only be taken by non-human species to define characteristics that are common to all members of that species.

Huge Size +4 (pg 19)
Short -1 (pg 19)

Amphibious: (3 point merit)

Your species is capable of breathing water as well as air. You are equally at home in both and suffer no penalties in either.

Appendages, Extra: (1 point merit per)

Your body has more than four appendages. The extra appendages may be legs, wings, a tail or any other additional body part not found on humans. Each appendage costs 1 point, so a tail would be a 1 point merit while extra legs would be a 2 point merit.

(Note that extra arms must be taken in conjunction with "Appendages, Prehensile" and wings must be taken in conjunction with "Appendages, Flight", both listed below.)

With extra appendages to distribute your weight, you reduce the difficulty by 1 per point of the merit to all roles that involve keeping your balance.

Appendages, Flight: (1-3 point merit)

Your body allows you to fly or hover to some degree. You may have wings in place of arms, or in addition to them. You may fly by means of gas filled bladders, directed sound waves, or an even more bizarre mechanism. You may be more at home on the ground and fly only rarely, or you may take to the air at every opportunity.

Your flight ability is based on the of points spent on this merit, as described in the chart below.

Pts	Altitude	Diff	Fall
•	3 m	7	half damage
••	30 m	6	quarter damage
•••	300 m	5	no damage

"Altitude" is the height you can comfortably achieve without Strength checks. You can exceed this by making a Strength roll each time your altitude doubles. "Diff" is the base difficulty to any Athletics or Pursuit rolls you make while flying. "Fall" is the amount of damage you suffer from a fall when you can use your flight mechanism to slow your descent. A character carrying his own body weight or more flies at one level higher on the chart.

Appendages, Prehensile: (1 point)

You have appendages on your body that would not normally be prehensile on a human. These may be feet, a tail, wings or any other kind of appendage. You can pick up and manipulate objects with this appendage just as if you were using human hands.

Cat-like Reflexes: (2 point merit)

Your body is a coiled spring, ready to propel you into action in the blink of an eye. Perhaps your species evolved on a planet with many predators, or natural hazards. It could be your twitchy muscles, finely tuned sensory organs, or overcharged nervous system that give you such quick reaction times. Whatever the reason, you gain two additional dice to Initiative rolls.

Deliberate: (2 point flaw)

Your species has particularly slow reflexes. You do everything deliberately and without haste. Perhaps you evolved from a sloth-like creature, or in a treacherous mountain environment where every step

must be carefully taken. This flaw only affects your reaction time, not your coordination, your aim, or your ability to manipulate objects; in fact there may be times when your slow, deliberate movements grant you a bonus. The difficulty on all initiative rolls is increased by two.

Enhanced Vision: (1 point merit)

You can see a spectrum of energy that humans cannot—heat, air currents, ultra-violet, infra-red, microscopic, etc. This does not mean that you can see better than other species, only that you can see more (see also "Acute Vision", V:PG pg 11).

Enhanced Hearing: (1 point merit)

You are capable of detecting a variety of energy waves outside the scope of normal human hearing—ultra-sonic, sub-sonic, high-frequency, etc. This does not mean that you can hear better than other species, only that you can hear more (see also "Acute Hearing", V:PG pg 10).

Enhanced Olfactory Sense: (1 point merit)

Your nose is extremely sensitive and you rely on it to tell one creature from another as much as humans rely on their eyes and ears. In addition you can pick up the lingering scents left behind by all creatures or smell their approach before they can be seen or heard. This gives you Perception rolls that humans (or most other species) would never have (see also "Acute Sense of Smell", V:PG pg 10).

Environmental Sensitivity: (2 point flaw)

Your species evolved in a very specific environment, and your body is most comfortable in that type of environment. When you have to spend time in an opposite environment, you suffer a 1 die penalty to *all* dice pools because you are just so miserable. If you come from a wet or humid planet, you would suffer on a dry, arid world. If you come from a very dark planet, you would suffer in bright sunlight. If you come from a planet with a very calm atmosphere, you would suffer in high winds. Etc.

Environmental Tolerance: (1 point merit)

Your species is equipped to survive in an environment that would be hazardous to most beings. Perhaps you have a woolly pelt or a layer of blubber to protect you from frigid temperatures, a bony exoskeleton that shields you from intense radiation, or a membrane that filters poisons out of the air. Describe an environment you are protected from (cold, radioactive, poisonous, etc.). Whenever you find yourself in such an environment that would normally

cause someone to suffer damage from exposure, you can ignore a single "one" in your Soak roll.

Fast: (1 point merit)

Your species covers ground faster than most. Maybe you have very long legs, or a lightweight, aerodynamic body, or you lope along on all fours. The difficulties of all dice rolls that relate to running (e.g. Strength + Athletics to sprint, or Stamina + Athletics for long distances) are decreased by two.

Feeble: (1 point flaw)

Your species' muscle structure is poorly configured for exerting force. It may be that your species evolved on a low-gravity world or that your musculature is adapted for speed or stamina or steady control rather than raw power. Increase the difficulty to all Strength rolls, including Damage rolls, by two.

Frail: (2 point flaw)

Your species has a particularly delicate constitution, and you don't soak damage well. This may be the result of evolving on a low gravity world, a world with few predators, parasites or natural hazards, or an unfortunate side effect of a particular merit. For whatever reason, the difficulty for your species to soak damage is increased by two.

Immune to Jedi Mind Tricks: (3 point merit)

Your species is immune to the Jedi's mental dominance. It simply doesn't work on you.

Light Touch: (1 point Merit)

Your species is adept at carefully manipulating small objects. Perhaps you have long, nimble fingers, extremely steady nerves, or eyes that see the tiniest motion. You gain a two-dice bonus to any delicate task that requires a light touch such as Repair or Medicine rolls.

Limited Vocal Range: (2 point flaw)

Due to the shape of your vocal cords, tongue, mouth, nasal cavity, or other organ, it is impossible for you to speak "Galactic Basic". Unless you travel with someone who understands your language, you will have to rely on gestures and crude pantomime to get your point across.

Massive: (2 point flaw)

Your body is much larger and heavier than a human. The difficulty increases by two for any action where your immense bulk is a hinderance (climbing a rope, squeezing through a small opening, balancing on a narrow ledge, piloting a ship in a cramped cockpit,

etc). This is a good flaw to take in conjunction with the merit "Huge Size".

Natural Weapons: (1 point merit)

Your species has evolved (or retained) some form of body weapon, whether it be fangs, claws, a barbed tail, or something even more exotic. This weapon does Strength+2D levels of lethal damage.

Non-Verbal Language: (1 point merit)

You are able to communicate with others of your own species through a non-verbal means. This may be some type of sign language, a form of telepathy, a complex system of pheromone release, or any other method you can devise. This merit is only relevant if the form of communication is physiologically exclusive to your species. Although it *may* be possible for outsiders to learn to interpret your communication, they should never be able to use it themselves.

Powerful: (2 point merit)

Your body is naturally equipped to exert physical force. This may be because of extremely dense muscle tissue, long bones with superior leverage, controlled adrenaline release, or some other reason. Even the scrawniest specimen of your species is as strong as most other beings. You gain two additional dice to any Feats of Strength rolls and to any Brawling or Melee Damage rolls that include Strength.

Sixth Sense: (4 point merit)

You have some form of sensory perception that humans lack—it may be a type of echo-location, a sensitivity to air currents, or an inherent Force ability. Whatever the physiological description, this sixth sense allows you identify objects and their positions without the use of your eyes. When blinded, you can function normally. You can not use this ability to read computer screens or tell one color from another, so it is not a complete replacement for sight, but it is an excellent counter Merit to the Flaw "Blind". (Some species, particularly blind species, may have developed their own technologies that utilize this sense rather than sight. There are no penalties when using such native technologies, although outsiders may suffer them.)

Slow: (1 point flaw)

Your species not built for speed. Whether you lack legs and must slither along the ground, have limited flexibility in your joints, or evolved on a low-gravity world, you can't hope to keep up with humans who want to out-distance you. You must move at your fastest pace just to keep up with most people's casual walk. The difficulties of all dice rolls that relate to running (e.g. Strength = Athletics to sprint, or Stamina + Athletics for long distances) are increased by two.

Strict Diet: (1 point flaw)

Your physiology requires a very specific diet to function properly. Perhaps you can only eat vegetable matter, or insects. Perhaps salt is poisonous to you, or you must consume your own weight every day to maintain your metabolism. If you do not meet your dietary requirements, you will lose two dice from every pool due to the fatigue and the distraction of hunger.

Tall: (1 point Merit)

You are well above average height and can easily see over crowds and move quickly with a long stride. You gain a two-dice bonus to all pursuit rolls when chasing someone on foot. The Storyteller may grant other bonuses or penalties in situations where your height can be a factor.

Thick Skinned: (2 point merit)

Your hide is much tougher than most species, whether it's covered in scales, a natural exoskeleton, or simply thick and leathery. You gain two additional dice when rolling to Soak damage.

Unique Atmosphere: (3 point flaw)

The mixtures of oxygen, nitrogen and other gasses found most often in nature is harmful to you. Conversely, your native atmosphere is lethal to most outsiders. In order to survive away from your home planet, you must carry a supply of your native air and wear a breathing apparatus at all times. If you lose your breathing apparatus you can hold your breath for one turn per point of Stamina. After that you lose one Health level to Lethal damage every turn as you are asphyxiated or poisoned by the alien atmosphere.

Equipment

Once your character has been created, you'll need some equipment. Prices and descriptions for equipment can be found in various WEG source books. You may also find some useful equipment listed in the WoD books.

Mundane equipment like rope and flashlights rarely have an impact on game mechanics beyond whether or not a character has them. Below are guidelines for the equipment that has been most affected by this rules merger.

Weapons

WEG and WoD both takes the view that any weapon in a particular class of weapons (swords, heavy pistols, rifles, etc) is similar enough to every other weapon in the same class that any differences in accuracy or stopping power are minor enough to be irrelevant to the combat system.

All knives have identical stats, all blaster rifles have identical stats, etc. Use the guidelines below to convert weapons from chapter 17 of SWRPG or other WEG source books to the WoD system.

Weapon Stats

Difficulty

Both SWRPG and V:TM balance more damaging weapons by giving them higher difficulties to attack rolls. The WoD system eventually phased out this mechanism. While an assault rifle may be harder to clean and maintain than a .38 special, it is not any less accurate to shoot. Even complex martial arts weapons can be used easily by someone with training.

For this conversion, consider all weapons to have a base difficulty of 6, except for the Lightsaber which is explained below. However, the Storyteller may temporarily increase the difficulty of an unfamiliar weapon until the character grows accustomed to it.

Range (Rng)

Use the value for medium range listed in the SWRPG stats. In the WoD system, a weapon can shoot at up to double its range with a +1 increase to the difficulty.

Ammo (Amo)

Use the value listed to determine how many shots a weapon can fire before it has to be reloaded. Unless it is a critical factor in the plot, combat should not get bogged down by keeping track of ammunition.

Damage (Dmg)

The damage assigned to weapons in the WEG version were meant to kill characters with four levels of Health. In this version, characters have seven Health levels. Unfortunately, conversion is not as simple as adding 3D to all damage.

Weapon Conversions

Melee Weapons

In both SWRPG and V:TM, a simple knife does STR + 1 D damage. To convert any basic melee weapons from a WEG source book, keep the damage listed as it is, ignoring pluses. For melee or martial arts weapons without a WEG source, find the closest analog from a WoD source book and use those stats.

For powered versions of weapons, such as vibroblades, the First Order Z6 Riot Control Baton, or the weapons of Snoke's Praetorian Guards, add 1D to the damage of a standard version of the same weapon.

Pistols

The difference in damage between a SWRPG Hold-out Blaster and an equivalent weapon from V:TM, the .38 Special revolver, is 1D. The difference between a Heavy Blaster Pistol and a .44 magnum is also 1D. To convert any one handed blaster from a WEG source book, add 1D to the listed damage, ignoring pluses, and keep the other stats.

Long Arms

The difference in damage between a stormtrooper's Blaster Rifle and a military assault rifle is 2D. To convert any WEG blaster with a stock that can be braced against your shoulder, add 2D to the listed damage, ignoring pluses, and keep the other stats as listed.

Repeating Blasters

The WEG Light Repeating Blaster and the VPG .30 Caliber Machine Gun both do the same amount of damage. WoD has rules for using automatic weapons that WEG does not. To convert any repeating blaster from a WEG source book, keep the damage listed, ignoring pluses, and use the "Full-Auto" rules from V:TM, pg 226.

Artillery

See the rules for "Artillery" in the *Vehicles* chapter. In the WoD system, it is easier to think of Artillery as a stationary vehicle rather than a piece of equipment.

Explosives

The WoD has different rules for handling explosives. There is a wide selection listed in VPG on page 176. Find the closest analogous explosive and adjust its properties as needed. Here are suggestions for the explosives in SWRPG:

- Fragmentation Grenade - use the Fragmentation Grenade from VPG.
- Thermal Detonator - use White Phosphorus from VPG.
- Mine - use the Fragmentation Grenade from VPG at “Speeder” scale.

Slugthrowers

Slugthrowers are described as being less effective than blasters in the Star Wars universe. You can treat any WoD firearm as a Slugthrower, but reduce the damage by 1D to account for its reduced effectiveness compared to blasters.

Bowcasters

The Wookiee bowcaster is described in SWRPG as firing “explosive quarrels wrapped in an energy cocoon”. The quarrel itself does 4D Lethal damage. Upon impact, it explodes like a Concussion Grenade described in VPG pg 176 doing 4D Bashing damage to the original target and anyone else within range.

The bowcaster is fired using the Blaster skill but after each shot it must be cocked to advance the next quarrel. This requires a Feat of Strength (see V:TM pge 213) with a dice pool of four. If a character must make a roll to cock the bowcaster, this counts as an action.

Lightsabers

Lightsabers are described in SWRPG as “capable of cutting through the densest of materials”. The blades “produce no resistance and have virtually no weight”, and are therefore difficult to wield without proper training.

Keep the lightsaber stats as they are. The base difficulty to use a lightsaber is 8. Proper training (see *The Force* chapter) can reduce this.

Note that most normal armor and melee weapons are useless against a lightsaber. There may be certain exceptions made from exotic materials at the Storyteller’s discretion. Some powered melee weapons may also be able to parry a lightsaber attack.

Large objects, such as Blast doors on a Trade Federation control ship, can be cut through with a lightsaber as an Extended Action. The Storyteller determines how many successes must be accumulated to cut through a given object.

Armor

Despite the advanced technology of the Star Wars universe, armor seems to do little good to protect those who wear it. Princess Leia was able to take down a storm trooper in full armor with a sporting blaster pistol. It could also be argued that the Dexterity penalty imposed by armor is at least partially responsible for the storm troopers’ abysmal marksmanship.

WEG describes three types of armor in SWRPG. To account for the poor performance of armor in the Star Wars universe, those types of armor have been mapped to the first three classes of contemporary armor listed in V:TM on pg 229. This allows for the possibility of better armor that appears in the Expanded Universe being mapped to the higher armor classes.

Type of Armor	WoD Equiv.	Armor Rating	Dex Penalty	Cost
Blast Vest and Helmet	Class 1	1D	0D	600c
Bounty Hunter Armor	Class 2	2D	-1D	2500c
Storm Trooper Armor	Class 3	3D	-2D	-

Armor can be added to the dice pool to soak any Bashing or Lethal damage except damage done by a lightsaber. Only armors made from special exotic materials described in the Expanded Universe are known to be able to soak lightsaber damage.

Tools

In the *Star Wars Source Book, Second Edition*, WEG gives prices and availability for a variety of tools like hydro spanners, plasma welders, and power scanners. Unfortunately, they give no hint at what these tools are used for. To keep things simple, all that really matters in this conversion is that you have a box full of tools. The better tools you have, the easier it is to make repairs or fabricate something new. The rest is fluff. Use it to add color and flavor to your game.

Every repair or construction job requires some amount of material. Spare parts, raw stock, and minor consumables such as bolts, lubricant, wire conduit, sheet metal, solder, etc. should be replaced on a regular basis. Storytellers may impose penalties to Repair or Tech rolls if they feel that characters are neglecting to re-stock their parts.

See the *Vehicles* and the *Vehicle Encounters* chapters for more information on repairing damage and improving your stock equipment.

Basic Tool Set 100c

This box (or sachel, or harness, or whatever you prefer to store your tools in) will contain all of the

most basic tools that you will need for any type of repair job. A Basic Tool Set will cost 100c during character creation. Having a Basic Tool Set will reduce the difficulty to repair damage by 1.

Advanced Tool Set 1000c each

More advanced tools are much larger and will require a power source of some sort. You also need a large cabinet or shelves to store them; they are too cumbersome to carry with you everywhere.

Advanced Tool Sets are divided into separate categories for each Repair/Tech specialty, although the Storyteller may invent more tool sets as needed. The six standard Advanced Tool Sets are:

- Structural construction and repair tools
- Propulsion maintenance and repair tools
- Droid and Cybernetic tools
- Computer assembly and repair tools
- Energy Field projector maintenance tools
- Weapons maintenance and repair tools

Each set costs 1000c during character creation, but the Storyteller may allow some overlap in tool sets, and give you a discount if you buy two or more sets together. The difficulty to repair a damaged vehicle, droid, or cybernetic with the proper Advanced Tool Set is reduced by 2.

Complete Workshop 10,000c

A workshop, complete with delicate diagnostic equipment, precise computer-guided tools, apparatus and stock material to fabricate parts, and storage for all of your other tools is far too bulky to take down and set up as needed. Once set up, a workshop usually stays set up. A large room or cargo bay will be required to contain all of this equipment, and when in operation, a workshop should probably have its own power supply. During character creation, such a workshop will cost 10,000c to establish and will reduce the difficulty of repairing damage by 3.

Medical Equipment

Much like the tools above, medical equipment has been separated into three groups, rather than naming off every splint and retractor. Treating wounded characters is much easier when you have the proper equipment. Some medical supplies are expended in treatment and must be replaced. Bookkeeping every bandage and aspirin isn't necessary, but Storytellers may impose penalties to Medicine rolls if they feel that characters are flagrantly neglecting to re-stock their disposable medical supplies.

See "Recovery" in the *Combat and Casualties* chapter for more information on the use of medical equipment.

First Aid Medpac 100c

These emergency medical supplies will fit in a small container about the size of a school bag. Intended only to stabilize a victim, a medpac contains basic bandages and splints along with a few basic pharmaceuticals and surgical tools, and a quick-reference first aid guide. At character creation, a First Aid Medpac will cost 100c. Having a First Aid Medpac will reduce the difficulty of treating injuries by 1.

Infirmary 1000c

An infirmary will usually be set up in a niche of a transport, or a cabin or suite of a capital ship to provide short-term patient care. A speeder or walker configured as an ambulance can function as a mobile infirmary. Infirmaries are equipped to stabilize a victim, diagnose their injuries, and serve as a surgical suite in a pinch. While semi-portable, it takes a couple of hours to pack up or unpack and set up an infirmary. This equipment will cost the player 1000c at character creation, and will reduce the difficulty of treating injuries by 2.

Hospital 100,000c

A hospital will include surgical suites and life support equipment as well as a fully stocked pharmacy and a medical library necessary to provide long-term care for multiple patients. Most hospitals are planet-based; only the largest capital ships have full hospitals aboard. It will cost at least 100,000c to establish a hospital but the difficulty to treat an injured character in a hospital is reduced by 3.

Bacta Tank 10,000c

These tanks are large enough to completely immerse the patient in regenerative bacta fluids. This can greatly speed the recovery time of any patient, no matter how badly injured, but only one character at a time can be treated. Once installed, a bacta tank cannot be transported without complete disassembly. A Medicine Knowledge of at least 3D is required to setup and operate a bacta tank. Upon character creation a Bacta Tank will cost 10,000c. Recovery times from Lethal damage are converted to hours instead of days when a bacta tank is used.

Miscellaneous Equipment

The *Star Wars Source Book, Second Edition* has a very comprehensive list of miscellaneous equipment on page 100. This list has prices for clothing, macro binoculars, glow rods, and almost any other equipment you could need to get along in the galaxy. With the exception of those items listed above, this source book should probably be referenced for equipment before any others. (excluding mundane weapons; WoD books should be consulted first for stats on mundane weapons) If you can't find what you are looking for there, check other WEG source books, then go to the WoD books. If you still can not come up with the item that you want, get the Storyteller's OK and make it up.

Computer Equipment

Computers are a central part of the Star Wars universe. They do different jobs—some are single-purpose like the Millennium Falcon's nav computer; some are expansive like the Cloud City central computer.

They have different interfaces—some are operated with dials, buttons, and switches like the Superlaser's fire control computer; some use a stylus and screen like the Echo Base computers; some use a two-dimensional keypad like the Jedi Temple archive.

They have different displays—some are low resolution LCD readouts or vector images like in the Yavin Base ready-room; some are high resolution screens like the status indicator in Anakin's racing pod; some are holographic of varying resolutions like in the Resistance Headquarters ready room on D'Qar.

Almost all of them seem to have a jack for a droid to plug in to.

The point of all this comparison is to illustrate that computers in the Star Wars universe are not the same as the computers we have today. In the Star Wars films there is no indication of a galaxy-wide internet connecting all computers together. There is no cloud, no smart-viruses, no mal-ware. Disks and tapes are still a common way to move files.

The Expanded Universe introduced the concept of the "Slicer" as a sort of analogy for a contemporary computer hacker, but Storytellers should be cautious to avoid giving slicers the sort of abilities displayed by hackers in contemporary fiction, or even in real life. The spirit of a Star Wars game should put the characters in the thick of the action, not safely ensconced at a computer terminal.

Treat Star Wars computers as stand-alone systems or as small, local area networks.

Programming vs Interfaces vs Tech

There are three Abilities in this conversion that deal with computers. The Skill "Programming", the Knowledge "Interfaces", and the Knowledge "Tech". The difference is subtle, but important.

Interfaces is used when a character needs to use technology for something it has already been programmed to do—transmit a holo-message, scan for enemy fighters, or retrieve a file from an archive. If a character uses this type of technology on a regular basis, no roll is usually necessary unless the situation is particularly stressful.

Programming is used when a character needs to change what a machine does—record all transmissions and store them in a hidden directory, run a continuous search for a particular starship and sound an alert when it arrives, or dig through an archive and compile a list of references to a particular planet. Programming almost always requires a roll.

Tech is used when a character wants to build or modify computer technology—add a signal booster to a short-range transmitter, increase the accuracy of a sensor array, or speed up the processing power of a search engine. Computer Tech also usually requires a roll.

Other Abilities with Computers

Many abilities may involve using a computer, but just being able to use the computer should not be a substitute for having the actual ability.

If a door has a computerized lock, the lock is designed to not let unauthorized people through, so no amount of Interface Knowledge will open the lock without the key. You might use the Programming Skill to change the lock's instructions if you have some way to access the lock's programming. Your best bet might be to use the Security Skill to bypass the lock altogether and open the locking mechanism directly.

If your ship's sensor array is damaged by enemy fire, you might be able to use the Programming Skill to reprogram the sensors to compensate for the damage. Or you might use the Interfaces Knowledge to recognize data corrupted by the damage. But you'd be better off using the Repair Skill to fix the sensor array.

You may know exactly which levers control a starfighter's pitch and yaw, but Interfaces Knowledge can't replace the instincts and muscle memory that come with the Pilot Skill. Similarly, you may be able to program a Bacta Tank, but Programming Skill can't replace Medicine Knowledge when actually healing a patient.

Combat and Casualties

A vampire shooting a gun at a werewolf is pretty much the same as a rodian shooting a blaster at a wookie. The V:TM rules for combat (beginning on page 222) can be easily used in the Star Wars galaxy, once you have characters created in the system. There are a few Star Wars specific combat issues that you won't find in WoD books though. Those are accounted for below.

Also, vampires heal very differently than the mortal characters in Star Wars, so V:TM Health rules don't really fit here. The healing rules and recovery times below are cribbed from the rules for mortals found in White Wolf's *Hunter: The Reckoning* (WW8100).

Taking Damage

The WoD has two different kinds of damage for normal human characters—Bashing, which can be soaked, and Lethal, which can not. Most sci-fi weapons in the Star Wars universe, such as blasters and lightsabers, do Lethal damage. There is an optional rule on page 190 of H:TR to allow mortals to soak Lethal damage in order to give the game a more heroic feel. To preserve the epic heroism of the Star Wars films, PCs and named NPCs can soak Lethal damage. Unnamed NPCs cannot.

You don't want a high-Stamina wookie shrugging off blaster fire the way a rampaging werewolf ingores lead bullets though. No matter how well a character rolls to Soak Lethal Damage, they always lose a minimum of one Health level.

Consult V:TM, H:TR, or another WoD rulebook for the differences between Bashing and Lethal damage, how to mark off Health levels on the character sheet, and the effects of Health penalties on a character's dice pools.

To truly recreate the action and excitement of Star Wars movie combat, there a few other additions and changes that need to be made to the WoD rules. Those changes are discussed below.

Stun Damage

Stun settings on blasters don't exist in WoD rules. From the movies, stun bursts appear to temporarily incapacitate the target with no lasting injuries. We don't know how long Princess Leia was unconscious after being hit with a stun burst in ANH, but it didn't appear to be more than a few minutes until she was fully recovered and facing Darth Vader.

Neither Bashing nor Lethal damage allow for such quick recovery. The WoD rules include "Aggravated"

damage, which Star Wars doesn't have, so we'll just replace Aggravated damage with "Stun" damage.

According to the SWRPG rules, nearly any amount of Stun damage will leave a character unconscious for 2D6 minutes. There are no restrictions. A character who takes two levels of damage from a regular blaster shot is "Wounded" but still fighting; a character who takes the same damage from the same blaster set to stun is immediately unconscious and out of the fight.

With that mechanic, it is arguably a better strategy for characters to keep their blasters set to stun all the time, but that's not what we see in the movies. To be consistent with the movies, Stun damage needs to leave victims unharmed, but be no easier to inflict than Lethal damage.

In this conversion, characters soak Stun damage just like Bashing damage. Mark Stun damage on your character sheet with a dot in the appropriate Health level box instead of a slash or X.

Characters who take Stun damage remain conscious but suffer from Health level penalties just like other forms of damage. Stunned characters recover Health levels quickly, at a rate of one per turn. Subsequent Bashing or Lethal damage is cumulative with Stun damage, added to the character's current stunned Health level, ending their quick recovery.

If a character's Health is ever reduced to "Incapacitated" by Stun damage though, they fall unconscious for 1d10 minutes before recovering. Additional Stun damage has no effect on an unconscious character.

In this way the stun setting is most useful to capture a target alive.

Blasters set to stun setting have no effect on Droid characters, but ion weapons—which don't affect living beings—will do equivalent Stun damage to Droids.

Losing Consciousness

While not impossible, it is highly unlikely that a character will drop from full Health to Incapacitated after a single attack. In the Star Wars movies however, this happens frequently—Leia was stunned by Stormtroopers, R2-D2 was ionized by Jawas, Anakin was knocked out by Dooku's Force Lighting.

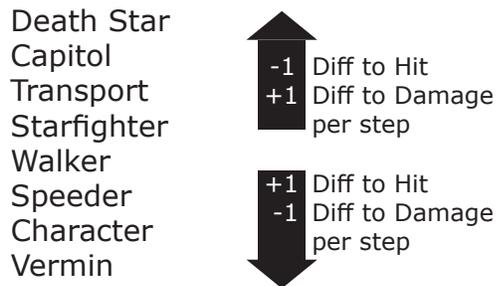
Having PCs quickly fall unconscious can be a good opportunity for Storytellers to raise the stakes, build tension, or move the plot.

In the WoD rules, Damage and Soak rolls cannot be botched. Ignore that exception for Soak rolls. Living characters fall unconscious and droid characters "reboot" for 1D10 minutes if they botch a Soak roll. This rule applies to any kind of damage.

Combat Scales

The WEG system uses combat scales to manage the difference between a small A-Wing fighter attacking a huge Star Destroyer, and vice versa. The same principle can be applied to a “Walker” sized Rancor or Rathtar attacking a “Character” sized Wookie or Ewok.

To use combat scales in WoD, find the scale of the attacker and the target on the Combat Scales chart:



If both are the same scale, then there is no difference. If the attacker’s scale is higher on the chart than the target’s scale, then increase the difficulty to hit the target by 1 per step, and decrease the difficulty to damage the target by 1 per step.

Example: If a Rancor (“Walker” scale) attacks an Ewok (“Character” scale), the difficulty to hit would be $6+2 = 8$. It is harder for the hulking Rancor to hit the small, nimble Ewok. If the Rancor does score a hit, the difficulty of the damage roll is $6-2=4$. The Ewok’s Stamina is no match for the Rancor’s massive size. The damage could be Bashing, if the Rancor attacked with its fist, or Lethal if the Rancor used its claws or teeth.

The reverse is also true. For a smaller attacker, reduce the difficulty to hit by 1 per step, and increase the difficulty of the damage roll by 1 per step.

Amputations

There are numerous amputations in the Star Wars feature films. In most cases the injury is caused by a lightsaber, but it is easy enough to see how a blaster shot, explosion, or other damage might result in the loss of a body part as well.

There are two ways a character can lose a body part in this conversion. The first is at the attacker’s discretion. The attacker must target a limb or sensory organ using the Targeting rules on page 226 of V:TM. If the attacker scores a hit, the attack must do at least three levels of Lethal damage *after* the victim has soaked, similar to the Stake rules on page 227. The attacker can choose to have amputated the targeted body part rather than doing regular damage.

The other way to lose a body part is at the victim’s discretion. If a victim of an attack suffers Lethal damage after soaking, they can opt to lose a body part of their choice or suffer a crippling disfigurement rather than taking damage. This gives players an option to survive damage that might otherwise be fatal to their character.

In each of the amputations seen in the feature films, the victims were immediately out the fight. Dukoo collapsed to his knees in shock, Mace Windu could only scream in pain/anger, and Luke Skywalker was only able to stagger backwards onto a catwalk.

When a character suffers an amputation, regardless of other damage they have suffered, their health level immediately drops to Bashing Incapacitated due to shock (or a system crash for droids). They may or may not remain conscious, but they are out of the fight, unable to take any actions that require dice rolls, until they have recovered.

Whether the amputation is organic or mechanical, the victim immediately gains one or more Flaws that are appropriate to their injury chosen by the Storyteller. Some possible examples:

- Hard of Hearing -1, VPG pg 11
- Missing Eye -2, VPG pg 11
- Deaf -4, VPG pg 11
- Blind -6, VPG pg 11
- Disfigured -2, VPG pg 19
- Deformity -3, VPG pg 19
- Lameness -3, VPG pg 19
- One Arm -3, VPG pg 20
- Paraplegic -6, VPG pg 20

The victim may later choose to replace the lost body part with a cybernetic, either by spending experience on a Cybernetic Merit, or by purchasing a prosthetic through game play. It is the storyteller’s choice to remove the Flaw(s).

Healing & Recovery

Even in H:TR there are supernatural ways to accelerate healing. Barring certain rare Force Powers, the Star Wars universe lacks a “magic” way to instantly heal someone. Since it’s really no fun to roleplay accurate healing times for a severely wounded character, this conversion assumes that advanced technology, such as bacta tanks, and the medical knowledge shared among thousands of worlds has made healing times less tedious.

Damaged characters can take advantage of this by getting medical attention. When a character begins to recover a Health level from Lethal damage, divide recovery time by the number of successes on

an Intelligence + Medicine roll made to treat the character. For a single success divide the recovery time by 1.5. The difficulty of the roll is based on the Health level of the patient. Having access to proper medical equipment is not required, but it does make these rolls easier. See “Medical Equipment” in the *Equipment* chapter for additional details.

If a botch is rolled, the patient immediately loses 1 Health level, which can kill an Incapacitated character. Re-rolls can be attempted when circumstances change, such as access to better equipment, increased skill, or gaining the assistance of another character with the Medicine skill.

The H:TR healing rules on page 202 are summarized with modifications in the chart below.

	Diff	Recovery Times		
		Stun	Bashing	Lethal
Bruised	4	1 trn	1 hr	1 day
Hurt	5	1 trn	1 hr	3 days
Injured	6	1 trn	1 hr	1 week
Wounded	7	1 trn	1 hr	1 month*
Mauled	8	1 trn	3 hrs	2 months*
Crippled	9	1 trn	6 hrs	3 months*
Incapacitated	10	1D10 mins	12 hrs	5 months*

Equipment Bonuses

- A First Aid Medpac reduces Diff by 1
- Infirmery care reduces Diff by 2
- Hospital care reduces Diff by 3
- Bacta Tanks reduce recovery time from days to hours

* Stabilize with Intelligence+Medicine or Wits+Survival, or suffer 1 Lethal health level each hour.

Example: The much larger wampa attacked Luke Skywalker and did five levels of Bashing damage. Luke botched his Soak roll and was knocked unconscious by the blow. He awoke three hours later in the wampa’s lair having healed one level of Bashing damage. His Health level was now at “Wounded”. Despite the -3 penalty to his dice pools, Luke escaped and staggered out into the frigid Hoth dusk.

Before Luke can heal an additional level of damage, the Storyteller decides that the sub-zero temperatures are doing Bashing damage, and Luke must make increasingly difficult Stamina rolls every fifteen minutes as the temperature drops. After failing three rolls, Luke is reduced from “Wounded” to “Incapacitated” and collapses.

The Bashing damage from the cold is now doing Lethal damage as Luke begins to freeze to death in the snow. He is eventually reduced to “Lethal Wounded”, and without aid he begins to automatically lose Health levels every hour in addition to the continued cold damage.

By the time Han Solo finds him, he has been reduced to “Lethal Mauled.” He requires medical aid to stabilize him, or he may be dead within an hour. Working without equipment, Han makes a Wits + Survival roll with a difficulty of 8. By shoving Luke into the tauntaun carcass, Han successfully stabilizes him.

At “Lethal Mauled” it will take Luke over three months to fully recover from his injuries on his own. Fortunately, Echo base is equipped with a hospital and a bacta tank. The medical droids roll Intelligence + Medicine, difficulty 8 - 3 (for the hospital care) = 5. With four successes, the recovery time for the “Mauled” Health Level is reduced from two months to fifteen days (60 days divided by 4 successes). Placing Luke in the bacta tanks reduces this to fifteen hours.

Luke is now at “Lethal Wounded.” The medical droids roll again, difficulty 7 - 3 = 4 and get six successes. The recovery time for this Health level is reduced to five days, or five hours in the bacta tank. The droids continue to treat Luke through each stage of his recovery until he is removed from the bacta tank after less than 24 hours. His Health level is at “Bashing Incapacitated.”

After another day of bed rest and light duty, Luke is fully recovered and ready to take on the Empire. The kiss from a princess may or may not have helped.

Droid Recovery

Unlike living characters, Droids will not heal on their own. They de-ionize at the same rate living beings recover from Stun damage, but Bashing or Lethal damage must be repaired in order to recover lost Health levels.

On the other hand, they also won’t continue to lose Health levels no matter how badly damaged they are, so they never need to be stabilized. And droids may not suffer damage from environmental hazards such as heat, cold, or poison. It’s a trade off.

Until a droid is repaired, it will remain at the same Health level indefinitely. For that reason, it is more realistic for droids to recover from damage using the ‘Permanent Repairs’ rules described in the “Repairing Vehicle Damage” section of the *Vehicle Encounters* chapter.

Dueling

The WoD books don’t have any rules specific to dueling that I have been able to find. For most melee attacks, you can simply use the standard combat rules for V:TM. But occasionally, a Star Wars story needs a big, dramatic, one-on-one melee battle. For those scenes, two characters simply rolling Dexterity + Melee over and over until one of them runs out of Health Levels can feel very static and monotonous, no matter how the Storyteller dresses it up.

A good cinematic duel needs to feel dynamic with an ebb and flow to the action. Players need to feel that the outcome of a duel is based on their creativity and choices, not just on who gets the lucky roll first, or the Storyteller’s predetermined conclusion.

The optional rules below are meant to encourage players to make dueling—with lightsabers, vibro

blades, or just mundane weapons—more dynamic. The idea is to keep each player to about one roll per turn, give the players creative options and an incentive to use them, and to eliminate the chance of one lucky roll ending a climactic duel before it really begins.

Initiative

In any great cinematic duel, it is pretty clear which character has the initiative. That dominant character presses their attack, forcing the defender back blow by blow until the opponent either succumbs, or finds a way to turn the tables.

In the V:TM combat rules on page 222, initiative is rolled at the start of every turn. This should **not** be the case for characters engaged in a duel.

Once initiative is rolled at the beginning of the duel, the character with the higher result becomes the “**Attacker**” and the character with the lower result becomes the “**Defender.**” These roles persist until the Defender is able to seize the initiative and go on the offensive.

It is possible that a duel may take place in the middle of a larger combat with other characters involved, or that other characters may enter the scene during a duel. So the duelists still need to have positions in the order of actions. Let other characters roll initiative as you normally would but keep the duelists’ positions constant.

If the duelists’ initiative roll results in a tie, then the duel is deadlocked for a turn. At the start of the next turn the Storyteller will need to find a tiebreaker

You could just re-roll standard initiative, or you could use the one-turn stalemate to more dramatic effect.

Examples: The characters glare at each other across the room in a classic stare-down. The Storyteller asks for Charisma + Intimidation rolls, difficulty 4, to determine who blinks and who makes the first move.

Or: The combatants’ weapons are locked together in a power struggle, neither able to disengage without risking damage from their opponent. The Storyteller asks for Strength + Melee rolls, difficulty 4, to determine who comes out of the deadlock in the stronger position.

Extended Actions

In a cinematic duel, characters do not hit each other with every attack. They look for or create opportunities to exploit their opponent’s weaknesses. The characters dance back and forth, feinting and parrying, in a battle of wills. The winner is the character with the focus or skill or luck to exploit an opening first.

The game would quickly bog down if you tried to roll every thrust and parry, every feint and riposte, every slash and duck. Instead, we can use the Extended Actions rules on page 78 of V:TM to represent the duelists’ efforts to feel each other out and seize an advantage.

A good duel is just as much about the focus, confidence, and determination of the duelists as it is about their skill at arms. So the number of successes each duelist needs to acquire is based on their opponent’s Willpower, although this can be modified (see below).

- The **Attacker** needs to accumulate successes equal to the Defender’s Willpower in order to find or create an opening and strike a killing blow before the Defender gains the upper hand.
- The **Defender** needs to accumulate success equal to the Attacker’s Willpower in order to find or create an opportunity to gain the Initiative before the Attacker can land a fatal hit.

To keep a degree of tension and uncertainty in the duel, the Storyteller should not tell the players exactly how many successes are needed.

Attributes and Fighting Styles

Not all melee combat has to be based on a character’s Dexterity. Some characters may rely on their Stamina to outlast an opponent, or their Wits to outthink them. A character may prefer to outsmart an opponent, or dazzle her with flashy attacks, or deceive him with feigned weakness. When engaged in a duel, players should be free to find creative ways to employ their character’s strengths.

Let the players describe how they want to counter their opponent’s attack or defense. Encourage use of the setting by giving them obstacles and hazards to work with. Motivate role playing by creating traits and quirks that can be exploited. Have the players describe actions that help build an interesting and dramatic scene. Then pair an appropriate Attribute with the Melee skill.

Examples: The Attacker describes how she methodically studies her opponent’s every parry and feint until she can predict exactly how he will respond to each attack. The Storyteller has the player roll Perception + Melee for her extended action.

Or: The Defender describes how he uses a powerful two-handed grip to bat away his opponent’s every thrust and slash until he can knock her weapon askew and counter-attack. The Storyteller has the player roll Strength + Melee for his extended action.

Obviously, players will always want to use their character's best Attribute in a duel, but it can be more advantageous to play to the opponent's weakness. After determining the Attribute the player will roll to achieve an extended action, the Storyteller should modify the number of successes required based on the *opponent's* Attribute allocations.

Remember that Attributes are grouped as Physical, Social, and Mental, and each character has a primary, secondary, and tertiary group, as described on page 88 of V:TM.

- If a player duels with an Attribute from their opponent's **primary** group, the Storyteller should set the required number of successes equal to the opponent's Willpower + 3.
- If a player duels with an Attribute from their opponent's **secondary** group, the Storyteller should leave the required number of successes equal to the opponent's Willpower.
- If a player duels with an Attribute from their opponent's **tertiary** group, the Storyteller should set the required number of successes equal to the opponent's Willpower - 3.

So while a character may have a Strength 4 and a Wits 3, when dueling against an opponent who is athletic (Physical primary) and outgoing (Social secondary) but kind of dumb (Mental tertiary), it might be easier to outwit the opponent rather than to overpower him.

The Storyteller should never just tell the players which of the opponent's Attribute groups is which. Let the player figure it out for themselves through role play, observation, or trial and error.

Setting the Difficulty

Not all cinematic duels are evenly balanced. In some of the most dramatic, the protagonist has a much harder time of it.

A Royal Guard armed with a force pike has greater reach and leverage than a freedom fighter armed with a vibro knife. A Moff in his own fortified keep knows the environment better than the invading Rebel Commando. A brutal crime lord is less susceptible to emotional distractions than an idealistic smuggler.

The Storyteller should consider a variety of factors when deciding the difficulty each player needs to roll in order to accumulate successes. The difficulty does not need to be the same for both characters.

As a baseline, consider a formal duel on a flat, open surface with identical weapons to have a standard difficulty of 6 for both characters. If there are any factors that make the duel more difficult than that

for one or both characters, increase their difficulty accordingly.

If a player should happen to roll a botch during their extended action, the Storyteller could simply subtract from their success total. Or they could inflict a more dramatic complication like a stumble, a dropped or broken weapon, or unintentional damage to a valuable object.

Achieving Success

After the duelists have clashed for a few rounds, one or the other will eventually accumulate enough successes in their extended action to achieve their described goal.

When the **Attacker** accumulates enough successes, her opponent's defense crumbles and the Attacker can immediately roll a standard Melee attack to actually hit the Defender. As with the normal combat rules, if the attack succeeds, make rolls to damage, soak, etc. The Attacker can continue making normal attacks each subsequent turn as long as she maintains Initiative.

The Defender can continue rolling each turn to accumulate successes, or they can try to avoid attacks according to the Dodge rules on page 223 of V:TM2. Either way, Health Penalties may apply.

When the **Defender** accumulates enough successes, he has seized the initiative from his opponent and can go on the attack next turn. *Do not roll a new Initiative.* The Attacker and the Defender simply switch places in the initiative order. Both of their accumulated successes reset to zero.

The now-Attacker should describe how he wants to exploit an opening in his opponent's defense; the now-Defender should describe how she wants to fend off her opponent and reclaim the initiative. The Storyteller should assign new Attributes as necessary. The duel continues with the roles reversed.

Mixing It Up

The best cinematic duels involve more than just swordplay. Bookcases are toppled. Punches are thrown. Chandeliers are swung from. Such tactics can break the rhythm of a duel and shift the advantage, but they are not without risk.

A couple of bad rolls in a row can make a player feel like their character is in real trouble, whether they are the Attacker or the Defender. Any time they wish, either opponent can forego their Melee roll and take some other action on their turn instead.

- If the attempt **succeeds**, a new Initiative is rolled. Of course, the character may lose the new initiative roll, but that's the chance you take.

- If the attempt **fails**, the initiative persists and the character does not gain any additional successes to their extended action that turn, probably leaving them even further behind their opponent.

Whenever a new Initiative is rolled, both duelists lose any extended action successes they have accumulated and start over. The players can take the opportunity to change tactics and try a new approach, or they can stick with their favorite fighting style.

Example: In the hanger on Geonosis, Count Dooku has quickly dispatched Anakin with an energy burst. The same attack failed on Obi-Wan and now the two face off, lightsabers drawn. A duel commences. Obi-Wan wins the first initiative roll.

Obi-Wan is younger than Dooku and thinks that is his advantage, so he rolls Strength + Melee to attack. Physical Attributes are actually Dooku's secondary trait, so Obi-Wan needs to roll enough success to overcome Dooku's Willpower of eight.

Count Dooku isn't about to let the younger Jedi crack his cool demeanor. He counters with Charisma + Melee, nonchalantly deflecting each blow. Social Attributes are Obi-Wan's tertiary traits, and so Dooku only needs to accumulate successes equal to Obi-Wan's Willpower minus three, or six successes, to gain the upper hand.

On an open, level floor with few obstacles, the Storyteller sets the difficulty at 6.

Obi-Wan charges in with an overhand slash, rolling two successes. Dooku coolly parries and ripostes, rolling three. The next turn Obi Wan swings with a powerful two-handed grip, rolling three. Dooku casually deflects the blow, rolling two. On the third turn, Obi-Wan lunges low, rolling two more successes, but Dooku easily hops over the blade for two successes of his own.

With a total of seven successes, Count Dooku has seized the initiative before Obi-Wan could penetrate his defense. "Master Kenobi, you disappoint me," he says.

Rather than roll another initiative, the two simply trade positions in the order and Dooku advances on Obi-Wan. Knowing he has the upper hand, Dooku continues with a cool, calm attack rolling Charisma + Melee. He needs six successes to get past Obi-Wan's defense.

Obi-Wan still believes youth is on his side but switches to a faster, more agile defense and rolls Dexterity + Melee to defend himself. He still needs to accumulate eight successes to turn the tables.

Count Dooku gracefully thrusts, rolling three successes. Obi-Wan answers with a spinning counter-

attack for only two. Dooku taunts "surely you can do better" as he parries, rolling another two successes. Obi-Wan knows Dooku is perilously close to breaking his defense—he needs to change tactics.

Rather than rolling to defend himself, Obi-Wan wants to vault over the open ramp of the solar sailer and put some distance between himself and the Count. The Storyteller asks him to make a Dexterity + Athletics roll, difficulty 6. Obi-Wan's roll succeeds.

With the extra space between them, the Storyteller calls for a new initiative roll. Both characters' accumulated successes are reset to zero, but Dooku wins the initiative roll. The tactic has bought Obi-Wan some time, but not improved his situation.

Count Dooku continues with his Charismatic attack.

Obi-Wan has finally realized that Dooku is in better physical shape than his age would suggest. Because of the Count's refined manner and eloquent speech, Obi-Wan suspects that Dooku is too shrewd to be outsmarted, so he decides to fight fire with fire. Even though his Social Attributes are tertiary, Obi-Wan adopts a stoic, indomitable fighting stance using Charisma + Melee to defend himself, much to Dooku's amusement.

Dooku's Social Attributes are actually primary, so now Obi-Wan must accumulate successes equal to Dooku's Willpower plus three—a total of eleven successes.

Dooku slashes in an elegant horizontal arc, rolling two successes. Obi-Wan meets the attack with a resolute slash of his own, rolling only one success. Dooku smoothly transitions to an overhand strike, rolling another two.

Obi-Wan is in trouble again and needs to break Dooku's initiative. He wants to use the Force to summon Anakin's lightsaber and give himself an instant advantage. The Storyteller agrees that would prompt a new initiative roll. Unfortunately, Obi-Wan's Telekinesis roll fails and he accumulates no successes this turn.

On his next turn, with an arrogant grin of victory, Dooku strikes, rolling two more successes. He has accumulated the six successes needed to overcome Obi-Wan's defense. Count Dooku immediately makes a Dexterity + Melee roll for a fatal attack. The roll succeeds; Dooku rolls damage, Obi-Wan rolls to soak, and his Health level drops to Injured.

Obi-Wan now takes his turn, still trying to gain the upper hand, but with the -3 penalty he rolls a botch. The Storyteller rules that Obi-Wan has dropped his lightsaber. Dooku makes another standard melee attack roll and hits again, reducing Obi-Wan's Health to Crippled.

This looks like the end for Obi-Wan, but while Dooku takes a moment to gloat, Anakin has recovered from his stun damage.

The Force

SWRPG used a system of Force Powers that were driven by three Force Skills. That system was developed after ROTJ, but before much of the later Expanded Universe, the prequels, or the new sequel films. It was sufficient for what was known of the Force in 1996, but unofficial expansion was obviously necessary once the prequels were made.

In converting the SWRPG rules to the WoD system, there are several objectives this conversion sought to meet:

- Force using characters should be able to do anything that has been seen in the movies.
- There should be enough variety in powers that each Force user can be distinct.
- Powers should not be restricted to either “Jedi” or “Sith” so Storytellers can portray those groups and their beliefs in a way that best fits their story.
- There should be room for a Gray area between the Dark and the Light sides if the Storyteller wishes.
- And Force using characters should advance in such a way that their power is relatively equal to non-Force using characters.

The original intent in this conversion was to treat Force Powers like V:TM’s Disciplines, with a hierarchy based on SWRPG’s prerequisite tree structure, but this would have left all Force Users of approximately the same Experience with approximately the same abilities. We wanted unique Force users, not carbon copies. The movies never indicate that you must learn X before you learn Y, so this idea was abandoned.

The newer Wizards of the Coast D20 system uses Force-based Feats and Force-based Skills that allow more flexibility, but trying to shoehorn a D20 mechanic into the WoD ruleset proved too cumbersome.

Other ideas were also considered. While the WEG rules are clearly out of date, with a bit of modification and some substantial expansion, the core system they established actually turned out to meet the above objectives very nicely.

Force Skills

Many new Force Powers have been introduced since ROTJ, and three Force Skills no longer seem adequate to properly establish mechanics for them. Or rather, one of the three (**Alter**, the skill of manipulating the Force beyond your own body and perception) would be over-powered and out of balance with the other two. So this conversion uses the following five Force Skills:

- **Control:** Just like in the SWRPG version, Control is the skill of allowing the Force to guide your actions, to surrender your own instincts and reflexes to the Force. It deals with Force Powers involving the Force User’s own physical body.
- **Dynamism:** The skill of manipulating intangible energy such as electricity, electromagnetic waves, heat, plasma, etc. It deals with any Force Powers that affect energy, both mundane and mystical, including the Force itself—the “energy field created by all living things”.
- **Rapport:** The skill of interacting with other living beings through the Force. It deals with any Force powers that affect the minds and physiology of other characters.
- **Sense:** Again taken from SWRPG, Sense is the skill of observing the universe through the Force rather than your five sense. It deals with any Force Powers that allow the Force User to perceive things that could not otherwise be known.
- **Telekinesis:** The skill of moving objects with your mind. It deals with the Force Powers that manipulate objects from afar with careful precision or with lethal speed.

Force Skills are not used directly. As in SWRPG, they are applied through Force Powers described in the next section. A Force Power’s mechanic may pair a Force Skill with an Attribute, Ability, or Virtue to determine the outcome of its use.

When improving Force Skills with Experience Points, they cost the same as Abilities.

Force Powers

Since the addition of the prequels and sequels new powers have been seen that can’t be used in play without significantly expanding WEG’s rules. So in order to match game play to the feature films as closely as possible, this conversion has gone to the length of creating an entirely new list of Force Powers that can be directly tied to what has been seen in the Star Wars movies.

Each Force Power relies on one or more Force Skills. When a Force user spends Experience Points to advance a Force Skill, they also learn a new Force Power that relies on that skill.

Common Rules

Each Force Power has its own unique mechanics, but there are many that share several common rules described here.

Force Powers	Control	Dynamism	Rapport	Sense	Telekinesis	Description	Force Points
Awareness				•		Add Sense to Alertness rolls; Roll Perception + Sense to study	
Bridge Minds			•	•		Learn Virtues and grant a closer Relationship to two characters	
Calm Beast			•			Roll Charisma + Rapport to calm an agitated beast	
Clairvoyance				•		Roll Intelligence + Sense to observe distant events	
Concealment		•				Roll Manipulation + Dynamism to hide from Clairvoyance	
Contain Energy		•				Roll Dexterity + Dynamism to reduce energy damage	•
Crush (Force Choke)					•	Deal Bashing damage equal to Telekinesis each round	•
Energy Burst (Sith Lightning)		•				Roll Dexterity + Dynamism to hit; Do Stun damage equal to your current Force Points	•
Focus	•			•		Concentrate for a turn then multiply the successes of your next action by the lower of Control OR Sense	
Force Feats	•				•	Multiply the successes of one physical action by the lower of Control OR Telekinesis	•
Healing	•		•			Roll Control or Rapport + Medicine to increase Health levels	•
Heave					•	Manipulate an object with enough energy to do Bashing damage	
Ignore Pain	•					Ignore Health Level penalties equal to your Control	
Lightsaber Combat	•			•		Reduce lightsaber diff by 2; Add Control to melee Initiative rolls; Automatically parry ranged attacks equal to Sense	
Lightsaber Creation		•		•	•	Create a new lightsaber using a Kyber crystal	
Lightsaber Empower		•				Add Dynamism to Lightsaber damage	•
Manipulate Object					•	Move objects in a steady and controlled manner	•
Meditate		•				Regain Force Points; Reduce the difficulty of other Force powers	
Meld with Force	•	•				Roll Control + Self Control to Prepare; Roll Dynamism + Conscience to become a Force Ghost	
Operate		•		•	•	Roll Sense + Dynamism/Telekinesis to remotely operate a machine	
Physical Prowess	•					Add Control to all Athletics rolls	
Probe Memories			•	•		The winner of Rapport + Intimidation vs Willpower gains access to the other's memories	•
Proficiency	•			•		Add the lower of Control OR Sense to Talent or Skill rolls	•
Project Thoughts			•			Roll Rapport + Empathy to send a mental message to another character	
Read Surface Thoughts			•	•		Roll Perception + Rapport to know what your target is thinking	
Repel					•	Throw targets backwards and inflict Bashing damage	•
Somnolence			•			Roll Rapport + Subterfuge to render another character unconscious	•
Subjugate			•			Roll Rapport + Command to control another being's body	•
Suggestion (Jedi Mind Trick)			•			Roll Rapport + Diplomacy to compel a target to follow your instructions	•
Summon Object					•	Roll Telekinesis to cause an object to fly directly to your hand	
Transfer Life	•		•			Exchange health levels with another character; Roll Stamina + Rapport vs Willpower if contested	
Vanquish	•					Claim the Force Points of those you conquer for yourself	
Ventriloquism		•				Roll Wits + Dynamism vs Perception + Alertness to create auditory illusions	

Force Points: Many Force Powers make use of your Force Points. In some cases, your *Total Force Points* are applied. Your Total Force Points are the number of dots filled in on your sheet—the maximum number of Force Points you can have at a time.

In some cases you have to spend a Force Point to activate the power. When you spend a Force Point, mark it as spent in the checkboxes below the dots, like Willpower in V:TM.

In other cases, only your *Current Force Points* are applied to the power. Your Current Force Points are your total points minus any points you have spent but not yet regained.

Concentration: Some Force Powers require absolute concentration. You can speak or move at a walking speed over easy, level terrain while concentrating, but if you take any action requiring a dice roll, your concentration is broken and the effect of the Force Power ends. If you take damage while concentrating, you can roll your Willpower (difficulty 8) to maintain your concentration.

Feats of Strength: The Force, and the Telekinesis skill in particular, can be used to lift and move masses that are simply not possible by mere physical bodies. Whenever a Force Power uses the “Feats of Strength rules”, refer to the rules in V:TM page 213, but use your Telekinesis points in place of Strength, your Current Force Points in place of Potence, your Willpower, and a difficulty of 7.

Line of Sight: Many Force Powers can only be used on targets within your line of sight. You can’t curve an Energy Burst around a corner, or summon your lightsaber through a solid wall. The Storyteller may grant exceptions to this—you may be able to use the Jedi Mind Trick on a hidden assassin. However the Storyteller may also rule that line of sight does not apply—it may be too much to expect to Manipulate an Object on the ground from a ship in orbit.

Difficulty Modifiers: The difficulties of some Force Powers are modified by your relationship to and/or distance from your target in both space and time. Use the table below to modify difficulties for appropriate Force Powers rolls.

Example: Hal’os suspects her best friend Jala may be the Trade Federation spy who betrayed her master years ago. She wants to use Clairvoyance to observe what Jala was

doing three years ago on Corelia. The base difficulty is 7; add 1 for their relationship; add 2 for the amount of time that has past; Halo’os is currently on Corellia, so add 0 for the distance. The difficulty of Hal’os’s Clairvoyance roll would be $7+1+2+0 = 10$.

Force Power Descriptions

Awareness - Sense

All living things are connected in the Force and form intricate, ever-shifting currents that you perceive constantly. People, places, and items that are strong in the Force disrupt this flow and attract your attention like a beacon. By studying these disturbances you can determine their relationship to the Force and even learn to recognize familiar Force signatures.

- Used by Darth Vader to recognize Ben Kenobi’s presence aboard the Death Star; ANH
- Used by Darth Vader to determine Luke Skywalker’s strength in the Force during the attack on the Death Star; ANH
- Used by Obi-Wan Kenobi & Anakin Skywalker to detect the venomous Kouhun bugs in Senator Amidala’s bed chamber; AOTC

System: Add your Sense total to the dice pool for any Alertness role the Storyteller asks for. The Storyteller should tell you whenever a Force sensitive being (or a place or object that is strong in the Force) is in your proximity, unless you are distracted or there are extenuating circumstances; even then the Storyteller should ask you for a roll.

You can also study the Force within a being, place, or thing, by taking a full turn to concentrate on it. Make a Perception + Sense roll. Your success determines what you learn about the subject of your scrutiny. What you learn is determined by your number of successes as follows:

- | | |
|-------------|---|
| 1 Success | Whether it is stronger or weaker in the Force than you. |
| 2 Successes | and its Dark Side Resistance |
| 3 Successes | and if it is familiar to you |
| 4 Successes | and how much stronger or weaker |
| 5 Successes | and which Force Skills it possess, if any |

To compare “Strength in the Force” between characters, add Total Force Points plus Force Merit points. For example, a character with 6 Total Force

Diff	Relationship	Time	Distance
0	Family member, lover, or master/apprentice	Within one month	On the same planet
+1	Close friend, relative, or ex-lover	Greater than one month	Beyond the local planet
+2	Long-time acquaintance	Greater than one year	Beyond the local star system
+3	You’ve met once or twice	Greater than one decade	Beyond the local region
+4	Complete stranger	Greater than one century	Beyond the galaxy

Points and the 5 point Merit “Strong in the Force” (total 11) would be stronger than a character with 7 Total Force Points and the 1 point Merits “Force Sensitive” and “Apprentice” (total 9).

Bridge Minds - Rapport, Sense

By understanding the thoughts and motivations of two characters, you are able to improve the connection between their minds, making it easier for Force powers that are relationship-dependant to be used between them.

- Used by Supreme Leader Snoke to bridge the minds of Rey and Kylo Ren; TLJ

System: First you must understand both of the minds you wish to bridge. For each target character, roll Sense + Empathy (difficulty 5 adjusted by their Relationship to and Distance from you on the tables above). Meditation reduces the difficulty by 1. The target characters are not aware of your attempts. If you are one of the two characters, you do not need to roll for yourself.

If the roll succeeds, you learn the target characters’ Virtue scores.

Once you successfully understand each mind you wish to link, roll Rapport + Command. The difficulty is the highest Virtue score possessed by either of the target characters, adjusted by their Relationship to and Distance from you on the tables above. Meditation reduces the difficulty by 1.

For each success, the Relationship modifier between the two characters is permanently reduced by one. With one success, acquaintances become old friends; with four successes, complete strangers become as close as lovers. Any result that reduces the Relationship penalty below zero may have unexpected consequences determined by the Storyteller.

If a roll fails, you may try again after a full day. If you roll a botch, you are incapable of creating the bridge until your skill improves.

Calm Beast - Rapport

The Force connects all living things, and through the Force you are able to curb the instincts of non-sentient creatures. You are able to soothe the most panicked mount, or convince a pack of wild predators to ignore you and seek other prey.

- Used by Anakin Skywalker to calm the attacking Reek in the arena on Geonosis; AOTC

System: Take a full turn to concentrate on an aggressive, non-sentient creature within your line of sight. Make a Charisma + Rapport roll. The difficulty depends on the creature’s motivation. A trained attack beast, a creature defending its young, or one ravenous with hunger will be more difficult to calm

than a creature that is merely startled or afraid. The more successes you roll, the more docile the beast will become.

Clairvoyance - Sense

Through the Force, you can extend your perception through time and space. You can watch events unfold in a particular place, or follow the events that surround a particular person. Clairvoyance allows you to specify the people, places, and times you wish to observe, though your distance from the events impacts the difficulty of seeing them.

- Used by Yoda while in exile on Dagobah to watch Luke Skywalker for a long time; ESB
- Used by Emperor Palpatine to foresee Luke coming to Vader on Endor; ROTJ
- Used by Yoda attempting to determine who had deleted the planet Kamino from the Jedi archives; AOTC

System: While attempting Clairvoyance, you are unaware of your actual surroundings, so best to use this power someplace safe. Clairvoyance occurs in real time, so observing three hours of events takes three hours.

Declare the being or place and the time that you wish to observe. This being or place will be the central focus throughout the events you observe. Roll Intelligence + Sense (difficulty 7 adjusted by the Relationship, Distance, and Time tables above). Meditation reduces the difficulty by 1. When observing events past and present, Clairvoyance is reliable, but the future is always in motion, and events observed may not actually come to pass.

- | | |
|-------------|--|
| 1 Success | You gain a vague sense of the events that transpire as if waking from a dream. |
| 2 Successes | You observe the events from a static position as if through a video recording; some details may be missed. |
| 3 Successes | You observe as an invisible participant and can move through the events and focus on the tiniest details. |
| 4 Successes | You know the names of all the participants and how they relate to each other, even if you never met them before. |
| 5 Successes | You have omniscient knowledge of each participant, their thoughts, motivations, and intentions. |

Concealment - Dynamism

Being a Force user can make your every action apparent to other Force users. You have learned to

detach yourself from the Force at times, and to leave no imprint behind you. The cost of this privacy is the ability to actually use any of your Force Powers until you are ready to be seen again.

- Presumably used by Palpatine to hide his true nature from the Jedi; TPM/AOTC/ROTS
- Presumably used by Dooku while deleting the planet Kamino from the Jedi Archives; AOTC
- Used by Luke Skywalker while in exile on Ach-To; TLJ

System: Roll Manipulation + Dynamism (difficulty 6). While concealed, you will be unable to make use of any Force Powers, as if you were not Force Sensitive and had no Force Skills at all. Others will perceive your Dark Side Resistance as 5. You can end the effect of Concealment at any time.

You will appear completely mundane to other Force Users unless they have Awareness, Clairvoyance, or another appropriate Sense power and they beat your number of successes in a Perception + Sense roll (difficulty 8).

If you also wish to conceal your actions while mundane from any future use of Clairvoyance, increase your difficulty to 7. Your successes are subtracted from the Clairvoyance user's number of successes.

Contain Energy - Dynamism

You are able to manipulate the damage done by energy in any form, from the flame of a candle to the bombardment of turbolaser fire. You may choose to dissipate the energy away, redirect it for your own ends, or even hold it place to release its potential later.

- Used by Darth Vader to absorb Han Solo's blaster fire in the banquet room on Cloud City; ESB
- Used by Yoda to redirect Count Dookoo's Sith Lightning in the hanger on Geonosis; AOTC
- Used by Kylo Ren to freeze Poe Dameron's blaster fire in the First Order assault on Jakku; TFA

System: Spend a Force Point and select an energy attack within your line of site (you do not have to be the target). Roll Dexterity + Dynamism as if you were using the Dodge rules in V:TM page 223. For each success, reduce the damage dice for the attack by one. If the damage dice are reduced to zero or below, you have gained control of the energy. On your next turn, you can redirect the energy at another target—rolling Dexterity + Dynamism to hit—and deal the attack's original amount of damage. You can delay making this attack for as long as you maintain concentration.

If the damage dice are not reduced to zero, then the attack hits its target, and any remaining damage dice are rolled and damage soaked as normal.

Crush (Force Choke) - Telekinesis

You are able to exert inward pressure sufficient to cause damage. This is most effective on objects, and characters who cannot counter with their own Telekinesis skill.

- Used by Darth Vader to express his displeasure with Admiral Motti's lack of faith; ANH
- Used by Luke Skywalker to dissuade the Gamorean guards at Jaba's palace gate; ROTJ
- Used by Darth Vader to destroy medical equipment on Coruscant after hearing of Padme's death; ROTTS

System: Declare a target within your line of sight that you wish to damage. Spend a Force Point. You automatically do Bashing damage to your target up to your Telekinesis. You can choose to do less.

The target cannot dodge the attack, but can soak the damage with a Stamina roll. Force users with the Telekinesis skill can roll Telekinesis + Stamina to soak the damage. You continue to do damage to the target each turn for as long as you maintain concentration.

You can crush multiple objects simultaneously by spending an additional Force Point for each.

When crushing an object without a Stamina or Durability rating, the Storyteller will set the soak dice based on the object's sturdiness. Here is a general guideline:

- A tin can or wine glass
- Glass block or an ink jet printer
- Plastic block or a wooden box
- Wood block or a brick
- Granite block or a fire hydrant

When attempting to crush anything extremely large, reduce the soak difficulty by 1 for each step above Character on the Combat Scales chart.

Energy Burst (Sith Lightning) - Dynamism

You are able to summon a controlled burst of electrical energy. This energy is torturously painful to living beings. While it can be deadly after a long duration, short duration bursts are quickly recovered from. Energy Bursts also do Ion damage to droids, vehicles, and cybernetics.

- Used by Emperor Palpatine against Luke Skywalker on the second Death Star; ROTJ
- Used by Count Dookoo against Anakin Skywalker and Yoda in the hanger on Geonosis; AOTC
- Used by Rey to destroy the First Order transport on Pasaana; ROS

System: Spend a Force point and roll Dexterity + Dynamism to aim the Energy Burst as a ranged attack at the intended target within your line of sight.

Your target may be able to Dodge (or Parry with a lightsaber) your Energy Burst. Roll your current Force Points to determine damage. Damage from an Energy Burst is similar to Stun Damage and cannot be soaked.

An Energy Burst that hits a living being does Stun damage until the target is Incapacitated, then it does Bashing damage until the target reaches Incapacitated again, then it does Lethal damage. Droids, vehicles, and cybernetics only suffer Ion damage (see “Ion Dmage” in the *Vehicle Encounters* chapter).

You can maintain the energy burst and continue rolling damage each turn for as long as you maintain concentration. A character that is being struck by an Energy Burst, but is not yet Incapacitated can make a Willpower roll to act (difficulty 4 + your Dynamism). If the roll fails, the character is in too much pain to focus.

Focus - Control, Sense

By taking a moment to feel the Force and allow it flow through you, you are capable of success that far exceeds your abilities.

- Used by Luke Skywalker, after turning off his targeting computer, to fire the shot that destroyed the Death Star; ANH
- Used by Yoda before summoning Luke’s submerged X-wing fighter from the bog on Dagobah; ESB
- Used by Rey before successfully using Suggestion to convince the Stormtrooper guard to release her from Star Killer base; TFA

System: Declare an action, then take a full turn to do nothing but concentrate on that action. After you make the appropriate roll you can multiply your total number of successes for that action by the lower of your Control or Sense.

Force Feats - Control, Telekinesis

Force users are capable of super-human physical feats. By drawing on the Force, you can jump or drop farther, run faster, hold your breath longer, and leap higher than beings of your species should be capable.

- Used by Luke Skywalker to leap from the carbon freeze chamber on Cloud City; ESB
- Used by Qui-Gon Jinn & Obi-Wan Kenobi to dash away from the destroyer droids aboard the Trade Federation Flagship; TPM
- Used by Qui-Gon Jinn & Obi-Wan Kenobi to drop from the ventilation shaft to the hanger bay floor aboard the Trade Federation Flagship; TPM

System: Spend a Force Point for each physical feat you wish to accomplish. Multiply the normal success for that action by the lower of your Control or

Telekinesis dots. For example, a human can normally jump 4 feet per success on a Strength + Athletics roll. A Force user with Control 3 and Telekinesis 4 can multiply that by 3 (the lower of the two) and jump 12 feet per success. This effect lasts until the feat is completed.

Rules for various feats can be found in WoD books. Falling—V:TM 193; Running—V:TM 211; Climbing—V:TM 212; Jumping—V:TM 213; Feats of Strength—V:TM 213; Swimming—V:TM 215; Holding your breath—H:TR 207. Other WoD books may have rules for other physical actions.

Healing - Control or Rapport

You have the ability to rapidly improve the health of yourself or others—no matter the cause of their injuries—by restoring their life energy through the Force.

- Used by Luke Skywalker to heal one Health level after having his hand amputated by Darth Vader in Cloud City; ESB
- Used by Rey to heal the wounded vixis beneath the Pasaana desert; ROS
- Used by Rey to heal Kylo Renn’s lightsaber injury on Kef Bir; ROS

System: If you have dots in Control, you can apply Healing to yourself. Spend a Force Point, roll Control + Medicine (difficulty 6), and increase your Health by a number of levels equal to your successes. This is similar to vampiric Healing in V:TM pg 191, and can be done reflexively even after a character’s Health Level is reduced to Incapacitated.

If you have dots in Rapport, you can apply Healing to another character or creature, but you must be in physical contact with them. To heal someone else spend a Force Point, roll Rapport + Medicine (difficulty 6), and increase their Health by a number of levels equal to your successes. It takes one turn for each Health level you improve.

Healing restores Stun, Bashing, and Leathal damage all at the same time. It will not reverse physical Flaws acquired through the Amputation rules, but it will nullify the effects of drugs, poison, or disease.

Heave - Telekinesis

You are able to impart tremendous kinetic energy to an object that you have already established a connection to through the Force. Your control over the object is crude, but you are able to turn anything into weapon by hurling it into another character... or hurling the character into an object.

- Used by Darth Vader to throw machinery at Luke Skywalker during their duel on Cloud City; ESB

- Used by Count Dooku to hurl Anakin Skywalker into the wall after striking him with Sith lightning in the hanger on Geonosis; AOTC
- Used by Emperor Palpatine to throw repulsor pods at Yoda during their duel in the Senate Chamber on Coruscant; ROTS

System: You must first establish a Force connection to the target object through any other Force Power, such as Manipulate Object, Energy Burst, or Subjugate. Choose a direction in which to accelerate the object. If the object is fixed in place, use the Feats of Strength rules above with Telekinesis + Passion to rip the object free. If careful aim is required, roll Dexterity + Telekinesis.

Roll your current Force Points to determine Bashing damage. Lethal damage may be inflicted at the Storyteller's discretion if the object (or target) is sharp, hot, results in a long fall, etc. After the object is Heaved, you no longer have Telekinetic control over it.

Ignore Pain - Control

In the middle of combat, the distraction of a painful wound can often be more deadly than the wound itself. You've learned to block out that pain and focus on the task at hand. While this might not be as good as healing your wounds, it will give you a better chance of surviving the fight to heal later.

- Used by Kylo Ren after being shot by Chewbacca on Star Killer base; TFA

System: When you are wounded and taking dice pool penalties, roll Stamina + Control, difficulty 6. You can ignore Health penalties equal to your successes. For example, if you roll three successes, and your wound level is Mauled (-4), you would suffer only a -1 penalty. This benefit lasts until the end of the scene.

Lightsaber Combat - Control, Sense

You are able to sense the momentum of the massless lightsaber blade, and by allowing the Force to influence your reflexes, you are able to anticipate and deflect incoming attacks from all sides.

- Used by Luke Skywalker to parry blaster bolts on Jabba's sail barge; ROTJ
- Used by Darth Vader to block Luke's attack on the Emperor on the second Death Star; ROTJ
- Used by Obi-Wan Kenobi to parry Count Dooku's Sith Lightning in the hanger on Geonosis; AOTC

System: Reduce the base difficulty to use a lightsaber from 8 to 6.

When using a lightsaber in combat, add your Control dice to the pool when rolling for Initiative. Your light saber does not have to be on or even in your

hand to get this bonus, as long as you plan to draw and activate it as your first action.

You can also automatically deflect a number of ranged attacks each round equal to your Sense dice without making a roll. Deflecting these attacks does not require you to split your dice pool for your regular action. Any ranged attack roll against you that results in a botch is automatically deflected back at the attacker. If you are attacked more times than you have Sense dice, you can roll to deflect subsequent ranged attacks, splitting your dice pool as needed.

You may also choose to redirect a ranged attack at another target as an action that round. To redirect an attack, roll Control + Melee to hit your target.

Lightsaber Creation - Dynamism, Sense, Telekinesis

You are able to manufacture your own lightsaber, a process that requires sensing the atomic structure of the core kyber crystal, aligning it with a precision that no droid can match, and then channeling the power of the Force through it.

- * We never see a lightsaber constructed in the movies, but the process is shown in *Clone Wars*, season 5, episode 6.

System: After acquiring the other necessary parts and a kyber crystal attuned to you, you must first study the crystal. Roll Intelligence + Sense (difficulty 8) until you accumulate ten total successes. Each roll takes one hour. Meditation reduces the difficulty by 1. For each roll that results in a botch, the damage rating of your lightsaber is reduced by 1.

Once you understand your crystal, you can align and mount it—an extremely delicate operation. Roll Dexterity + Telekinesis (difficulty 8) until you accumulate ten total successes. Each roll takes one hour. Meditation reduces the difficulty by 1. If you roll a botch, you must start over.

Finally, to energize the crystal and complete your lightsaber, spend a Force Point and roll Dynamism (difficulty 8). Meditation reduces the difficulty by 1. If the roll fails, you must spend another Force Point to try again. If you roll a botch, the kyber crystal shatters.

Lightsaber Empower - Dynamism

You are able to increase the damage done by your lightsaber blade by pushing additional Force energy through the crystal.

- Used by Qui-Gon Jinn to cut through the blast doors of the bridge aboard the Trade Federation flagship; TPM

System: Spend a Force Point. When rolling damage from your lightsaber, add your Dynamism score to the

number of successes. This lasts until the end of the scene.

Manipulate Object - Telekinesis

This Force Power allows for fine or subtle manipulation of an object without having to touch it. Objects manipulated by this power move in a very controlled and deliberate manner and allow the Force user as much (or more) precision as if they were actually moving the object with their hands. While the power can be used to move an object into harm's way, the power itself does not exert enough energy to do damage.

- Used by Luke Skywalker to float C-3PO around the Ewok village on Endor; ESB
- Used by Qui-Gon Jinn to win his chance-cube bet with Watto on Tatooine; TPM
- Used by Anakin Skywalker to share a piece of fruit with Padme on Naboo; AOTC

System: Declare a target object within your line of sight that you wish to manipulate and spend a Force Point. Depending on what you wish to do with the object, the storyteller may ask for a roll substituting your Telekinesis dots for Attribute or Ability dots. For example, to do something very precise, roll Dexterity + Telekinesis. To utilize a simple tool, roll Telekinesis + Repair. To do something without others noticing, roll Telekinesis + Subterfuge. To manipulate something very heavy, consult the feats of strength rules described above. Other rolls are possible, depending on what you wish to accomplish.

If the object to be summoned is attached loosely (half buried in a snow bank) or securely (bolted to a wall), or is extremely large (a sunken X-Wing), use the Feats of Strength rules as described above.

If the object you are manipulating is another character, they may choose to oppose you by grabbing hold of a fixed object. Roll your Telekinesis against their Strength + Athletics. If the target is a Force user, they can add their Telekinesis to the roll as well.

Simple, uncontested actions do not require any roll. You can continue to manipulate the object for as long as you concentrate on it.

Meditate - Dynamism

Most characters regain their Force Points by roleplaying their Nature, just as Willpower is regained in V:TM. While this is also true for Force users, because they expend their Force Points far more rapidly, Force users are able to regain Force Points by entering a meditative trance and contemplating their own Nature and their relationship to the universe. Those who have fallen to the Dark Side do not gain much strength from a serene practice like Meditation.

- Used by Qui-Gon Jin while trapped between the laser gates in the power station on Naboo; TPM

System: To successfully Meditate, you must first enter a meditative trance. The amount of time this takes is based on your Conscience—your “self-awareness which enables you to evaluate your own conduct.”

- Four hours
- One hour
- Fifteen minutes
- Five minutes
- One minute

You must concentrate on achieving a trance the entire time. If your concentration is broken, you must begin again. Once you have achieved a trance, roll your Dark Side Resistance and regain a number of Force Points equal to your successes. You can temporarily exceed your maximum number of Force Points in this way, but excess Force Points are lost at the end of the scene.

Other Force Powers, such as Clairvoyance or Project Thoughts, are easier while meditating. You can remain in a meditative trance and use such powers for as long as you wish. Unless specified by the other Force Power you may be using, you are completely aware of your surroundings while in a trance, and can speak to other characters. You can end your trance to take other actions at any time. Meditation does not replace the need for food or sleep.

Meld With Force (become a Force ghost) - Control, Dynamism

At the moment of death, all being's consciousness merge with the Force. By preparing yourself, by being calm and at peace, you are able to surrender yourself to the Force and yet maintain your own identity and memories through the transition. You can then return to the living universe as a Force Ghost. The more aligned you are with the Light side of the Force, the easier this is.

- Used by Ben Kenobi upon being struck down by Darth Vader on the Death Star; ANH
- Used by Yoda upon his death in his home on Dagobah; ROTJ
- Used by Anakin Skywalker as he died on the shuttle ramp aboard the Second Death Star; ROTJ

System: You need to anticipate the scene in which you will take damage that puts you below Incapacitated. This is easier to do at home on your death bed than it is in combat. Take a full turn to concentrate and prepare yourself for the transition. Roll Control + Self Control, difficulty 4 + your Passion. Meditation reduces the difficulty by 1.

If the roll succeeds and you take fatal damage before the end of the scene, you are prepared for the transition. If the roll fails, or you do not take damage sufficient to be fatal, the effort is wasted.

If you successfully prepared yourself before your death, then at any time after you take fatal damage, you can attempt to become a Force Ghost. Roll Dynamism + Conscience. The difficulty equals the inverse of your Dark Side Resistance. For example, if you have a Dark Side Resistance of 3, then the difficulty is 7.

Discuss with your Storyteller what becoming a Force Ghost means for your character. The Force Ghosts in the Star Wars movies seem to be limited in their ability to interact with the living universe, but we don't see them enough to establish rules. Most likely your Force Ghost will become an NPC. But there may be Storytellers willing to explore incorporeal PCs. Perhaps rules from *Wraith: The Oblivion* can be adapted for the purpose.

Operate - Dynamism, Sense, Telekinesis

Moving objects from place to place is not the same as being able to take control of a complex machine. You are able to remotely manipulate any device, from switching an adversary's blaster pistol to stun to lowering the shields of a capital ship, even if you lack the appropriate Ability. By studying the device, you can push electrons through its circuits or cycle its gears and solenoids to achieve the desired results.

- Used by Darth Vader to activate the carbon freeze chamber on Cloud City once Luke had fallen into it; ESB
- Used by Emperor Palpatine to release Luke's binders in the throne room aboard the second Death Star; ROTJ

System: Select a machine within your line of sight. You can attempt to make that machine perform any function it is capable of by rolling Sense + the lower of your Dynamism or Telekinesis in place of the normal Attribute/Ability roll. The difficulty is equal to the normal difficulty for a skilled operator to attempt the same task.

If attempting to control a machine that is being used by another character, this becomes a Resisted Action. If attempting to control a droid, the difficulty is equal to the droid's Willpower.

If you are already using Manipulate Object on that device, you can roll to Operate it without losing concentration.

Physical Prowess - Control

You possess the athleticism that both Jedi and Sith are famous for. You can run, jump, balance, and

tumble as well as any professional athlete, and you can do it with a confidence that looks like insanity to most.

- Used by Luke Skywalker while training with Yoda on Dagaobah; ESB
- Used by Darth Maul, jumping from his speeder bike to attack Qui-Gon on Tatooine; TPM
- Used by Yoda while dueling with Count Dooku in the hanger on Geonosis; AOTC

System: Once you learn this skill, you can add your Control dots to any Athletics rolls you make.

Probe Memories - Rapport, Sense

You are able to delve deeply into the memories of other beings, sorting through them and unearthing their most guarded secrets. But beware. Weaving your mind so tightly with another can backfire and lay your own secrets and fears bare to your adversary.

- Used by Kylo Ren while interrogating Poe Dameron at Star Killer base; TFA
- Backfired on Kylo Ren while interrogating Rey at Star Killer base; TFA

System: Declare a target within your line of sight. Spend a Force Point. Probing the memories of another is an Extended and Resisted Action. You roll Rapport + Intimidation (difficulty equal to your target's Willpower). Your target rolls Self Control + Intimidation (difficulty equal to your Willpower). You must maintain concentration for the entire contest, but your target may choose to split their dice pool to take other actions. The first to accumulate five more successes than the other is the victor. The contest continues until someone is victorious, until you lose concentration, or until you lose line of sight to your target.

The victor will learn true and detailed answers to a number of questions equal to your Sense.

Proficiency - Control, Sense

You sense things that others can't—an object outside your field of vision, a slight change in your adversary's attention, or an unnoticeable difference in temperature. You can also allow the Force to guide your actions and reactions—to move at just the right moment, to inflect just the right word, to look in just the right place. By applying this power to any Talent or Skill, you can gain a distinct advantage over an opponent.

- Used by Ben Kenobi with the Stealth skill to make his way to and from the tractor beam controls aboard the Death Star; ANH
- Used by Obi-Wan Kenobi with the Pilot skill to evade Jango Fett in the asteroid field around Geonosis; AOTC

- Used by Rey with the Stealth skill while escaping from Star Killer Base; TFA

System: Declare a Talent or Skill you wish to have Proficiency with and spend a Force Point. For the remainder of the scene, you can add the lesser of your Control or Sense dots to any roll using that Ability.

Proficiency can only be applied to one Ability at a time. You must spend another Force Point to switch to a different Ability.

Project Thoughts - Rapport

You are able to make others consciously aware of your own thoughts as a means of communicating covertly or over great distances.

- Used by Ben Kenobi after his death to prompt Luke Skywalker to flee the Death Star; ANH
- Used by Luke Skywalker to contact Princess Leia while he was hanging below Cloud City; ESB
- Used by Darth Vader to reach out to his son after Luke was rescued from Cloud City; ESB

System: Declare the willing character you wish to communicate with. Roll Rapport + Empathy (difficulty 5 adjusted by the Relationship and Distance tables above). Meditation reduces the difficulty by 1. You can communicate any thoughts you want, but must maintain concentration through out the effort.

1 Success	They have a vague impression that you are trying to reach out to them.
2 Successes	and they know that your core message is a warning, greeting, instruction, etc.
3 Successes	and they know specific details that are key to your message.
4 Successes	and they know your exact message as if reading the words.
5 Successes	and they know your exact tone and inflection as if you were speaking directly to them.

Read Surface Thoughts - Rapport, Sense

You are able to tap into the conscious inner monologue of another being's mind and listen in to what they are thinking. This is very similar to the Auspex 3 discipline "Telepathy" from V:TM

- Used by Luke Skywalker to feel the good in Vader, during their duel on the second Death Star; ROTJ
- Used by Darth Vader to learn of Luke's sister during the duel on the second Death Star: ROTJ
- Used by Kylo Ren to learn that Rey had seen the map to Luke Skywalker during their encounter on Takodanna; TFA

System: Select a target being within your line of sight. Roll Perception + Rapport (difficulty 5 adjusted by the Relationship table above). If you are successful,

you gain one individual item of information per turn per point of Sense. For example if you have Sense 3, you would learn one piece of information per turn for three turns. You must maintain concentration the entire time. See V:TM pg 160 for details on Roleplaying this.

Repel - Telekinesis

You can push objects directly away from you with enough energy to cause damage.

- Used by Qui-Gon Jinn to throw back attacking battle droids aboard the Trade Federation Flagship; TPM
- Used simultaneously by Obi-Wan Kenobi and Anakin Skywalker during their duel on Mustafar; ROTS

System: Declare a target object within your line of sight that you wish to repel. You can target up to one object per point of Willpower. Spend a Force Point. Your target object(s) will fly directly away from you and take Bashing damage as if it had fallen ten feet for every point of Telekinesis. For example, if you have four dots to Telekinesis, treat the object as if it had fallen 40 feet. Use the Falling rules on page 193 of V:TM.

If the object collides with another object or being before it reaches the total distance, both suffer damage as if the target had fallen the full distance. For example, if the target hits a wall 10 feet behind it, it still takes damage as if it had fallen 40 feet.

If there is no object to collide with, if the nearest wall is 100 feet away for example, the target takes no damage, but is still knocked backwards the full 40 feet. Characters may be knocked prone unless they make a Dexterity + Athletics roll (difficulty 5 + your Telekinesis) to stay on their feet.

If the target object is secured in place, Repel is not strong enough to break it free.

The effect of the Repel Power happens too quickly for a being or droid to react and attempt to counter it, however if two Force user attempts to repel each other simultaneously, the efforts cancel out and the character with less Telekinesis is thrown back only the difference between the scores. For example, if characters with a four and three Telekinesis attempt to repel each other simultaneously, the character with a three is thrown back only 10 feet.

Somnolence - Rapport

With a touch, you are able to temporarily suspend another being's awareness and motor control, thus rendering them unconscious. Depending on the strength of your target's Willpower, this state can persist from a few moments to a few hours. This

power does not affect autonomous bodily functions like breathing, blinking, or heart rate. The victim is catatonic and unable to take any action, but is otherwise unharmed by the experience.

- Used by Kylo Ren to render Rey unconscious on Takodanna before taking her back to Star Killer base; TFA

System: Make physical contact with the target character. You may need to make a Dexterity + Brawl roll to do this. Spend a Force Point and roll Rapport + Subterfuge (difficulty equal to the target's Willpower). Your target will remain unconscious for a length of time based on your number of successes.

1 Success	One turn
2 Successes	One minute
3 Successes	Ten Minutes
4 Successes	Half an hour
5 Successes	One hour

Subjugate - Rapport

You are able to temporarily override another character's primary motor cortex, thus taking control of their voluntary movement and turning them into your puppet. Depending on the strength of your target's Willpower, you can completely immobilize them or move their limbs to direct their actions in a crude fashion. This power does not affect autonomous bodily functions like breathing, blinking, or heart rate, nor does it affect perception or mental functions.

- Used by Kylo Ren to capture Poe Dameron on Jakku; TFA
- Used by Kylo Ren to capture Rey on Takodanna; TFA

System: Select a target being within your line of sight and spend a Force point. Roll your Rapport + Command (difficulty equal to the target's Willpower). Remember how many successes you achieve.

The target is unable to move on their own or take any voluntary action for as long you maintain concentration, or until they are able to successfully break your hold on them. In addition to immobilizing the target, once per turn you can attempt to manipulate their actions. Any action that would normally require a dice roll is too complex for the crude control you wield, but you can compel the target to stand, sit, walk, wave, drop or pick up objects, etc.

The target is fully aware of your control and can fight against it. Once per turn, the target can attempt to break your hold by rolling their Willpower (difficulty equal to your Willpower). If they achieve more successes than you made in your initial roll, they have thrown off your control and are free to act again.

Suggestion (Jedi Mind Trick) - Rapport

The Force can have a strong influence on the weak-minded. You are able to implant ideas in a character's conscious mind. Moreover, the subject believes the thoughts are their own and will act on them accordingly. Any simple Suggestion like "walk away" or "you didn't see that blip on the sensor screen" that requires little effort on the subject's part is done without hesitation. Any extended or complex action that may involve a dice roll like "help me escape from this ship" or "shoot down those star fighters" may be met with some hesitation or lack of enthusiasm. Any action that would put the subject in immediate peril like "jump into that lava pit" or "attack that rathtar" can be resisted. This is very similar to the Dominate 1 discipline "Command the Wearied Mind" from V:TM.

- Used by Ben Kenobi to pass the storm trooper patrol in Mos Eisley on Tatooine; ANH
- Used by Obi-Wan Kenobi to brush off the deathstick dealer in the bar on Coruscant; AOTC
- Used by Rey to escape the storm trooper guard while imprisoned on Star Killer base; TFA

System: Select a target character within your line of sight (and the sound of your voice) that you wish to influence, and spend a Force Point. Speak your Suggestion in a language the target understands loudly enough to be heard and roll Rapport + Diplomacy (difficulty equal to the target's Willpower). If you succeed and the Suggestion is simple enough, the target will act on it as if it were their own idea. If the Suggestion is more complex, the more successes you roll, the more enthusiastic the target will be about carrying it out. If the task is perilous, the target can roll their Wits + Subterfuge (difficulty equal to your total Force Points) to realize they are being influenced, and throw off the effect. Some beings are not susceptible to this Force Power.

Summon Object - Telekinesis

You can summon an object to your hand with enough speed to make use of it, or wrest an object out of someone else's possession.

- Used by Luke Skywalker to retrieve his lightsaber from the snowbank in the ice cave on Hoth; ESB
- Used by Darth Vader to seize Han Solo's blaster in the banquet room on Cloud City; ESB
- Used by Rey and Kylo Ren to compete for Anakin's lightsaber in the forest on Star Killer base; TFA

System: Declare a target object within your line of sight that you wish to summon. If the object is unattended, roll Dexterity + Telekinesis. It will

automatically move to your hand in a straight line at a speed determined by the number of successes.

- 1-2 successes the object will reach your hand by the end of the turn
- 3-4 successes the object will reach your hand in time to split your dice pool and use the object this turn.
- 5+ successes the object will reach your hand quickly enough to use it without splitting your dice pool this turn.

If the Summoned object is being held by another character, this is a Resisted Action (your Dexterity + Telekinesis vs their Strength + Athletics) to determine who gains control of the object. The same Resisted Action applies if the object you are summoning is a living being or droid and they try to oppose you by grabbing hold of a fixed object.

If the summoned object is attached loosely (half buried in a snow bank) or securely (bolted to a wall), or is extremely large (a sunken X-Wing), use the Feats of Strength rules as described above.

If two or more Force Users attempt to use Summon simultaneously on the same object, the Resisted Action is Telekinesis + Current Force Points for both. Ties result in the object remaining motionless.

Transfer Life - Control, Rapport

You have unlocked the secret of using the Force to prolong life and prevent death. When a character is weakened through age or injury, life energy can be transferred to the dying from a donor. Through the Force, you are able to sacrifice your own life energy to keep those you care about from dying—or steal their life to save your own.

- Used by Anakin Skywalker to keep himself alive on Mustfar by stealing life from Padme; ROTS
- Used by Palpatine to rejuvenate himself on Exegol by stealing life from Rey and Ben Solo; ROS
- Used by Ben Solo to revive Rey on Exegol by sacrificing his own life force.

System: You must be one of the participants in the transfer. Select the character to be the other participant. If you are the donor, you can sacrifice a number of lethal Health levels equal to your Control and the recipient will recover an equal number of Health levels. If you are the recipient, you will recover a number of Health levels equal to your Rapport, and the donor will lose an equal number of lethal Health levels. This transfer occurs at a rate of one Health level per turn. This is similar to vampiric Healing in

V:TM pg 191, and can be done reflexively even after a character's Health level is reduced to Incapacitated.

No roll is required if both participants are willing and in physical contact with one another. If the participants are not in contact, roll your Stamina + Rapport (base difficulty 5 adjusted by the Relationship and Distance tables above). If the other participant is unwilling, use their Willpower as the base difficulty. Meditation reduces the difficulty by 1.

Vanquish – Dynamism

Most characters regain their Force Points by role playing their Nature (as Willpower is regained in V:TM). While this is also true for Force users, because they expend their Force Points far more rapidly, Force users are able to regain Force Points by claiming the energy of those they conquer. The stronger the relationship with the vanquished, the easier to claim their energy. Such acts of aggression and conquest can lead to the Dark Side for those who are unwary.

- Used by Darth Vader after executing Admiral Ozzel for his incompetence; ESB
- Attempted by Count Dooku to no effect after amputating Anakin Skywalker's arm in the hanger on Geonosis; AOTC
- Used by Emperor Palpatine after his apprentice amputated Mace Windu's hand in the Chancellor's office on Coruscant; ROTS

System: To successfully Vanquish another being, you either have to kill them or otherwise intentionally exert your dominance over them in a life-altering way. Once the Storyteller agrees that this qualification has been met, roll a pool of ten dice minus your Dark Side Resistance, difficulty 5, adjusted by the Relationship table above. For each success, you gain one Force Point and your target loses one up to your target's Total Force Points. You can temporarily exceed your maximum number of Force Points in this way, but excess Force Points are lost at the end of the scene.

Ventriloquism - Dynamism

By manipulating sound waves, you are able to create illusionary audio effects of any sound you are familiar with, even those impossible for your species to produce, and at a volume impossible for your species to match. The sounds can appear to come from wherever you wish.

- Used by Ben Kenobi to frighten off the sand people that attacked Luke on Tatooine; ANH
- Used by Ben Kenobi to distract the Stormtrooper patrol while disabling the tractor beam on the Death Star; ANH

System: Declare the sound that you wish to produce and select a location within your line of sight for the

sound to emanate from. Roll your Wits + Dynamism vs the Perception + Alertness of anyone you wish to fool with your ventriloquism. The storyteller will set the difficulty based on your familiarity with the sound, and the familiarity of those you wish to fool. For example, if you once heard a Krell Dragon's roar in a holo video, your difficulty to mimic it would be very high, while the opposing difficulty of the experienced poachers you wish to deceive would be very low.

Other Force Powers

With few exceptions, the list above captures only what is seen in the Star Wars feature films. Certainly there are other Force Powers exhibited in the Expanded Universe that are not described here—Luke Skywalker's hibernation trance from the novel *Heir to the Empire*; Galen Marek's exploding energy projectiles from *The Force Unleashed* video games; Ezra Bridger's ability to commune with beasts from the *Star Wars: Rebels* animated series. Any of these and more can be added with the Storyteller's permission to create the flavor of Force user that is desired.

Here are some tips when creating systems for new Force Powers of your own:

- You don't want characters using the same attack over and over, so require them to spend a Force Point for any kind of offensive power.
- Nobody enjoys having their character's mind or body taken over. Tie Rapport powers to an Ability rather than an Attribute so a character can't become overly proficient at Rapport.
- Allow for different levels of success. Just barely succeeding can be more fun than an easy victory.
- Put limits on Ability enhancements to ensure that non-Force using characters aren't overshadowed in their own specialties.

The Dark Side & The Light Side

To those who practice the Dark Side, the power of the Force comes from passion, strength, and conquest. Practitioners of the Light Side believe the Force comes from peace, serenity, and harmony. While the expanded universe offers opinions, theories, and explanations—often contradictory—the feature films give us very little insight into the practicalities of these differences. In this conversion, we are only concerned with a mechanics system that can be used in game play that adequately explains what is seen in the feature films.

In the movies, there are two differences between the dark side and the light that can be translated into game mechanics; even these are only hinted at

vaguely. The first is how Force Skills are temporarily increased to accomplish some difficult task. The second is how Force Points are regained after they have been exhausted.

Temporary Force Skill Increases

Novice Force Users are occasionally capable of feats beyond their ability. Once per game session, a Force user can substitute a particular Virtue for a lesser Force Skill using the methods below. This increase does not come with any additional Force Powers, but the character can use their existing Force Powers more effectively.

Of course as the Force User gains experience, and their Force Skills equal or exceed their Virtues, this ability becomes less useful. It is primarily an effective way for a teacher to promote a particular path to a novice.

There are two options for temporarily increasing Force Skills.

Control Your Fear

You can temporarily increase one Force Skill for one scene if you are able to control your fear. In situations that the Storyteller agrees are "frightening," or when failure would lead to terrible consequences, spend a Force Point and roll your Self-Control (difficulty 3 + your Passion). If you succeed, you can substitute your Conscience score for a Force Skill of your choice for the duration of the scene.

Release Your Anger

You can temporarily increase one Force Skill for one scene if you give in to your anger and let the hate flow through you. But be warned—this is the path to the Dark Side. You automatically lose a point of Dark Side Resistance, but you can substitute your Passion score for a Force Skill of your choice for the duration of the scene. There are no required circumstances, and there is no roll. The path to the Dark Side is quicker, easier, and more seductive.

Regaining Force Points

Most characters regain their Force Points by role playing their Nature (as Willpower is regained in V:TM). While this is also true for Force users, because they expend their Force Points far more rapidly, Force users are able to regain Force Points using two Force Powers—Meditate and Vanquish. While the basis for these powers in the films is scant, both serve a mechanical function that justifies their inclusion.

Meditation is often hinted at by the Jedi in the films, but we only really see it once, when Qui-Gon Jinn begins to meditate while trapped between the

laser gates in the middle of the duel with Darth Maul. Did he regain Force Points and come out of the laser gates stronger? Tough to say. But it stands to reason that a Jedi—or any adherent of the Light Side of the Force—would refresh their strength through peace and serenity, and the more resistant you are to the Dark Side’s influence, the more effective Meditation would be.

The idea behind Vanquish is largely based on Emperor Palpatine crying out “UNLIMITED POWER!!!” after Anakin (arguably Palpatine’s willing Apprentice by that point) betrays Mace Windu and the entire Jedi Order. While Palpatine may have been faking the extent of his weakness, it seems evident that the moment Anakin betrayed the Jedi Order, Palpatine became more powerful. The Vanquish

mechanic is intended to give Sith and Dark Side adherents a way to refresh their power through strength and conquest.

In addition, both of these powers provide a mechanical motivation for Force sensitive PCs to maintain some Dark Side Resistance and not squander it for easy successes. As a character loses Dark Side Resistance and becomes more dependent on Vanquish to replenish Force Points, the character must commit more and more acts of aggression against other characters that they know well—usually other PCs. Force Sensitive Characters who lose their Dark Side Resistance completely will have a strong motivation towards “evil” in order to maintain their power.

Creatures

From Dewbacks to Shaaks to Rathtars, exotic alien animals have always been an important part of the Star Wars universe. Whether riding a galloping mount, hunting game in the wilds, exterminating vermin, tending a herd of livestock on a primitive planet, fleeing a hunting pack, or simply keeping a loyal pet, there are plenty of opportunities for characters to interact with creatures in a Star Wars adventure.

SWRPG included rules that handled creatures in a similar way to characters but only gave them three stats: Strength, Perception, and Dexterity, eliminating the more social or learned attributes. To carry on in that tradition, this conversion includes a Creature Sheet so that any interactions between Characters and Creatures can be handled using the same rule set. The Creature Sheet gives non-sentient beings Physical and Mental Attributes, but not Social. It also lists the purely instinctual Abilities that almost any living creature might possess. While it may seem odd to talk about a Porg having an Athletics score, or a Bantha having a Brawl score, it makes it easier to apply the same rules to Creatures that apply to Characters.

Unlike Characters, there are no “Starting Creatures” that can be built by spending points. Some species are just more powerful than others.

The following guidelines describe how to convert a Creature from a WEG source book to this new Creature Sheet. For creatures that don’t have stats in a WEG book, you may have to go with numbers that just feel right.

Species: Every creature is called something. Use the title before the description of the creature that is used in the WEG source material.

Type: Each creature described has a Type. This transfers directly. When creating your own creatures, or replicating newer Star Wars creatures without WEG stats, use this space to describe the creature’s role in its ecology. The Type should efficiently summarize what a “Dianoga” is in case you forget without a handy picture.

Scale: WEG did not assign scales to creatures in the same way that they did to vehicles and this was a missed opportunity. It is easy to see that any creature large enough to be ridden by a character is at least the same scale as a speeder bike, that the exogorth that swallowed the Millennium Falcon was at least as big

STAR WARS Creature Sheet

Species: *Tauntaun*

Type: *Arctic climate omnivore*

Scale: *Speeder*

Size: *1.2-3 meters at the shoulder*

Name:

Owner:

Attributes

Strength

Dexterity

Stamina

Perception

Intelligence

Wits

Willpower

Abilities

Alertness

Athletics *Running*

Brawl

Dodge

Intimidation

Stealth

Combat

Armor Type	A.R.

Attack	Type	Dmg
<i>Charge</i>	<i>B</i>	<i>3+1</i>

Combat Scales

Capitol

Transport ↑ -1 diff to hit

Starfighter ↑ +1 diff to dmg per step

Walker

Speeder ↓ +1 diff to hit

Character ↓ -1 diff to dmg per step

Vermin

Notes

Trained to carry riders

Merits

+1 Environment Adaptation (cold)

+1 Extra Appendage (Tail)

SWRPG page 222

Health

Bruised

Hurt -1

Injured -2

Wounded -3

Mauled -4

Crippled -5

Incapacitated

Stamina score. When creating your own creatures, or replicating newer Star Wars creatures without WEG stats, the Strength and Stamina score do not have to be the same.

Mental Attributes: The WEG stats only give creatures one mental attribute—Perception. Ignore any pluses and use these guidelines to assign three WoD Mental Attributes based on that one score.

- If the creature is a wild animal that is hunted by predators, give it a Perception equal to the WEG Perception score, and give it Intelligence and Wits of one die less.
- If the creature is a domesticated animal that can be trained, give it an Intelligence equal to the WEG Perception score, and give it Perception and Wits of one die less.
- If the animal is a predator that hunts, give it a Wits equal to the WEG Perception score, and give it Perception and Intelligence of one die less.
- If the WEG stats only give the creature a Perception of 1D, then give it 1D to all three Mental Attributes.

If the Perception stat is greater than 5D, give the creature a Perception of 5D and put the extra dice towards the “Alertness” ability. Or, give it appropriate Merits such as “Accute Hearing” or “Sixth Sense”.

Willpower: The WEG stats give some—not all—creatures an Orneriness stat. Creatures, like characters, can be stubborn and tenacious, and a Willpower stat is needed to reflect that. Start all creatures with a Willpower of 5D, and then add their Orneriness stat, ignoring pluses, if they have one.

Adjust the Willpower up or down based on any “Story Factors” or description text that indicate the species is particularly willful or compliant.

Abilities

If there are any Skills listed for the creature in the WEG stats, find a similar Ability on the Creature Sheet (or add one in the blanks provided) and give the creature an Ability score equal to the Skill bonus, ignoring pluses. Remember that a WEG stat block may do the math for you and add the Skill bonus

to the parent Attribute score, so you may have to subtract the Attribute score to get the actual Skill bonus.

Use the Athletics Ability to represent any form of movement from running or flying to swimming or burrowing. Divide the creature’s Move stat by 5 and round down to convert to an Athletics score.

Use the Brawl Ability to represent any form of attack from a claw or bite to a ram or tail swipe. Give the creature 1D to Brawl for each form of attack they possess.

Use any numbers provided in the WEG stats and “Story Factors” as a guideline, but limit them to five dice. If a value is over five and the creature’s scale won’t compensate for the difference, assign an appropriate Merit or Flaw.

Combat

Armor: Some creatures have an armor rating due to tough hides or scaly plates. Record the type of protection and the Armor Rating here. If the SWRPG Armor stat is above 5, then limit it to 5.

Attacks: For each attack type that a creature has (claw, bite, constrict, etc) list it here. Use your best judgment to determine what Type of damage the attack does—Lethal (L) or Bashing (B). Almost all animal attack damage will be based on their Strength in both the WEG and WoD system. Copy the damage for the Attack from SWRPG ignoring pluses after the additional dice.

Example: “Claw: STR+2D+2” in SWRPG would convert to Claw (L) STR+2D in this system.

Notes: Use this space to record any Merits or Flaws given to the creature, or any other information that might impact any interaction with the creature in your story.

Health: In the event that the characters are attacked by a pack, herd, or flock, there is no need to have a separate creature sheet for each one. You can record the health status of multiple identical creatures on one sheet.

Vehicles

Whether in combat, races, chases, or just as a means to get from here to there, riding around in cool vehicles is important to the spirit of any Star Wars adventure. SWRPG provides stats on a sampling of classic vehicles from the original trilogy and rules for playing out dramatic vehicle combats. Other WEG source books expand on these, but obviously don't include any vehicle stats from the prequel trilogy or the new movies.

The Gamemaster section of SWRPG has some great advice on how to run massive vehicle action sequences while keeping the focus on the characters in your game. While the narrative advice is good, the actual mechanics of the WEG system are a bit clunky, incomplete, and inconsistent. There are separate rules and stats for vehicles in space and in atmosphere. Those rules are still playable in the WoD system, substituting appropriate WoD Ability rolls for WEG skill rolls.

However, this conversion includes a more elegant and unified vehicle combat rule set that feels more native to the WoD system. It also has some guidelines for simplifying vehicle stats for use in this

combat system and creating "Vehicle Sheets" using information from almost any source.

Vehicle Conversion

These guidelines describe how to convert vehicle stats from a WEG sourcebook (or other source) into a Vehicle Sheet to be used with the streamlined vehicle rules in the following section.

Much like a Character Sheet, the top of the Vehicle Sheet contains descriptive information about the vehicle that has little tactical value, but is a useful reference for storytelling and description.

Name: A way to describe this particular vehicle. This can be something as unique as "Millennium Falcon" or "Slave 1". It can designate the vehicle in a group such as "Gold Leader" or "Rogue 2". It can be a simple possessive like "Rey's speeder bike" or "Jabba's Sail Barge".

Model: How the manufacturer describes the vehicle. Think of it terms of the make and model of your car. In WEG stats, this is the "Craft" description, such as "Incom T-65B X-wing" or "Kuat Drive Yards'

STAR WARS Vehicle Sheet

Name: *Luke's Landspeeder*

Model: *SoroSuub X-34*

Owner: *Luke Skywalker*

Scale: *Speeder*

Crew: *1*

Length: *3.4m*

Cargo Capacity: *100kg*

Passengers: *1*

Consumables: *1 Day*

Attributes

Durability

Maneuverability

Speed: *3* Altitude: *1 meter*

Comm/Sensors

Range: *15*

Hyperdrive

Nav Comp:

Shields

Front (odd):

Rear (even):

Configuration

1. *Durability*

2. *Maneuverability*

3. *Comm/Sensors*

4. _____

5. _____

6. _____

7. _____

8. _____

9. _____

0. _____

Weapons

Weapon	Arc	Rng	Dmg

Combat Scales

Death Star

Capitol

Transport

Starfighter

Walker

Speeder

Character



-1 diff to hit
+1 diff to dmg
per step

+1 diff to hit
-1 diff to dmg
per step

Notes

*Based on the x-38 from the
Star Wars Source Book
2nd ed. (40093) page 59
and Wookieepedia*

Damage

Cosmetic	<input type="checkbox"/>						
Light	-1	<input type="checkbox"/>					
Moderate	-2	<input type="checkbox"/>					
Heavy	-3	<input type="checkbox"/>					
Severe	-4	<input type="checkbox"/>					
Crippled	-5	<input type="checkbox"/>					
Wrecked		<input type="checkbox"/>					

* customized

Nebulon-B Frigate.” Other sources of vehicles stats will probably have a similar descriptor.

Owner: Who’s vehicle it is. This can help keep vehicle’s together with the right character sheet. It can also be used as a “vehicle registration” in the Imperial bureaucracy if a vehicle is stolen.

Scale: The SWRPG system introduced Combat Scales as a way to manage the differences between a small A-wing fighter and a massive Super Star Destroyer. Except the combat scales have no middle ground between a Super Star Destroyer and an A-Wing, even though WEG sourcebooks separate starships into three sections—Starfighters, Transports, and Capital Ships.

In this conversion, the scale “Transport” has been added between Starfighter and Capital.

While Starfighters are stripped down to combat essentials, Transports have extra bulk and a larger profile to accommodate passengers or cargo. This makes Transports easier targets. Some small Capital ships may be smaller than large Transports, but Capital ships’ heavy ordinance and redundant systems allow them to hit much harder. They also require much larger crews to operate and maintain.

Scale will be included in the vehicle’s stat block in any WEG source book. In most cases, you can copy the Scale directly from the WEG stats, but first look at the vehicle’s Skill stat. If the Skill used to pilot the vehicle is “Space Transports”, set the vehicle’s Scale to “Transport” regardless of what the Scale stat says.

For vehicles stats that come from sources other than a WEG book, determining the scale should be pretty easy.

- **Speeder** scale if it flies or hovers but cannot go into space
- **Walker** scale if it is a walking, treaded, wheeled, tracked or other vehicle that cannot fly or hover
- **Starfighter** scale if it can go into space, has less than one ton or cubic meter of cargo capacity, and does not carry passengers
- **Transport** scale if it can go into space, is able to carry passengers or measures cargo in tons and has a full crew of less than ten.
- **Capital** scale if it can go into space and has a crew of more than ten
- **Death Star** scale if it is a space station capable of docking a capital ship.

Crew: The number of beings it takes to run the ship efficiently. SWRPG frequently separates out Gunners and astromech droids in the Crew stat, and for larger starships it occasionally lists a number for a skeleton crew. Most other sources should include a stat for the number of crew as well. If not, and the

number is not obvious, use a number similar to a comparable vehicle with WEG stats.

For some vehicles, WEG stats list a penalty for running with a skeleton crew. For this conversion, any vehicle that does not have a full crew suffers a -1D penalty to dice pools in combat or other tactical situations. Any vehicle that does not have at least a skeleton crew suffers a -3D penalty.

Length: The vehicle’s longest dimension in meters. WEG stats include a length. Most other useable sources should include some sort of information on the vehicle’s dimensions. If you have numbers for a vehicle’s width and height, record them here as well

Cargo Capacity: The amount of cargo the ship can carry. WEG stats list this as weight. Some other sources may use volume. Either is fine. For conversion, 1 cubic meter of water weighs 1 metric ton.

Passengers: The number of non-crew members the vehicle can carry. This might vary based on the configuration of the vehicle. Use a number that applies to the vehicle’s current configuration, and update it if the configuration changes.

Consumables: A shorthand way of describing how long the food, water, oxygen, fuel, etc. will last before the vehicle must be resupplied. WEG stats include a Consumables entry. Other sources may or may not. If not, use a number similar to a comparable vehicle with WEG stats.

Cargo Capacity, Passengers, and Consumables can be swapped around with a simple Tech roll. The Structural specialty will help. As a rule of thumb, one passenger needs a minimum of one cubic meter of space, and one full day of consumables for one passenger will take up another cubic meter of space.

Attributes

A vehicle’s Attributes are those stats that affect the vehicle’s performance in a tactical situation. These values can be improved with the Customization background, or in game using the rules in SWRPG and a Tech roll. While some of these convert easily into a WoD-style five-dot system, others use a value that can be greater than five, a short description, or just a simple yes/no if the system is present or not.

Durability: Consider this the vehicle’s Stamina, used to soak damage in combat. Heavy, armored vehicles have high scores while light, maneuverable vehicles have low scores. In WEG stats, vehicles have either a “Hull” or a “Body Strength” value; use the dice value from this stat, ignoring pluses, as a direct conversion to Durability on the Vehicle Sheet. If the value is greater than five, set it to five and note that

the vehicle can reroll 10s on a Durability roll as if it had a Specialty. It's unlikely that any non-WEG stats will have a comparable value, so find a vehicle of the same scale with a similar speed in a WEG source book and use that "Hull" or "Body Strength" stat, adjusted up or down as you see fit.

When creating stats for a new vehicle, keep in mind that maneuverability and durability are fundamentally opposed to each other. Maneuverable vehicles are light but fragile while Durable vehicles are heavy and cumbersome.

The Structural specialty will help you repair or upgrade the Durability rating.

Maneuverability: Light, fast vehicles are more maneuverable than heavy, slow ones. The difference is reflected in the Maneuver bonus here, which adds dice to a pilot's roll. WEG stats include a "Maneuverability" value; use the dice value from this stat, ignoring pluses, as a direct conversion to Maneuverability on the Vehicle Sheet. If the value is greater than five, set it to five and note that the vehicle can reroll 10s on a Maneuver roll as if it had a Specialty. If the WEG stats don't include "Maneuverability", the Maneuver score is zero. It's unlikely that any non-WEG stats will have a comparable value, so find a vehicle of the same scale with a similar speed in a WEG source book and use

that Maneuverability stat, adjusted up or down as you see fit.

The Propulsion specialty will help you repair or upgrade the Maneuverability rating.

Speed: The WEG system established a system of abstract units to compare the speeds of vehicles. Or rather they set up three different systems: "Move", "Space", and "Atmosphere". Then they threw in kilometers per hour (kmh) for good measure.

On page 129, SWRPG includes a chart to convert abstract "Move" and "Space" units to kmh. Other sources of vehicle statistics are not likely to include a value that corresponds to Move, Space, or Atmosphere, but they probably list a speed in kmh—or something easily convertible to kmh. So kmh is the obvious choice for a single, consistent unit of speed for all vehicles.

A starfighter's four-digit kmh velocity can make it tricky to do quick math in your head during combat though. To simplify vehicle stats, make speeds uniform, and keep the math simple, this conversion will use kmh to derive an abstract Speed value.

$$\text{Speed} = \text{round}(\text{kmh} \div 100)$$

Take the kmh value of your vehicle, divide by 100, and round to the nearest whole number. So an

STAR WARS Vehicle Sheet

Name: *Red Five*
 Model: *Incom T-65 X-Wing*
 Owner: *Rebel Alliance*

Scale: *Starfighter*
 Crew: *1 + Droid*
 Length: *12.5m*

Cargo Capacity: *110kg*
 Passengers: *0*
 Consumables: *1 week*

Attributes

Durability

Maneuverability

Speed: *11* Altitude: *space*

Comm/Sensors

Range: *50*

Hyperdrive

Nav Comp: *astromech droid*

Shields

Front (odd):

Rear (even):

Configuration

1. *Durability*
2. *Maneuverability*
3. *Comm/Sensors*
4. *Hyperdrive/Droid*
5. *Shields*
6. *Laser Cannons*
7. *Torpedo Launchers*
8. _____
9. _____
0. _____

Weapons

Weapon	Arc	Rng	Dmg
<i>4 Laser Cannons</i>	<i>Front</i>	<i>12</i>	<i>8D</i>
<i>2 Proton Torpedos</i>	<i>Front</i>	<i>3</i>	<i>11D</i>

Combat Scales

Death Star

Capitol

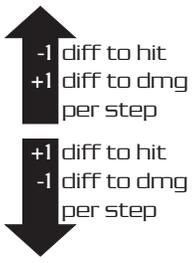
Transport

Starfighter

Walker

Speeder

Character



Notes

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Damage

Cosmetic

Light -1

Moderate -2

Heavy -3

Severe -4

Crippled -5

Wrecked

X-wing, with an Atmosphere value of 1,050 kmh would have a Speed of 11. If the number is less than one, as it would be for an AT-AT, round it to 1.

This is the normal, safe, no-roll-needed operating speed for the vehicle. A good pilot can push their vehicle to go much faster.

The Propulsion specialty will help you repair or upgrade Speed.

Altitude: Vehicles that fly or hover with repulsor lifts (“speeders”) or those that fly or glide by more mundane means have an “Altitude Range” value in WEG stats. Speeders from other sources should have something similar. When it’s available, use that value as the Altitude. For walkers or other ground vehicles, the Altitude stat can be left blank, but starships should list the Altitude as “space”. Take-offs and landings are nearly impossible for a starship without functioning repulsors.

The Energy Field specialty will help you repair or upgrade Repulsorlifts.

Comm/Sensors: There is no WEG stat for a vehicle’s ability to broadcast or receive communications. Since radio transmissions are a form of energy wave like radar or sonar, it’s reasonable to assume that a vehicle’s comm capabilities have about the same strength as its Sensors. The two are merged into a single stat for simplicity.

The SWRPG system goes to a lot of trouble to create mechanics for what should be a tool for exposition—telling the players what’s out there. Rather than having four different types of sensor modes, this conversion simplifies down to one stat.

WEG stats include a Sensors value broken into “Passive”, “Scan”, “Search”, and “Focus”; use the dice value from the “Scan” mode, ignoring pluses, as a direct conversion to Sensors on the Vehicle Sheet. If the value is greater than five, set it to five and note that the vehicle can reroll 10s on a Sensors roll as if it had a Specialty. If the WEG stats don’t include “Sensors”, the score is zero.

It’s unlikely that any non-WEG stats will have a comparable value, but they will probably mention if the vehicle is equipped with sensors or not. If your source says the vehicle is equipped with sensors, then give the vehicle a 2 Sensors score on the Vehicle sheet. Increase this if the vehicle’s primary purpose is scouting, exploration, intelligence gathering, or something similar or if the description indicates particularly powerful sensors.

Sensor Range: For conversion from WEG stats, use the range for the Sensor’s “Scan” mode. For conversion from a non-WEG source, use 15 for Speeders and Walkers, 25 for Starfighters and light Transports, 40 for larger Transports and Capital

ships, adjusted up or down as you see fit. Sensor Range uses the same abstract units that are used for a vehicle’s Speed and Weapon Ranges. Just like Weapon Ranges, Sensor Ranges can be doubled with an increased difficulty.

The Computer or Energy Field specialties will help you repair or upgrade Sensors Rating or Range.

Hyperdrive: The SWRPG system uses a Hyperdrive Multiplier to rate how fast a starship travels in hyperspace. Most are either x1 or x2. It’s a way to justify the quote “She’ll make point-five past lightspeed.” as one of the few quantified stats in the movies by giving the Millennium Falcon a Hyperdrive Multiplier of x $\frac{1}{2}$.

The duration of a trip based on the Astrogation calculations is multiplied by the hyperdrive multiplier to determine how long a journey takes. Since all of the hyperspace trips in the movies are abstracted through editing, this sort of works. There is no basis for knowing how long any particular hyperspace journey takes. But when it either takes just as long, half as long, or twice as long for two ships to travel through hyperspace, you lose a great dramatic opportunity.

If Ship 1 has a Hyperdrive Multiplier of x2 and Ship 2 has a Hyperdrive Multiplier of x1, and they are in a race to get from point A to B, no matter how good the astrogator is, there is no way that Ship 1 can win.

This system will give the faster ship a distinct edge, but a slower ship still has a chance if the astrogator is bold enough. See the “Races” section of the *Vehicle Encounters* chapter for more details.

For this conversion, if a vehicle has a Hyperdrive Multiplier of x2, give it one dot to Hyperdrive. If it has a Hyperdrive Multiplier of x1, give it three dots. And if it’s the Millennium Falcon (or any ship equally as fast), give it five dots. See? It still makes “point 5 past lightspeed.” Conversion from non-WEG sources, is sort of left up to your own discretion.

The Propulsion specialty will help you repair or upgrade the Hyperdrive rating.

Nav Computer: Copy this value directly from the WEG stats. Other sources may not have any details on a vehicle’s Nav Computer, but any starship with a hyperdrive will have one. Capital ships and Transports will have full nav computers capable of calculating any hyperspace route. Starfighters with an astromech droid are capable of storing two pre-programmed jumps per dot of the droid’s Intelligence. Starfighters without an astromech droid will have a limited nav computer capable of storing just two pre-programmed jumps—one to jump into combat and one to jump out.

The Computer specialty will help you repair or upgrade the Nav Computer.

Shields: WEG stats include a “Shields” value which is usually only found on starships; use the dice value from this stat, ignoring pluses, as a direct conversion to Shields on the Vehicle Sheet. If the value is greater than five, set it to five. If the WEG stats don’t include “Shields”, then the Shields score is zero. It’s unlikely that any non-WEG stats will have a comparable value, but they will probably mention if the vehicle is equipped with shields. If your source says the vehicle is equipped with shields, give starfighters 1D, Transports and smaller Capital ships 2D, and large Capital ships 3D, adjusted up or down as you see fit.

The Shield rating may be reduced during combat. Use the Checkboxes underneath to keep track of the current Shield rating.

The Energy Field speciality will help you repair or upgrade the Shield rating.

Weapons

The WEG stats have a breakout for each weapon system on a vehicle that really gets more detailed than it needs to be. For this system we’ve simplified it.

The number and name of each weapon is easily converted. Just enter the same value in the “Weapon” column of the Vehicle sheet that is listed in the

WEG stats, like “Heavy Blaster Cannon” or “60 Turbolaser Batteries.” A similar number and name of weapons should be available in any non-WEG vehicle description as well.

Arc: Arc is the most complex weapon value to convert because SWRPG2 made it both more complex than it needed to be, and at the same time not complex enough for their purposes. WEG gave each vehicle four fire arcs—Front, Left, Back, and Right. This requires you to keep track of the position of each vehicle in a combat relative to one another.

However, they neglected Top and Bottom arcs. Admittedly, this simplifies things if you’re using graph paper or miniatures to track positions in two-dimensions, but for a ship like the Millennium Falcon with dorsal and ventral Quad Laser Cannons, it feels like a critical oversight. They did add the “Turret” arc which can shoot in any direction as a sort of compromise. Of course a *dorsal* laser turret shouldn’t be able to hit a target *beneath* the vehicle, which can easily happen in air/space combat.

For this conversion we’ve taken a more abstract view of combat, described in the next chapter. A Weapon is either fixed to fire in the direction the pilot is facing, or it is on a turret that can hit targets in 180 degree hemisphere.

STAR WARS Vehicle Sheet

Name: Millennium Falcon

Model: Corellian YT-1300

Owner: Han Solo

Scale: Transport

Crew: 2, gunners 2; skeleton 1

Length: 26.7m

Cargo Capacity: 100 metric tons¹

Passengers: 6

Consumables: 2 months

Attributes

Durability reroll 10s ●●●●*

Maneuverability ●●●●●

Speed: 11* Altitude: space

Comm/Sensors ●*○○○

Range: 60*

Hyperdrive ●*●*●*

Nav Comp: Yes

Shields *●*●○○

Front (odd): ○○○○○

Rear (even): ○○○○○

Configuration

1. Durability

2. Maneuverability

3. Comm/Sensors

4. Hyperdrive/Nav Comp

5. Shields

6. Top Quad Laser Cannon

7. Btm Quad Laser Cannon

8. Missile Launchers

9. Blaster cannon

0. _____

Weapons

Weapon	Arc	Rng	Dmg
Top Quad Laser Cannon*	Even	12	8D
Btm Quad Laser Cannon*	Odd	12	8D
2 Concussion Missiles*	Frnt	3	11D
Blaster Cannon ² *	Odd	1	5D

Combat Scales

Death Star

Capitol

Transport

Starfighter

Walker

Speeder

Character



-1 diff to hit
+1 diff to dmg
per step

+1 diff to hit
-1 diff to dmg
per step

Notes

¹ 10% of cargo capacity in hidden, sensor-shielded compartments.

² Speeder scale.

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Damage

Cosmetic	□	□	□	□	□	□	□
Light	-1	□	□	□	□	□	□
Moderate	-2	□	□	□	□	□	□
Heavy	-3	□	□	□	□	□	□
Severe	-4	□	□	□	□	□	□
Crippled	-5	□	□	□	□	□	□
Wrecked	□	□	□	□	□	□	□

* customized

If the weapon points forward, including any fixed weapons fired by the pilot, its Arc is “Front”. If the weapon is positioned in the opposite direction to shoot behind the vehicle, its Arc is “Rear”

If a weapon is turret mounted, roughly half of the vehicles in combat will be in its field of fire on any given turn. Rather than labeling these Arcs top, bottom, left, or right, designate the Arc of each turret mounted gun as either “Even” or “Odd”. This will determine which vehicles can be targeted based on their initiative number.

See the “Combat” section of the *Vehicle Encounters* chapter for more details.

Large capital ships bristling with gun emplacements have descriptions in the SWRPG stats that describe how many of each type of gun are facing in each direction. For example, the Fire Arc for the Imperial Star Destroyer’s 60 Ion Cannons reads: “20 front, 15 left, 15 right, 10 back.” Suffice it to say that these weapons systems can target any other vehicle in a combat encounter. Their Arc can simply be listed as “All”. Alternately, you can choose to split these weapons systems in two and treat them as two weapon systems with an “Even” and an “Odd” arc.

For vehicles without WEG stats, speeders and starfighters usually have fixed, pilot-fired weapons with a “Front” arc. A tail gun that can hit anything the pilot can’t has a “Back” arc. Vehicles with gunners on the crew usually have Turret weapons; those on one side have an “Even” arc, and those on the other side have an “Odd” arc. Capital war ships usually have weapons pointed in “All” arcs.

Range (Rng): The SWRPG stats give each weapon short, medium, and long ranges. Starships have both a set of Space Ranges (measured in abstract units) and Atmosphere Ranges (measured in meters and kilometers). In order to remain consistent with WoD mechanics, this conversion gives each weapon system one range in the same abstract units as Speed and Sensor Range.

Since all vehicle weapons in WEG source books have an atmosphere range, and any vehicle referenced from a non-WEG source is most likely to have weapon ranges described in meters or kilometers (if at all), this conversion will use meters to derive an abstract Range value for each weapon system.

$$\text{Rng} = \text{round}(m \div 100)$$

Take the meters value of the weapon’s medium range, divide by 100, and round to the nearest whole number. This is the weapon’s range in abstract units. This value frequently—but not always—equals a starship’s weapons’ medium Space range.

If you are using a source other than WEG that does not list weapon ranges, find a vehicle of the same

scale with a similar weapon in a WEG source book and use that Range.

Just like with characters’ handheld weapons, Ranges can be doubled with an increased difficulty per WoD rules.

Damage (Dmg): The damage assigned to vehicle mounted weapons in the WEG version were meant to destroy vehicles with five levels of damage. In this version, vehicles take seven levels of damage just like characters. Start with the dice value from the weapon’s Damage stat, ignoring pluses, and add 2D to it. If you are using a source other than WEG that does not quantify weapon damage, find a vehicle of the same scale with a similar weapon in a WEG source book and use that Damage value.

The Weapons speciality will help you add, repair, or upgrade a weapon system.

Configuration

The Configuration list is a way to randomize which of a vehicle’s systems or weapons take damage in combat. Not all vehicles have the same systems. Walkers don’t have Shields or Repulsor Lifts. Racing swoops don’t have Hyperdrives or Weapons (normally). Ewok gliders don’t even have Engines. Every vehicle has its own mix of systems, so each vehicle needs a custom list to make random selections.

By listing only applicable systems on the Configuration list, you can use the most appropriate die—d10, d8, d6, or d4—to determine a system that has taken damage without excessive re-rolling.

Write each system with a rating and each weapon that applies to your vehicle in the Configuration list.

- **Durability:** A hull breach in atmosphere isn’t as bad as it is in space, but a compromised hull isn’t able to soak damage as well in either.
- **Maneuverability:** This system can include the engines, cockpit controls, repulsorlifts or other components that move and direct the vehicle.
- **Comm/Sensors:** Your communications system is also tied to your Sensors. Without Sensors you’re flying blind, deaf, and dumb.
- **Hyperdrive/Nav Computer:** Whether the hyperdrive motivator has shorted out, or your astromech droid suffered a direct hit, if you lose either of these, any chance of jumping to hyperspace is gone.
- **Shields:** Your shields can collapse after absorbing too much energy, but damage to your shield generator can drop them faster.
- **Weapons:** List each weapon system as a separate item. Losing a single turbolaser battery on a Star Destroyer won’t affect its capability too much,

but if the control system for all of the turbo laser batteries overloads, then the entire Weapon System can be lost.

- **Other:** Your vehicle may have other functions that are unique to it. If it's a system that can fail and affect your ability in combat, list it here.

Notes

Use this space to list anything else about the vehicle that is worth keeping track of—hidden cargo space, a reference page number, unique rules like the Mon Calamari Star Cruiser's back-up shields, etc.

The Notes section can also be used for overflow Circuits if you have more than ten.

Fuel

Fuel was never an issue in the Star Wars universe until TLJ. Unless it is a critical factor in the plot, vehicle encounters should not get bogged down by keeping track of fuel consumption.

The Consumables rating serves as a general idea of how long a vehicle can run without resupplying and refueling. Anything more specific than that should be left up to the Storyteller.

Artillery

It is easiest to deal with artillery emplacements by treating them as stationary vehicles. In WEG source books, artillery pieces have some stats that convert directly, and some that can be derived like a vehicle.

Model, Scale, and Crew all come directly from the WEG source book description. The Body rating can be converted to Durability.

Use the SWRPG2 "Fire Control" stat, ignoring pluses, as the emplacement's Sensors rating, and set Sensor Range equal to Weapon Range plus fifty percent. If the artillery has its own Shields stat, convert that to Shields.

The entire artillery piece is a weapon, so list its type (Turboaser, Blaster, Ion Cannon, etc.) in the Weapons field along with Damage (Dmg) and Range (Rng) the same way you would any weapon system. The weapon's Arc is "All"—in a surface encounter, artillery can fire on any enemy engaged in the conflict.

An Artillery piece's Circuits list will probably be limited to Durability, Sensors, a weapon system, and possibly Shields.

Upgrading Vehicles & Equipment

One of the unique rule sets in SWPRG2 gives players the opportunity to customize and upgrade their vehicles, weapons, and equipment. In this

conversion you can improve a piece of equipment's dice pool (such as a vehicle's Maneuverability) by 1D or a numeric value (such as a blaster's damage) by 20%, rounded up. You can also make other modifications that aren't recorded numerically.

See the section titled "Improving Vehicles, Vessels and Weapons" in SWRPG2 on page 60 for suggestions on running and balancing upgraded equipment. The Storyteller decides how long an upgrade will take, and how much it will cost, and whether parts are even available. The Storyteller can also add "quirks" to upgraded equipment.

In this conversion, Intelligence + Tech is used as the modification roll. If a character has a Tech specialty, it can be applied to specific vehicle systems as described above.

The difficulty of the roll depends on the extent of the upgrade. It is easier and cheaper to upgrade a system from a 1D rating to 2D than it is to upgrade them from 4D to 5D.

The chart below lists the difficulty of the rolls based on the level the system will be if the modification succeeds. Per SWRPG2 rules, improvements must be made one step at a time, and each increase is above the vehicle's stock or original value, not the improved value. Percentage increases are rounded off to whole numbers. Having appropriate tools reduces the difficulty.

Improve to...	Diff
1D, 20%, or a very minor modification	6
2D, 40%, or an average modification	7
3D, 60%, or a tricky modification	8
4D, 80%, or a difficult modification	9
5D, 100%, or an "impossible" modification	10

Equipment Bonuses

Basic Tool Set reduces Diff by 1

Advanced Tool Sets reduces Diff by 2

Complete Workshop Diff by 3

Upgrading Systems that are rated with a dice pool (Maneuverability, Sensors, etc.) beyond 5D is at the Storyteller's discretion.

Example: The Storyteller gives the players a few weeks of downtime between chapters. Rax wants to spend the time upgrading his Ghtroc freighter's Speed. "The Goose" has a stock speed of 8, but it's Speed has already been upgraded once to a 10. Increasing it another 20% to 12 will have a difficulty of 7. The Storyteller agrees that Rax has time and money for the upgrade. Rax also invests in a set of Advanced Propulsion Tools which will lower the difficulty to 5. He rolls his Intelligence + Tech but only gets one success—a marginal success. The Goose will start the next chapter with a Speed rating of 12, but the Storyteller secretly decides that The Goose's souped up engines will stall out for one turn if they are pushed too hard—any time a Pilot roll results in five or more successes.

Vehicle Encounters

No space opera adventure would be complete without starships blasting away at each other across the void of deep space. Unfortunately, vampires and werewolves don't fly starships. So to make vehicle encounters feel organic within the WoD system, this conversion has an optional rule set.

While there are many ways to make each encounter unique and interesting, for the sake of a simple rules system, all tactical encounters fall into three broad categories—Combat, Races, and Chases.

Combat

The Star Wars movies are known for their spectacular dogfights. The complexity of these encounters has made for some great video games but it can really bog down a tabletop RPG. Dogfights need to feel fast and frantic. So rather than keeping track of speed and range and orientation and power levels and shield angle every single turn, this system abstracts the combat even farther than the original WEG system did, using the same rules for both outer space and planetary encounters. The descriptive details are left up to the Storyteller and players to fill in.

Initiative, Movement, and Defense

In any kind of dynamic vehicle combat, the vehicles are constantly in motion trying to gain an advantage over their adversary while at the same time trying to be as hard to hit as possible. In all of the twisting and turning, raw speed isn't nearly as important as acceleration, turning radius, and overall maneuverability.

For the sake of simplicity, each vehicle gets one roll that serves as its initiative, movement, and defense for that turn. That's a mouthful, so we'll simply call it the "Maneuver roll." At the beginning of combat, and once per turn, each vehicle gets a Maneuver roll.

The difficulty is based on the terrain and the scale of the vehicle. Smaller scale vehicles get an advantage over larger ones. The Storyteller sets the difficulty for the smallest scale vehicle in a combat and the difficulty increases by 1 for each larger scale.

This means that a 'capital' scale ship involved in combat with 'speeder' scale ships on the ground would have a difficulty of 10 to maneuver. For such a large ship so close to the ground, evasive maneuvers would be nearly impossible, so this makes sense.

The number of Maneuver roll successes serves as both the vehicle's Initiative and Defense for the next turn.

- For vehicles with a single pilot—most speeders and starfighters—the pilot rolls *Dexterity + Pilot + Maneuverability*.
- For vehicles with a co-pilot, the co-pilot first rolls *Dexterity + Pilot*. The pilot can then add dice equal to the co-pilot's successes to their dice pool. So the pilot rolls *Dexterity + Pilot + Maneuverability + Co-pilot Successes*.
- For large capital ships, the Captain rolls *Wits + Command*. The helmsman can then add dice equal to the Captain's successes to their dice pool. So the helmsman rolls *Dexterity + Pilot + Maneuverability + Captain's Successes*.

A vehicle's Maneuverability dice are only ever added into the final roll. If the character providing assistance—the co-pilot or helmsman—is an NPC, you can speed up the action by using the first assistance roll as a static bonus for the entire encounter.

Now obviously, a ship with a co-pilot can accumulate more successes than a one-man starfighter. That's why being a starfighter pilot requires high *Dexterity* and focused expertise. In addition to being self-reliant, starfighter pilots usually have to split their dice pools in order to Maneuver and Attack in the same turn. Flying in formation can somewhat even the odds though (see below).

Example: Two X-wings—Red-One and Red-Two—are escorting "The Goose," a fully crewed Ghtroc freighter. They are ambushed when the Star Destroyer "Scythe" drops out of hyperspace and launches three TIE Fighters—A, B, and C. They are in a planetary system, so the Storyteller sets the starfighters' difficulty at 6. All five fighter pilots roll *Dexterity + Pilot + Maneuverability*.

The difficulty for the Transport scale is 7. The Goose has both a pilot and a co-pilot, so the co-Pilot rolls *Dexterity + Pilot* and gets two successes. The Goose's pilot can now add two dice to his dice pool and rolls *Dexterity + Pilot + Maneuverability + 2D*.

The difficulty for the Capital scale is 8. Scythe's Helmsman rolls *Dexterity + Pilot* and gets one success. The Captain rolls *Wits + Command + Maneuverability + 1D* but is extremely unlucky and winds up with only one success.

Maneuver rolls (each vehicle's Initiative and Defense) for the first turn break down like this:

TIE A:	7
Red-One:	7
TIE B:	6
Red-Two:	5
The Goose:	3
TIE C:	2
Scythe:	1

Any Maneuver roll that results in a botch obviously puts that vehicle at the end of the order. In addition, the Storyteller may choose to add a complication to make Combat more interesting for the players. There are a variety of vehicle complications discussed in the following "Races" section.

Vehicle Formations

The pilots of small, one-man fighters have to be excellent multi-taskers. Their attention is constantly divided. Maneuvering and attacking while managing power output and monitoring sensors, damage, and comms can be overwhelming. More than one competent pilot has been shot down because she focused on the wrong distraction at the wrong time.

Flying in a combat formation however, reduces the demands on pilots' attention, allowing them to focus on a narrower set of tasks. Pilots in a formation don't need to decide whether to bank left or right; they follow the lead pilot. With a wingmate on his left, a pilot can focus on enemies to his right. Devoting too much attention to a sensor scan can be deadly in a dogfight, unless you have wingmates covering your back.

Establishing a Formation

Formation flying in combat is not as difficult as the precision aerobatics you see at an air show, but it does take some training. Each pilot needs to have at least two ranks in their Pilot Skill to fly in an effective formation.

To maintain a formation, the vehicles involved must be able to communicate with each other and designate a lead pilot. Good communication between the lead pilot and the wingmates is essential. The lead pilot's Command score determines the number of other vehicles that can be sustained in formation. Three ranks in Command means the lead pilot can coordinate three wingmates.

Joining a formation during combat takes a full turn and requires a successful Intelligence + Pilot roll. When not in combat turns, pilots can join in a formation automatically with no roll.

Benefits

Essentially, a vehicle formation can be treated as a single vehicle with multiple crew members. This reduces the need for dice pool splitting and streamlines the mechanics of the combat.

Once a formation is established, the lead pilot makes the Maneuver roll for the entire formation.

STAR WARS Vehicle Sheet

Name: TIE Squadron

Model: Sienar Fleet Systems TIE/In

Owner: Imperial Navy

Scale: Starfighter

Crew: 1

Length: 6.3m

Cargo Capacity: 65 kg

Passengers: 0

Consumables: 2 days

Attributes

Durability

Maneuverability

Speed: 12 Altitude: space

Comm/Sensors

Range: 40

Hyperdrive

Nav Comp:

Shields

Front (odd):

Rear (even):

Configuration

1. Durability

2. Maneuverability

3. Comm/Sensors

4. Laser Cannons

5. _____

6. _____

7. _____

8. _____

9. _____

0. _____

Weapons

Weapon	Arc	Rng	Dmg
Two Laser Cannons	Front	12	7D

Combat Scales

Death Star

Capitol

Transport

Starfighter

Walker

Speeder

Character



-1 diff to hit
+1 diff to dmg
per step

+1 diff to hit
-1 diff to dmg
per step

Notes

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Damage

		A	B	C		
Cosmetic		<input type="checkbox"/>				
Light	-1	<input type="checkbox"/>				
Moderate	-2	<input type="checkbox"/>				
Heavy	-3	<input type="checkbox"/>				
Severe	-4	<input type="checkbox"/>				
Crippled	-5	<input type="checkbox"/>				
Wrecked		<input type="checkbox"/>				

* customized

With wingmates screening her from enemies, the lead pilot can focus on more aggressive tactics. Add one dice for each wingmate into the lead pilot's Maneuver dice pool.

The lead pilot keeps her wingmates informed of her plans and objectives so they know what maneuvers are coming ahead of time. They don't have to make their own Maneuver rolls to follow the leader. Wingmates can focus on attacking vehicles in their field of fire, monitoring sensors, plotting an exit route, or other tasks. As long as they have an open communications channel, a formation can share sensor and navigation data.

A wingmate can drop out of formation by making her own Maneuver roll on her turn.

Drawbacks

The lead pilot has to consider the capabilities of the other vehicles in the formation when plotting maneuvers. Typically, all of the vehicles in a formation will be identical, but mixed formations are also possible. The lead pilot has to use the lowest Maneuverability score in the formation when making a Maneuver roll.

In addition, vehicles in the formation may take damage. Damaged vehicles can drop out of formation, but if they remain, the highest Damage penalty in the formation is applied to the lead pilot's Maneuver roll.

Close proximity flying increases the risk of collision with an ally if a wingmate takes damage. See the "Collisions and Crashes" section under "Races" for guidance on applying damage if a botched roll results in crash.

Example: At the top of the order, the pilot of TIE A, who has two ranks in Command, calls on his two cohorts to form up for an attack run on The Goose. Instead of splitting his dice pool to attack and maneuver this turn, TIE A makes a full Dexterity + Pilot + Maneuverability + 2 (for two wingmates) Maneuver roll for the next turn and gets six successes.

On their turns, both TIE B and C will sacrifice their actions and roll Intelligence + Pilot, difficulty 6, to join the formation. All three TIE fighters will act on initiative six with a defense of six next turn.

Attacking

This is where the combat becomes abstract. The Maneuver roll doesn't tell you anything about a vehicle's location or orientation or velocity in relation to other vehicles. It doesn't have to. The Storyteller and players can fill in as much detail as desired. What the Maneuver roll for this turn tells you is who can line up a shot on who this turn. Next turn, the initiative will change.

With front facing weapons, a vehicle can attack any vehicle with the same Maneuver roll or lower. So TIE A and Red-One at seven have both maneuvered into a position where they can take a shot at any other vehicle in the combat. TIE C has been out maneuvered so badly that he doesn't have a shot at any enemy ships.

Example: Red-One decides to attack TIE A, but she also wants a good position in the next turn, so she'll need to split her dice pool to roll both an Attack and a Maneuver. The pilot rolls half of her Dexterity + Gunnery rounded down and gets three success. Since the target, TIE A, still has a defense of seven this turn, Red-One misses. Red-One rolls half of her Maneuver roll dice pool, difficulty 6, and gets two successes. In the next turn, Red-One will have an maneuver of 2.

TIE B has opted to join TIE A's formation rather than take actions this turn.

Red-Two is not in a position to attack either TIE A or B, since they are higher in the maneuver order—both TIEs have out maneuvered the X-Wing. So Red-Two makes an attack against TIE C, splitting dice pools to both attack and maneuver for next turn. Red-Two misses its shot and gets three success to maneuver.

Conversely, if a vehicle has a tail gun with a "Rear" arc, it can target any vehicle with a higher Maneuver.

Turret mounted weapons can target any vehicles in a 180° dome. It doesn't matter if that dome covers the front, left, or top of the vehicle. The turret gun can hit about half the combatants. The easiest way to abstract this is to look at even and odd numbered initiatives.

For vehicles with turret guns, designate each turret mounted weapon as either "even" or "odd." "Even" turrets can target any vehicles with an even numbered maneuver in the combat, and "odd" turrets can target odd numbered maneuvers.

Example: The Goose's laser cannon is turret mounted on the top of the ship; its Arc was designated "Even." The Goose's gunner has a shot at any vehicle in the combat with an even numbered maneuver. Any vehicles with an odd number are considered to be "underneath" The Goose and out of the gunner's field of fire. The gunner goes after low hanging fruit and attacks TIE C.

Range is irrelevant in a combat of this sort. If both sides are trying to attack each other, then you can assume that they are both trying to keep each other in range. If one side or the other tries to disengage and retreat and the other side pursues, then Combat becomes a Chase. Weapons ranges will come into play during a Chase encounter.

Scale

The SWRPG system introduced Combat Scales as a way to manage the differences between a small A-wing fighter and a massive Super Star Destroyer. It's a simple mechanic that makes it harder for big vehicles to hit smaller vehicles and for small vehicles to damage larger vehicles.

If both the attacking vehicle and the target vehicle are the same scale, then the standard difficulty of 6 applies to both the attack and damage rolls (unless the Storyteller changes it due to other circumstances). If the attacker's scale is higher on the chart than the target's scale, then increase the difficulty to hit the target by 1 per step, and decrease the difficulty to damage the target by 1 per step.

The reverse is also true. For a smaller scale attacker, reduce the difficulty to hit by 1 per step, and increase the difficulty of the damage roll by 1 per step.

Example: The Goose's gunner rolls Dexterity + Gunnery, but because TIE C is one scale step smaller than The Goose, the difficulty to hit is increased by one, so the difficulty is 7. The gunner only gets two successes. This does not beat TIE C's maneuver, so the shot misses. The Goose's co-pilot and pilot then roll their maneuver for next turn, difficulty 7.

TIE C, having no targets this turn, has opted to forego any actions and joins up with TIE A's formation.

Capital Ship Attacks

Large capital ships bristling with weapon emplacements provide a unique challenge in a vehicle encounter. The Imperial Star Destroyer for example has 60 Turbolaser Batteries, 60 Ion Cannons, and 10 Tractor Beam Projectors. Should this ship really get 130 attacks per turn? Of course not. The action would grind to a halt.

The effectiveness of a capital ship in battle is largely determined by the commanding officer's comprehension and situational awareness (represented by the Wits attribute) and the discipline and training of the crew (represented by the commanding officer's Command ability). To determine how many actions a ship can take in a combat turn, roll the commanding officer's Wits + Command.

Example: At the bottom of the initiative sits Scythe. The Storyteller decides the Star Destroyer's captain is an ineffectual officer who got his command through politics and familial connections; his Wits + Command pool is only five dice. Nonetheless, the Storyteller rolls four successes.

STAR WARS Vehicle Sheet

Name: <i>Scythe</i>	Scale: <i>Capital</i>	Cargo Capacity: <i>36,000 metric tons</i>																																
Model: <i>Imperial Star Destroyer</i>	Crew: <i>37,085 (275); skln: 5,000</i>	Passengers: <i>9,700 (troops)</i>																																
Owner: <i>Galactic Empire</i>	Length: <i>1,600m</i>	Consumables: <i>6 years</i>																																
Attributes		Weapons																																
Durability <i>reroll 10s</i> ●●●●●	1. <i>Durability</i>	<table border="1"> <thead> <tr> <th>Weapon</th> <th>Arc</th> <th>Rng</th> <th>Dmg</th> </tr> </thead> <tbody> <tr> <td><i>60 Turbolaser Batteries</i></td> <td><i>All</i></td> <td><i>36</i></td> <td><i>5D</i></td> </tr> <tr> <td><i>60 Ion Cannons</i></td> <td><i>All</i></td> <td><i>25</i></td> <td><i>3D</i></td> </tr> <tr> <td><i>10 Tractor Beams</i></td> <td><i>All</i></td> <td><i>15</i></td> <td><i>6D</i></td> </tr> <tr> <td></td> <td></td> <td></td> <td></td> </tr> </tbody> </table>	Weapon	Arc	Rng	Dmg	<i>60 Turbolaser Batteries</i>	<i>All</i>	<i>36</i>	<i>5D</i>	<i>60 Ion Cannons</i>	<i>All</i>	<i>25</i>	<i>3D</i>	<i>10 Tractor Beams</i>	<i>All</i>	<i>15</i>	<i>6D</i>																
Weapon	Arc		Rng	Dmg																														
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Maneuverability ●○○○○	2. <i>Maneuverability</i>																																	
Speed: <i>10</i> Altitude: <i>space</i>	3. <i>Comm/Sensors</i>																																	
Comm/Sensors ●●●○○	4. <i>Hyperdrive/Nav Comp</i>																																	
Range: <i>100</i>	5. <i>Shields</i>																																	
Hyperdrive ●○○○○	6. <i>Turbolasers</i>																																	
Nav Comp: <i>Yes</i>	7. <i>Ion Cannons</i>																																	
Shields ●●●○○	8. <i>Tractor Beams</i>																																	
Front (odd): ○○○○○	9. _____																																	
Rear (even): ○○○○○	0. _____																																	
Combat Scales	Notes	Damage																																
Death Star	_____	Cosmetic																																
Capitol	_____	Light																																
Transport	_____	Moderate																																
Starfighter	_____	Heavy																																
Walker	_____	Severe																																
Speeder	_____	Crippled																																
Character	_____	Wrecked																																

* customized

Scythe uses its first action to make a Maneuver roll. The helmsman rolls Dexterity + Pilot + Maneuverability + 4 (for the captain's Command roll successes), difficulty 8 due to scale, and gets two successes.

With three actions remaining, the captain orders his gunners to roll one attack each against Red-One and Red-Two with the Turbolaser Cannons, difficulty 8 due to scale, and one Ion Cannon attack against The Goose, difficulty 7.

At the end of the first turn, Initiative and Defense for the second turn breaks down like this:

TIE A, B, C:	6 (in formation)
The Goose:	4
Red-Two:	3
Red-One:	2
Scythe:	2

If the capital ship is inconsequential, to save time you can roll Wits + Command once at the beginning of the scene and use the same number of actions each turn. If a player character or named NPC is in charge, let them make a new Command roll each turn. The chaos of battle can tax even the most experienced commander, or reveal unexpected opportunities.

Player characters aboard a capital ship always get to take their own actions regardless of the number of Command successes made by the commanding officer. The actions taken in response to the Command roll are carried out by NPC crew.

While the skill of the captain and crew are paramount, in a battle with multiple capital ships of varying sizes, larger ships with larger crews and more weapons are at an obvious advantage. Add bonus dice into the Wits + Command dice pools for the commanding officers of more powerful ships.

Example: A Star Destroyer faces off against two Nebulon-B Frigates and a Corellian Corvette. The Frigates are twice the length of the Corvette and the Star Destroyer is five times the length of the Frigates. So the Storyteller gives the Corvette one bonus die to the captain's Command roll, the Frigates two bonus dice each, and the Star Destroyer five bonus dice.

Other Actions

You may want to do something other than attack an enemy ship during the combat. There may be PCs aboard your vehicle other than the pilot, co-pilot, and gunner who would like to contribute to the outcome of the battle as well. There are plenty of other things for them to do.

In vehicle combat, Initiative is determined by vehicle, not character. All characters aboard the same vehicle act on the same initiative. Players can decide on the most sensible order of individual actions for

themselves. The Pilot's roll should obviously come after the co-pilot's roll, for example.

The commanding officer of a capital ship may also choose to order actions other than attacks with the results of the Command roll.

Sensors

By tracking and prioritizing targets and feeding that data to the targeting computer, a sensor operator can assist a gunner in the same way that a co-pilot assists the pilot. Successes from a sensor operator's Perception + Interfaces + Comm/Sensors roll can be added as bonus dice to a gunner's attack roll. This bonus is only good during the turn the roll was made.

Example: The navigator on The Goose rolls Perception + Interfaces + Comm/Sensors, difficulty 6, to track the enemy vehicles for the gunner and gets three successes. The gunner can add three more dice to the Dexterity + Gunnery roll to attack TIE B.

A sensor roll is also a prerequisite if you want to target a particular vehicle system. The Targeting rules in V:TM pg 226 apply to the Comm/Sensors roll that must be made prior to the attack roll.

Much like weapon ranges, you can ignore sensor ranges assuming that all parties are trying to remain within sensor range of each other. Sensor ranges will become a factor if the Combat turns into a Chase.

Communication

You can assume that tactical communications between pilots have been established in advance and are easy to maintain. But sending a distress call, hailing an unexpected newly arrived vehicle, transmitting intel, jamming the enemy's communications (see below), or pushing a signal through enemy jamming take more time and attention. A Comm Operator can handle all of these tasks with an appropriate Interfaces roll.

If the power/sensitivity of a vehicle's comm equipment is a factor, add the Comm/Sensors rating to the dice pool.

Jury-Rigged Repairs

If your vehicle takes Specific Damage during combat, you may be able to jury rig a repair and stay in the fight a little bit longer. See the rules in the "Repairing Vehicle Damage" section at the end of this chapter for details.

Navigation

It may be better to retreat from a combat and live to fight another day, but it will take a few moments to get the coordinates from the Nav-Computer. The

default time to plot a hyperspace jump is ten turns. To plot an emergency course quickly, your Navigator can roll Wits + Astrogation and subtract one turn for each success. Zero successes means it will take a full ten turns. If the roll is a botch, SWRPG has a fun “Astrogation Mishap Table”.

Example: On board The Goose, the Navigator rolls Wits + Astrogation, difficulty 6, to plot a hyperspace jump and escape the ambush. The navigator gets six successes—it will take four turns for the Nav-Computer to plot the jump.

This is a roll to plot a course quickly. When escaping combat, the navigator usually isn’t interested in plotting the most efficient route. For plotting the fastest hyperspace route, see “Hyperspace Races” in the “Races” section below.

Man the Escape Pods

SWRPG vehicle stats don’t indicate which vehicles have escape pods. We know the Millenium Falcon did, so it seems safe to assume that any starship of a similar size or bigger would as well. The Storyteller will have to decide how much time and effort it takes to get to the escape pods based on the size and condition of your ship.

Once you are aboard an escape pod, you can choose to launch it at any time before the vehicle is destroyed, regardless of your turn in the initiative. If an attack on your vehicle succeeds, you can even launch the escape pod between the attack and damage rolls. The same applies to ejecting from a star fighter or combat speeder.

Shields

Vehicles soak damage by rolling their Durability just like PCs can soak damage by rolling Stamina. Deflector Shields help to absorb and dissipate some of that energy, but may be depleted by excessive damage.

The WEG rules feature both particle and energy/ray shields, with different rules for each. To streamline things, this conversion has only a “Shields” attribute that protects against any kind of damage.

The WEG rules also have a complex mechanism for dividing your total shield protection among four “arcs” similar to the weapon arcs. This approach is at least movie-accurate, given C-3PO’s pessimistic line in ESB about “one more direct hit on the back quarter”, but it requires you to keep track of what direction an attack came from, where a vehicle is protected, and how much protection it has there.

STAR WARS Vehicle Sheet

Name: *The Goose*
 Model: *Ghtroc Freighter*
 Owner: *Rax Dalthor*

Scale: *Transport*
 Crew: *3; gunners 1*
 Length: *35m*

Cargo Capacity: *135 metric tons¹*
 Passengers: *10*
 Consumables: *2 months*

Attributes

Durability

Maneuverability

Speed: *12** Altitude: *space*

Comm/Sensors

Range: *30*

Hyperdrive

Nav Comp: *Yes*

Shields

Front (odd):

Rear (even):

Configuration

- Durability*
- Maneuverability*
- Comm/Sensors*
- Hyperdrive/Nav Comp*
- Shields*
- Double Laser Cannon*
-
-
-
-

Weapons

Weapon	Arc	Rng	Dmg
<i>Double Laser Turret*</i>	<i>Even</i>	<i>12</i>	<i>6D</i>

Combat Scales

Death Star

Capitol

Transport

Starfighter

Walker

Speeder

Character

Notes

¹ 10% of cargo capacity in hidden, sensor-shielded compartments.

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Damage

Cosmetic		<input type="checkbox"/>							
Light	-1	<input type="checkbox"/>							
Moderate	-2	<input type="checkbox"/>							
Heavy	-3	<input type="checkbox"/>							
Severe	-4	<input type="checkbox"/>							
Crippled	-5	<input type="checkbox"/>							
Wrecked		<input type="checkbox"/>							

* customized

This conversion reduces the bookkeeping by following the long-standing video game convention of only two shield arcs—"Front" and "Rear". In a Race or Chase encounter, it is easy to know if the enemy is attacking from in front or behind. In a more chaotic, abstract Combat encounter, you can use odd or even initiatives (or just a die roll) to determine which arc is struck by an attack.

To further simplify things, both shield arcs start with the full benefit of the vehicle's Shields Attribute. You don't need to divide your Shields ranks between the two, but one arc may become depleted faster than the other. The Vehicle Sheet has checkboxes to keep track of each shield arc's reductions separately, just as Force Point expenditures are tracked like Willpower in V:TM.

After a vehicle has been hit in combat, determine which shield arc was hit, and then roll damage.

If the damage is less than or equal to the shield arc's rating, no Soak roll is necessary. The vehicle takes no damage. The deflector shields absorb and dissipate the attack automatically.

If the damage is greater, add the shield arc's rating to the vehicle's Durability attribute and roll to soak the damage.

After the Soak roll, if the vehicle suffers damage levels greater than the Shields attribute, the shield arc has been overwhelmed and the effectiveness of that arc is reduced by one. Check off one box for that arc.

Example: At the beginning of the next turn, TIE A wants to keep a tactically superior position, so makes a full Maneuver roll with +2 dice for his two wingmates.

TIE B stays in formation, dedicates the whole action to attacking The Goose, and rolls Dexterity + Gunnery, difficulty 5 due to scale, for five successes. A hit!

The TIE pilot rolls 7D damage for the TIE's laser cannons, difficulty 7 due to scale, and gets three successes. Because the TIEs acted on initiative 6, an even number, the Storyteller describes how the laser blast struck The Goose from above and behind.

The Goose has a full Shields rating of 2D to both front and rear arcs. Three levels of damage exceeds the rear arc's rating, so the Goose must make a Soak roll. Adding 2D for the rear arc and 3D for Durability, The Goose rolls 5D, difficulty 6, and gets two successes.

The Goose suffers only one Damage level or "Cosmetic" damage and the rear shield arc stays intact.

Shields are recharged and all lost levels are regained by the start of the next scene unless the shield generator itself is damaged.

At the Storyteller's discretion characters may be able to recharge Shields faster by transferring power from another system, but neither arc can ever have a score higher than the Shields Attribute rating.

Taking Damage

Unlike characters, vehicles do not suffer Bashing damage. They can suffer the equivalent of Stun damage from ion weapons (see below), but otherwise all damage done to a vehicle is Lethal.

Damaged vehicles lose dice to their Attribute dice pools the same way that characters do.

When a vehicle takes General Damage, all systems are compromised equally. Fittings vibrate loose, gasses and fluids leak, circuits short out, welds crack, etc. It can take a long time to track down and repair all of those minor issues. In the meantime the entire vehicle suffers.

General Damage is an easy way to deal with damage and keep combat moving quickly if you don't want to get into specifics.

Example: TIE C also attacks The Goose, hits the rear shield arc with its laser cannons, and rolls damage for three successes. The Goose's rolls 5D to soak for two successes and takes one more level of damage. The freighter now has "Light" damage, resulting in a -1D penalty to all dice pools—Maneuverability, Sensors, Weapon damage, etc.

Characters aboard vehicles that take damage after the Soak roll may be hurt as well. The number of damage levels that a vehicle suffers after soaking become levels of Bashing Damage done to the characters. After the vehicle takes damage, the characters aboard can roll to soak.

Example: The characters on board The Goose (PCs and NPCs alike) roll their Stamina, difficulty 6, to soak one level of Bashing damage. Anyone who fails to soak checks off one level of Health and suffers any penalties they incur.

Just as unnamed NPCs do not soak lethal damage, to keep combat fast-paced, neither do inconsequential vehicles. Any vehicle that is not carrying a PC or named NPC is probably inconsequential unless the Storyteller decides otherwise.

NPCs aboard inconsequential vehicles are not subject to Bashing damage when their vehicle is damaged. Tracking NPC health on top of vehicle health becomes cumbersome for the Storyteller and slows down combat, so the increased vehicle penalty accounts for any injuries the crew suffered while removing the inconsequential vehicle from the combat sooner.

Example: The Goose's gunner returns fire and attacks TIE C scoring a hit. The gunner rolls 6D damage, difficulty 5 due to scale, and gets four successes. Because TIE C is inconsequential, it does not get a Soak roll. It just takes four levels of Damage. TIE C has "Heavy" damage and

suffers a -3D penalty to all dice pools. The pilot of TIE C does not have to soak four levels of Bashing damage—he won't last much longer anyway.

Specific Damage

Just as a character who takes significant damage can opt to suffer an amputation instead, vehicles can choose damage to a single, specific system rather than taking a penalty to all systems across the board.

Specific damage can add unique complications to an encounter and have a more interesting impact on the story. If a pilot or captain chooses to take specific damage, they roll an appropriate die and compare the result to the "Configuration" list on the vehicle sheet to determine which system is compromised.

An attacker can also choose to target a specific system by making a Wits + Interfaces + Sensors roll immediately prior to the attack. The penalty to the targeted system depends on how much damage is done after Shields and Durability rolls.

The Storyteller can determine the exact nature of the system failure based on the amount of damage sustained and the dramatic needs of the story. The Storyteller can also decide if the vehicle's occupants take any damage from the system damage.

Example: Red-Two wants to get a clear shot at the TIE formation next turn so makes a full maneuver roll using his astromech droid as a co-pilot.

While making its attack rolls, Scythe gets lucky and scores a hit on Red-One's rear arc with its Turbo Lasers. It rolls 7D for damage, difficulty 4 due to scale, and gets five successes. Red-One has a Durability of 4D and Shields of 1D so rolls 5D to soak, difficulty 6, and gets two successes. Red-One sustains three Damage levels or "Moderate" damage. Because the damage levels are greater than Red One's Shields attribute, Red One ticks off a checkbox on the rear shield arc. The rear shields have collapsed.

Rather than suffer a -2D penalty for the rest of the scene, Red-One opts for Specific Damage. The Vehicle Sheet for Red-One lists seven items on the Configuration list, so the player rolls a d8 and gets a 6—"Laser Cannons". The player marks an "X" in the Moderate damage checkbox and notes "6" next to it.

The Storyteller decides that several of the capacitors that charge Red-One's Laser Cannons have shorted out. Instead of doing 8D damage, the Laser Cannons will do only 3D damage until repaired.

Examples of Specific Damage

The Storyteller decides the exact effect of specific damage depending on the amount of damage done and the needs of the story. However the impact on one

STAR WARS Vehicle Sheet

Name: *Red-One*
 Model: *Incom T-65 X-Wing*
 Owner: *Duhla Déi'An*

Scale: *Starfighter*
 Crew: *1 + Droid*
 Length: *12.5m*

Cargo Capacity: *110kg*
 Passengers: *0*
 Consumables: *1 week*

Attributes

Durability

Maneuverability

Speed: *14** Altitude: *space*

Comm/Sensors

Range: *50*

Hyperdrive

Nav Comp: *astromech droid*

Shields

Front (odd):

Rear (even):

Configuration

- Durability*
- Maneuverability*
- Comm/Sensors*
- Hyperdrive/Droid*
- Shields*
- Laser Cannons*
- Torpedo Launchers*
-
-
-

Weapons

Weapon	Arc	Rng	Dmg
<i>4 Laser Cannons</i>	<i>Front</i>	<i>12</i>	<i>8D</i>
<i>2 Proton Torpedos</i>	<i>Front</i>	<i>3</i>	<i>11D</i>

Combat Scales

Death Star  -1 diff to hit

Capitol  +1 diff to dmg per step

Transport

Starfighter

Walker  +1 diff to hit

Speeder  -1 diff to dmg per step

Character

Notes

**Equipped with a landing claw*

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Damage

Cosmetic

Light -1

Moderate -2

Heavy -3

Severe -4

Crippled -5

Wrecked

system ought to be greater than the penalty suffered from the same level of General Damage. Below are some examples of the kinds of damage that can be suffered by different systems. Of course, Storytellers are free to invent their own.

- **Durability:** Hull is breached and crew takes bashing/lethal damage each turn until repaired; durability bonus is reduced; vehicle cannot soak damage until repaired.
- **Maneuverability:** Speed is reduced; repulsolifts fail; penalty to Maneuver rolls; vehicle can not maneuver at all until repaired.
- **Comm/Sensors:** Can only transmit *or* receive communications; can neither transmit nor receive; Sensors rating or range is reduced; cannot make Comm/Sensors rolls at all until repaired.
- **Hyperdrive/Nav Computer:** Hyperdrive bonus reduced; astrogation difficulty increases; astrogation time increases; cannot jump to hyperspace until repaired.
- **Shields:** One or both shield arcs collapse immediately; Shields Attribute is reduced until repaired; shields do not recharge until repaired.
- **Weapon System:** Weapon range/damage is reduced; weapon can only attack odd/even, higher/lower, or specific maneuvers; weapon system is completely offline until repaired.

Note that some weapon systems may include more than one emplacement, such as a Star Destroyer's sixty turbo lasers. Specific damage should usually affect the entire weapon system, not just a single emplacement.

Ion Damage

Ion weapons cause "Stun damage" to vehicles (and droids) by disrupting all of their systems with electrical interference. The damage is not permanent and does not need to be repaired. As power flows through the circuits, ion particles quickly dissipate, restoring one Damage level per turn.

The disruption from ion weapons does make electronics more susceptible to damage though. Subsequent General or Specific damage to a vehicle is cumulative with Ion damage, added to the vehicle's current Ion Damage level.

Living characters aboard vehicles hit with ion weapons do not suffer Bashing Damage from the attack, but droids on board might be stunned.

If a vehicle's Damage level is reduced to "Wrecked" by ion damage, the reactor shuts down. It takes 1d10 minutes to restart the reactor and begin de-ionizing.

The SWRPG rules established that Shields are useless against ion weapons. Most other Star Wars

sources follow this convention, so vehicles do not add Shields to their Soak roll after being hit with an ion weapon.

Example: Scythe wants to capture The Goose if it can, so attacks with its ion cannons and scores a hit, rolling 3D for damage, difficulty 5 due to scale, resulting in three successes. The Goose rolls just its Durability to soak the Ion damage and manages one success. The ghtroc freighter has been "stunned"; because it is already Lightly Damaged, The Goose now has "Heavy" ion damage.

Just like a stunned character, the pilot marks a dot in the Moderate and Heavy Damage levels on the Vehicle Sheet. The Goose will suffer a -3D penalty to all dice pools, but it will recover one level of ion damage per turn.

While ion weapons normally disrupt an entire vehicle, the Extended Universe includes specialized ion weapons with narrower effects. The Storyteller may introduce such weapons at their discretion.

Missiles and Torpedoes

Proton torpedoes and concussion missiles are established in the films. The WEG rules make them more difficult to fire, and give them more damage than energy weapons, but otherwise don't make them any more interesting than that.

Taking a cue from Star Wars video games, this conversion makes missiles and torpedoes "smart." Once they lock on to a target, they can continue to follow the target keeping that vehicle occupied even if they never actually hit. The trade off is that these slower weapons won't actually hit until the target has had a chance to evade them.

When firing one of these smart weapons, make a Wits + Interfaces + Sensors roll, difficulty based on scale, to lock on the targeting computer. On the same turn roll Dexterity + Gunnery + Sensor successes, difficulty again based on scale. The number of successes determines the strength of the target lock. Beginning the next turn, if the target vehicle ever rolls a maneuver lower than the smart attack's number of successes, the weapon will hit at the end of the target vehicle's action that turn.

Concussion missiles will pursue a target for three turns before disarming. Proton Torpedoes will pursue a target for six turns.

Example: Red-One, its laser cannons disabled, decides to take the fight to Scythe. The pilot's astromech droid rolls Wits + Interfaces + Sensors, difficulty 4 due to scale, to lock torpedoes onto the star destroyer and gets four successes.

The pilot, deciding to fire two torpedoes, splits the dice pool and rolls half of Dexterity + Gunnery + 4, difficulty 4 due to scale, and gets six successes, then rolls the same

again and gets seven successes. Beginning next turn (and for the following six turns), if the Scythe rolls less than a 7 for its maneuver it will be hit by the second torpedo. If it rolls less than a 6, it will be hit by both.

Targeted vehicles can attempt to shoot down incoming torpedoes and missiles. They are considered “Character” scale for purposes of determining the difficulty to hit. They do not soak; a hit will destroy them without the need to roll damage.

When they impact, both torpedoes and missiles do damage at “Starfighter” scale regardless of the size of the vehicle that fired them.

Example: On Scythe’s action next turn, the Captain orders all batteries to fire on the incoming proton torpedos. Due to the scale difference, the difficulty is 11. Because the Captain has opted to ignore all other enemy targets, the Storyteller reduces the difficulty to 10 and gives the Scythe one roll on each torpedo. Both attempts fail.

The Scythe rolls its Maneuver and gets only three successes, lower than the target lock numbers of both torpedos. Both torpedos strike Scythe. Red-One rolls 11D, difficulty 8 due to scale, for each torpedo. After rolling to soak each attack, Scythe is left with “Heavy” damage.

Jammers

“Jamming” an enemy’s communications and sensors is a tactic commonly seen in the Star Wars films. It’s done with a simple flip of a switch. Unfortunately the WEG books contain very little about how to handle this in game, and almost no vehicles include jamming technology in their descriptions.

In this conversion any vehicle with a Comm/Sensors rating is capable of broadcasting a localized flood of static that can overwhelm the comms and sensors of all other vehicles in the area.

For basic jamming that affects friend and foe alike, no roll is required. Any attempt to use sensors or communications must roll more successes than the jammer’s Comm/Sensor’s rating to succeed.

Example: On The Goose’s action next turn, the co-pilot switches on the jammers to break the TIE fighters’s formation. The Goose has a Comm/Sensors rating of 3D, so Scythe’s Comm Officer must roll more than three successes to punch a signal through the noise. None of the TIE fighters want to spend their actions making Wits + Interfaces + Sensors rolls to communicate, so the formation breaks.

With a successful Intelligence + Interfaces + Sensors roll, a character can tailor their jamming to keep specific channels open. The character who makes the roll can specify exactly what Comm/Sensors rolls

are still possible—comm frequencies, enemy tracking, smart weapon targeting, etc. Add the number of successes to the Comm/Sensors rating to see how many successes are needed to overcome the jamming.

Example: The Goose’s navigator fine tune’s the co-pilots jamming by rolling Intelligence + Interfaces + Sensors - 3 (because The Goose has taken Heavy damage), and getting four successes. The Comm-Op opens an encrypted channel with the X-Wings so the three rebel vehicles can coordinate, but intensifies all other local comm and sensor jamming

Scythe’s captain orders his Comm Officer to probe the interference with a Perception + Interfaces + Sensors roll. Between the Goose’s 3D Sensors rating and the Sens-Ops six successes, it will take $3 + 4 = 7$ successes on a roll to find the open channel amid all the noise.

Destroyed Vehicles

If a vehicle suffers enough Damage levels—general or specific—to be “Wrecked”, the reactor shuts down and the vehicle is no longer able to take any actions. With time, it may still be repaired and become operational again. A jury rigged repair may get the vehicle back in the fight (see below).

Any vehicle that sustains damage beyond “Wrecked” is considered destroyed, and cannot be repaired. It is up to the Storyteller if anything of value can be salvaged.

The Storyteller also determines the exact nature of the destruction. A capital ship that is destroyed one or two damage levels at a time might remain in tact as a derelict hulk, while a starfighter that goes from undamaged to destroyed after a single hit may explode in a ball of fire.

Ending Combat

Combat can end in a couple of ways.

- One side destroys all the opposition
- One side retreats and the other side let’s them go
- One side retreats and the other side pursues them, turning the encounter into a Chase (see below).

The rules above can be used to adjudicate any sort of vehicle vs. vehicle combat, Tie Fighter vs. X-Wings, Wookie Catamaran Speeders vs. Separatist Tank Droids, or First Order Dreadnoughts vs. Resistance Cruisers.

Often large scale battles will only be the backdrop against which the players try to carry out more specific goals. Chapter 8 in SWRPG has some good advice about running massive battle scenes around a small group of PCs.

Remember that just because combat is abstracted for playability does not mean players should be

discouraged from coming up with creative, deliberate actions. Storytellers have a number of tools they can use to give players the opportunity to achieve the specific outcome they are looking for.

“I want to fly under the Star Destroyer’s shields before I attack.” “Can I find a blindspot in the Ion batteries’ coverage where they can’t hit me?” “I want to lure the TIE fighter past the frigate’s engines where the radiation will cook him without shields.”

In some cases, you might be able to simply narrate abstract results in a way that meets the players’ goal. You could trade a dice pool or difficulty penalty on one roll for a bonus to another roll. Extended Actions could be a good way to let a player work towards an objective over several turns.

Clever ideas and tactics make for better stories, so players should be encouraged to come up with them and offered opportunities to succeed. But sometimes a story can become even more interesting when clever ideas go wrong.

Planetary Combat

While outer space dogfights might be a staple of the Star Wars universe, there is also a place for vehicle combat in large-scale, ground battles. The assault on

Hoth and the battle of Genosis are obvious examples. For any vehicle combat on or above the surface of a planet, fixed artillery emplacements and ground troops on foot may be involved.

To use the same abstract combat rules, forces on the ground have the benefit of being able to attack any vehicle in the combat, but only about half of the vehicles involved can target ground forces on any given turn. In any engagement with opposing forces, a pilot’s need to evade enemy fire may move them out of position leaving them unable to attack slow or stationary targets. To abstract this, only the top half (rounded down) of the vehicles in the initiative order are able to attack ground forces.

In aerial or space combat, it’s easy to understand how only half the combatants are in a turret weapons field of fire. But for vehicles on the ground—walkers or landspeeders—targets are rarely “underneath” the vehicle. Shouldn’t an “even” turret weapon on a ground vehicle be able to hit an “odd” target then? Even ground vehicles may bank into sharp turns or tilt as they maneuver over steep terrain taking some enemies out of the gunner’s field of fire.

The dynamic nature of vehicle combat means all of the vehicles act first. Ground forces attack at the end of the turn starting with Artillery, and then characters

STAR WARS Vehicle Sheet

Name: *North Battery*

Scale: *Walker*

Cargo Capacity: *N/A*

Model: *Loronar Turbolaser System I*

Crew: *5*

Passengers: *N/A*

Owner: *Imperial Army*

Length: _____

Consumables: *N/A*

Attributes

Durability

Maneuverability

Speed: _____ Altitude: _____

Comm/Sensors

Range: *7*

Hyperdrive

Nav Comp: _____

Shields

Front (odd):

Rear (even):

Configuration

1. *Durability*

2. *Sensors*

3. *Turbolaser*

4. _____

5. _____

6. _____

7. _____

8. _____

9. _____

0. _____

Weapons

Weapon	Arc	Rng	Dmg
<i>Heavy Turbolaser</i>	<i>all</i>	<i>5</i>	<i>6D</i>

Combat Scales

Death Star

Capitol

Transport

Starfighter

Walker

Speeder

Character



-1 diff to hit
+1 diff to dmg
per step

+1 diff to hit
-1 diff to dmg
per step

Notes

*Imperial Source Book
2nd ed. (40092), page 119*

Damage

Cosmetic		<input type="checkbox"/>							
Light	-1	<input type="checkbox"/>							
Moderate	-2	<input type="checkbox"/>							
Heavy	-3	<input type="checkbox"/>							
Severe	-4	<input type="checkbox"/>							
Crippled	-5	<input type="checkbox"/>							
Wrecked		<input type="checkbox"/>							

* customized

on foot. This gives ground forces the opportunity to get off a parting shot if the battle moves away from them.

Artillery

In most regards, artillery emplacements should be treated just like vehicles in terms of attacks, damage, and repair. The crew that serves an artillery piece varies by its size. At the very least, every emplacement needs a gunner to roll Dexterity + Gunnery to fire the weapon. The crew may also include sensor and shield operators, technicians, and a commander to coordinate them all. If the emplacement is damaged, the crew can be injured.

Unlike vehicles though, artillery has no maneuverability; artillery pieces do not make a maneuver roll to represent initiative, movement, and defense like other vehicles do. As the tide of battle ebbs and flows, it is up to the Storyteller to determine whether fixed artillery emplacements are in range of the conflict on each given turn.

When the fight does come, artillery has the benefit of being able to attack any other combatant within the engagement. Artillery never has to worry about its field of fire being tilted away from the action. So long as the emplacement sits on the ground, it can attack any target within the 180° dome of its range.

After all of the vehicles have taken their actions for the turn, artillery can act. If it is necessary to establish an initiative order for artillery pieces, use the standard Wits + Alertness roll for each emplacement.

Infantry

When characters on foot find themselves in combat with characters in vehicles, mobile vehicles act first in each combat turn, followed by artillery (stationary vehicles), and then the characters on foot. If it is necessary to establish an initiative order for characters on foot, use the standard Wits + Alertness roll.

On the character's turn, they can take any normal actions. Characters on foot are nimble enough that they can choose to attack any vehicle or character within the combat encounter. For them, combat proceeds by the standard WoD rules. They can seek cover, roll Dexterity + Dodge to increase their defense, roll an attack modified by scale, or split their dice pool to take multiple actions.

Example: An Imperial listening post is being assaulted by three Y-Wing fighters—Gold-One, Two, and Three. The post is defended by two Turbolaser Batteries (Walker scale), a squad of six stormtroopers, an AT-ST, and a flight of three TIE Fighters. The listening post detects the

incoming attack and the Storyteller asks for initiative. The smallest vehicle scale involved in the encounter is 'Walker' with difficulty 6 making 'Starfighter' scale difficulty 7.

The Y-Wing, AT-ST, and TIE pilots roll Dexterity + Pilot + Maneuverability. Initiative for the first turn of combat breaks down like this:

Gold-Two:	6
TIE A:	5
TIE C:	5
Gold-One:	4
Gold-Three:	3
AT-ST:	3
TIE B:	2
Turbolasers	
Stormtroopers	

Gold-Two is the only Y-Wing in the top half of the initiative that can take a shot at either Turbolaser or the Stormtrooper squad. Gold-One and Three were out maneuvered by TIEs A and C and find their weapons pointed away from the ground forces, however they can still take shots at the AT-ST as it strides through their flight path. The AT-ST only has a clear shot at Gold-Three, but the Turbolasers and stormtroopers can make attacks against any of the Y-Wings.

Races

The Boonta Eve Podrace on Tatooine is the obvious example of a race from the movies. While that was a very formal and organized event, other "races" are certainly conceivable—Qui Gon Jinn and Obi Wan Kenobi's trip from Otoh Gunga to Theed or Han Solo's Kessel run through the Maelstrom could both be played as "races." Any scenario where a character tries to reach a destination ahead of another or before a time limit, can be considered a Race.

To run a basic race, the Storyteller first needs to determine how far the racers need to travel as a number of abstract units. Depending on the needs of the story, the units can be light years, parsecs, kilometers, or whatever makes sense in context.

The Storyteller also needs to determine the distance between the racers. Did they start at the same time, or did one get a head start? If one has a head start, by how many units?

Example: Four swoop riders, Ava, Bib, Cici, and Dod, are racing to their favorite cantina back in town 100 units away. Loser buys the first round. This is a formal race, so the racers all start at the same time.

Each vehicle has a Speed rating that describes how many abstract units the vehicle can safely and efficiently travel in a turn, but a race would be pretty boring if it was just a matter of dividing the distance by the speed to determine how many turns it takes.

Just like a professional race car driver with a well-tuned suspension can tease more performance out of a vehicle than a daily commuter, the skill of the pilot and handling of the vehicle make a significant difference.

Example: Ava has a combined Dexterity + Pilot dice pool of 7; her swoop has a speed of 6. Bib has a dice pool of 6; his modified swoop has a Speed of 7. Cici and Dod both have a dice pool of 5; their swoops have a standard speed of 6. All four swoops have a Maneuverability of 4D.

To determine how far a vehicle travels each turn, add the number of successes from a Dexterity + Pilot + Maneuverability roll to the vehicle's Speed. If the vehicle has a co-pilot, they can assist with the roll, just as in Combat, above. The difficulty is set by the Storyteller for the smallest scale vehicle in the race based on the terrain or other conditions. Modify the difficulty for larger scale vehicles as in Combat.

The Storyteller keeps track of how many abstract units each vehicle travels each turn. The first vehicle to cover the distance set by the Storyteller wins.

Example: The Storyteller sets the difficulty for the race at 6. Because the riders start at the same time, none has

initiative, so they act simultaneously. On the first turn, Ava rolls 6 successes, so she moves 6+6=12 units this turn. Bib rolls 3 successes, so he moves 3+7=10 units. Cici rolls 2 successes; 2+6=8. Dod rolls 3 successes; 3+6=9. Ava is off to an early lead. The storyteller records their distances:

Ava: 12
Bib: 10
Cici: 8
Dod: 9

Initiative always begins with the lead racer (the racer who has accumulated the most distance), and descends to the last racer. If two racers share the same total distance, then they have the same initiative and act simultaneously.

Racers do not have to move their full distance each turn. A racer may opt to "back off" and move fewer units if they wish. If racers get too close together, they run the risk of a collision. Racers are considered "crowded" if they occupy the same unit. There can be strategic advantages to slowing down as well.

If a racer scores zero successes, he can still move up to the Speed of his vehicle.

Example: Ava, who has traveled 12 units, has initiative and rolls first. She gets four success and moves 4+6=10

STAR WARS Vehicle Sheet

Name: Bib's Swoop
Model: Skybird Racing Swoop
Owner: Bib Ryder

Scale: Speeder
Crew: 1
Length: 4.2m

Cargo Capacity: 1kg
Passengers: 1
Consumables: N/A

Attributes

Durability ○○○○

Maneuverability ●●●○

Speed: 7* Altitude: 35m

Comm/Sensors ○○○○

Range:

Hyperdrive ○○○○

Nav Comp:

Shields ○○○○

Front (odd): □□□□

Rear (even): □□□□

Configuration

1. Durability

2. Maneuverability

3.

4.

5.

6.

7.

8.

9.

0.

Weapons

Weapon	Arc	Rng	Dmg

Combat Scales

Death Star -1 diff to hit

Capitol +1 diff to dmg

Transport per step

Starfighter +1 diff to hit

Walker -1 diff to dmg

Speeder per step

Character

Notes

* Blaster pistol hidden in secret holster

SWRPg page 243

Damage

Cosmetic

Light -1

Moderate -2

Heavy -3

Severe -4

Crippled -5

Wrecked

for a total of 22 units. Bib rolls three successes and moves $3+7=10$ units for a total of twenty units. Dod rolls five successes and could move up to a total of 20, but that would leave him crowded with Bib. Dod backs off for 1 and only moves $5+6-1=10$ units for a total of 19. Cici rolls five success and moves $5+6=11$ units for a total of 19, crowding Dod anyway. The Storyteller updates the standings:

Ava: 42 22
 Bib: 40 20
 Cici: 8 19
 Dod: 9 19

Obstructed Races

Some races may require negotiating changing terrain, traffic congestion, or other hazards. Some Pilot rolls may be more difficult than others. To represent this mechanically, set the difficulty for blocks of units. The difficulty of any Pilot roll is based on the position of the vehicle when the roll is made.

If pilots know that a difficult stretch is approaching, they may choose to back off strategically to get a lower difficulty.

Example: The Storyteller decides that there is a canyon on the way to town. The difficulty for all rolls between 20 and 54 units is increased by one to 7. Beyond the canyon is an expanse of flat terrain, so the difficulty between 55 and 84 units is reduced by one to 5. The difficulty returns to 6 once the racers enter town from 85 to 100 units.

Ava and Bib begin the third turn at 22 and 20 units, so they have already entered the canyon and their difficulty is 7. Cici and Dod at 19 units haven't reached the canyon quite yet, so their difficulty is still only 6. After making their rolls, the Storyteller records:

Ava: 42 22 32
 Bib: 40 20 28
 Cici: 8 49 27
 Dod: 9 49 26

Taking a Chance vs Playing it Safe

There may be opportunities for a racer to do something reckless in order to pull ahead or make up lost ground. With the Storyteller's permission, a racer can choose to re-roll any dice that did not result in a success up to a number equal to the vehicle's Maneuverability. But if the result of any re-roll is a 1, the entire roll is botched. (This mechanic can also be used in Combat or Chase encounters.)

Alternately, a racer may decide that slow and steady wins the race. By moving only the vehicle's Speed, and with the Storyteller's permission, a racer can claim an automatic success without rolling.

Example: In the fourth turn, all four riders are in the canyon with the difficulty at 7, Ava and Bib both roll four successes.

Cici figures the only chance to catch Ava is to take a risk. The player describes how Cici rolls her sloop on its side to squeeze under a low overhang and cut an approaching curve recklessly close. The Storyteller allows it and Cici rolls four successes out of a dice pool of nine.

The sloop has a Maneuverability of 4D, so the player can re-roll up to four failed dice. Cici's player re-rolls one, then another, and a third accumulating two more successes without rolling a 1. The player decides to stop re-rolling at that point. If any of the re-rolls had been a 1, Cici would have likely crashed. Instead the risk paid off and Cici has caught up to Bib.

If a racer botches a Pilot roll, then their vehicle has suffered some kind of damage at the Storyteller's discretion. It may be a collision with the terrain or an obstacle, the burnout of an overtaxed engine, a bump with another racer, a mechanical failure, or whatever fits the story.

Mechanical Failure

Faster, more powerful engines are capable of doing more damage when they fail catastrophically. The vehicle's Speed is used to determine how much damage is done by a mechanical failure.

Example: At the end of the turn, Dod rolls more 1s than successes and botches his Pilot roll. The Storyteller decides that a defective control valve has broken loose under the strain of the race and rolls Dod's sloop's Speed, or 6D, with four successes. Dod rolls the sloop's Durability, or 1D, to soak the damage and gets one success. Rather than risk losing his repulsorlifts and being stranded, Dod opts for General Damage. The sloop has "Moderate" damage with a -2D penalty.

Dod is still able to advance the sloop's Speed in the race this turn as if he had rolled zero successes on his Pilot roll. From here on out though, Dod will play it safe and with the Storyteller's permission advance cautiously through the canyon. The Storyteller records:

Ava: 42 22 32 42
 Bib: 40 20 28 39
 Cici: 8 49 27 39
 Dod: 9 49 26 32

Collisions and Crashes

Whether it's a speeder bike smashing into a giant tree, a TIE fighter careening off an asteroid, or the Millennium Falcon losing its sensor dish in the Death Star superstructure, collisions are a common part of vehicle encounters in the Star Wars universe. Running into a relatively stationary object is one option that a Storyteller has whenever a Pilot roll results in a botch.

The damage from a collision is based on the Speed of the vehicle and the sturdiness and scale of the obstacle it strikes. A Landspeeder crashing through a stack of character-scale shipping crates will sustain less damage than the same vehicle slamming into a capital-scale granite cliff face. Here's a general guide to help Storytellers gauge the sturdiness of obstacles:

- Stacked goods, water/mud, lifeforms
- Woodwork, loose soil/sand, plate glass
- Stonework, packed dirt/clay, solid wood
- Metalwork, solid stone
- Reinforced concrete, solid metal

Once a collision has occurred, the Storyteller rolls Speed + Sturdiness of the obstacle at a difficulty based on scale, just as if the damage was done by a weapon. If the obstacle is another vehicle, use its Durability in place of Sturdiness. The damaged vehicle can then roll to soak as usual. The amount of damage sustained will help determine if the vehicle suffered a fatal impact or a glancing fender bender.

Example: On the fifth turn, Ava can see the open plain beyond the canyon, but Bib's Pilot roll results in a botch! The Storyteller decides that Bib, with Speed 7, has hit a 'character' sized pile of loose stone rubble with a Sturdiness of 2, so rolls $7D + 2D = 9D$ for damage, difficulty 7 due to scale (the rock pile is smaller than the sloop, so has a lower chance of doing damage), and gets two successes. Bib rolls to soak and gets one success, then fully soaks the Bashing damage to his Health. So this collision was just a bad scrape that left Bib's sloop with "Cosmetic" damage.

Some pilots may be able to recover from a collision, like Darth Vader after being struck by his wingmate in the Death Star trench. Others may lose control of their vehicle and suffer even further damage, like the Gran pod racer Mawhonic after a bump with Sebulba. The sturdier the obstacle is, the less energy it will absorb, and the harder a vehicle will bounce off of it.

Following any collision damage, immediately make a Wits + Pilot roll (do not include the vehicle's Maneuverability) at a difficulty equal to $5 + \text{Sturdiness}$ of the obstacle. With any success, the pilot recovers. Otherwise, another collision may occur.

Example: The Sturdiness of the rock pile was 2, so the difficulty for the recovery roll is $5 + 2 = 7$. Bib rolls Wits + Pilot but fails to get any successes. Because Bib is crowded with Cici (they started the turn with the same total distance) the Storyteller decides that the two swoops bump into each other.

Striking another vehicle moving in the same direction negates the effect of Speed on the collision. Subtract the lesser Speed from the greater when calculating the damage dice pool. Conversely, playing chicken with another vehicle moving directly towards you could double the effect of Speed; add both vehicle speeds together.

Example: Both Bib and Cici's swoops have a Durability of 1D. Since both racers are going in the same direction, Speed isn't much of a factor. Bib has a Speed of 7 and Cici has a Speed of 6, so the difference is 1D. Damage from the bump will be $1D + 1D = 2D$, difficulty six because both are the same scale. The Storyteller rolls damage for both, getting one success for Bib and two successes for Cici. Both riders fail their soak rolls, so both swoops have "Light" damage with a -1D penalty. Now both Bib and Cici must make recovery rolls.

Once a pilot recovers from a collision, they can continue the Race, Chase, or Combat as normal.

Example: Both Bib and Cici recover from their collision. Bib still advances his sloop's Speed. Cici had a successful Pilot roll simultaneous with Bib's botched roll, so Cici has pulled ahead of Bib. Dod continues to play it safe in the canyon. The Storyteller records:

Ava:	42	22	32	42	54
Bib:	40	20	28	39	46
Cici:	8	19	27	39	50
Dod:	9	19	26	32	38

Ramming

In any encounter, a pilot may decide to ram another vehicle. This is basically an intentional collision.

Ramming an opponent is an attack made with a Dexterity + Pilot roll, difficulty set by scale. Both vehicles will take damage from the attack, but because the attacking pilot can anticipate the impact, only the target vehicle has to make a Recovery roll.

In a Race or Chase encounter, a ram attack is only possible when both attacker and target begin or end the turn at the same distance, or when one passes the other during the turn.

In a Combat encounter an attacker can ram any target with an equal or lower Maneuver—the same targets she could shoot with "front" arc weapons. The attack could come from any direction—parallel, perpendicular, oblique—so the attacker can decide how much Speed to apply to the damage up to the combined total of both vehicles for a head-on collision.

Example: On the sixth turn, Ava, Bib, and Cici roll well enough to exit the canyon. Dod is still working through the canyon slowly. The Storyteller records:

Ava:	42	22	32	42	54	65
Bib:	40	20	28	39	46	57
Cici:	8	49	27	39	50	59
Dod:	9	49	26	32	38	44

On the seventh turn, out on the open plain, Ava and Cici make their respective rolls at difficulty 5. They advance to 77 and 65 units respectively. Short-tempered Bib blames Cici for crowding him back in the canyon and causing his collision; he wants to scare her off. Figuring that he can easily overtake Cici this turn, Bib splits his dice pool to both move and attack.

Bib rolls half of his Dexterity + Pilot + Maneuverability dice pool with a -1D penalty for Light damage, or 4D, and gets two successes. Adding his Speed of 7, Bib advances to 66 units, passing Cici. While passing, Bib rolls half of his Dexterity + Pilot dice pool with a -1D penalty, or 2D, difficulty 6 to sideswipe Cici.

With one success, Bib and Cici trade paint. As established earlier, the damage is 2D to both swoops. Both vehicles soak, so no additional damage is done, but now Cici is forced to make a Wits + Pilot roll, difficulty 5, to Recover, which succeeds.

Dod is still back in the canyon, effectively out of the race and buying the first round of drinks. The Storyteller records:

Ava:	42	22	32	42	54	65	77
Bib:	40	20	28	39	46	57	66
Cici:	8	49	27	39	50	59	65
Dod:	9	49	26	32	38	44	50

Combat During Races

When a pilot is focused on getting from point A to B as quickly as possible, they are not making evasive maneuvers. Their course is largely predictable, so if racers take pot shots at each other, they all have a defense of zero; even a single success on an attack roll will hit.

A pilot can split their dice pool to attack and maneuver in the same turn, or forego their Maneuver roll for a full attack. In the later case, the vehicle can still travel up to its base Speed that turn as if the Maneuver roll had resulted in zero successes.

Of course, other characters on the vehicle can also make attack rolls, freeing the pilot to focus on maneuvering. As with Combat, characters on the same vehicle act on the same turn. They can decide for themselves what order to act in.

Vehicle weapons with a “front” arc can only attack racers with a higher distance; the “rear” arc can only hit racers with a lower distance. Turret weapons can only target racers with an “even” or “odd” distance depending on the designated arc.

If the racing pilots choose to take evasive action to increase their Defense rather than continue the race, switch to the Combat rules above. If they try to engage in combat while still trying to complete the race, use the Chase rules below.

Winning

In a simple race, initiative is most important on the last turn, because the first racer to cross the established distance wins, even if the next racer in order also crosses the finish line the same turn.

Example: After jockeying back and forth for nine turns, Ava is in the lead with 93 units and Bib is close behind with 91 units. Ava rolls four successes and moves 4+6=10 for a total of 103 units. Ava has crossed the finish line and won the race. Even if Bib were to roll six successes, moving 6+7=13 for a total of 104 units, it doesn't matter. Ava crossed the finish line first.

If both racers are on the same initiative on the final turn, the winner is the racer who travels furthest on that turn. If both racers travel the same distance, the race is a tie.

Racing the Clock

Not all “races” will be against a competitor. Many will be a race to reach a destination before a deadline. The Storyteller can decide ahead of time that the characters must travel X units in Y turns in order to arrive in time to achieve their goal.

Example: The players have uncovered evidence that will sway a crucial vote in the Galactic Senate. The Senate building is 60 units away, but the vote is scheduled to take place in five turns. Can their speeder negotiate the Coruscant traffic and get to the Senate in time?

Navigated Races

Very long distance races may be more a matter of choosing the fastest route rather than having the fastest vehicle and best pilot. In such cases, Attributes and Abilities other than Dexterity + Pilot can be used to determine how long it takes to get from A to B; other vehicle systems may be more appropriate than Maneuverability.

For ground vehicles or low-altitude landspeeders, overland travel through the wilderness might be accomplished with a Perception + Survival + Durability roll. In a dense urban environment, Wits + Streetwise + Comm/Sensors could be used to find the fastest route through traffic. Other combinations are certainly possible.

The Storyteller may also give the players alternate routes to choose from. One option may be longer

with a lower difficulty while the other is shorter but treacherous.

Example: The players begin their race to the senate in moderate Coruscant traffic, difficulty 6, but after two turns, they've only gone 15 units. The Storyteller asks for an Intelligence + Streetwise roll—the player with the most successes is told that they can shave 12 units off the trip by cutting through the crowded spaceport. However the spaceport is off limits to speeder traffic. Between units 20 and 40 the difficulty will be 8, and they may be detected and pursued by security forces.

Hyperspace Races

In the movies we get very little indication of how long hyperspace travel actually takes, or what is involved. A nav computer calculates the jump to lightspeed, we see star lines, and then we get some exposition or character development during a journey that lasts an indeterminate amount of time. Most travel through hyperspace should be routine, without a dice roll, and take as long as the Storyteller decides, whether the story needs a fast-forward to the next scene, or some down time for the players to rest or plan.

The Storyteller can ask for an Intelligence + Astrogation roll if there is a chance of failure, setting the difficulty based on circumstances. If the roll is a botch, SWRPG has a fun “Astrogation Mishap Table” on pg. 119.

Occasionally though, the plot may hinge on how fast the players can make a hyperspace journey. In a head to head race, both navigators roll Intelligence + Astrogation + Hyperdrive at a difficulty set by the Storyteller. As long as neither roll results in a botch, the ship with the highest result wins.

Example: The Goose has jumped away from Scythe's ambush, but a spy has provided the Empire with the freighter's itinerary.

The Scythe has a Hyperdrive rating of 1D and its Navigation Officer has an Intelligence + Astrogation pool of seven dice. The Goose has upgraded its Hyperdrive rating to 2D, and the best Astrogator on board has a dice pool of five dice. The Storyteller sets the difficulty to calculate a course to Corellia at 6.

Both Scythe and The Goose roll five successes. A tie. Both ships will drop out of hyperspace in the Corellia system at the same time—or close enough as to make no difference.

It is possible that the same trip can take different amounts of time. Objects in space are always in motion, and the routes between them are constantly shifting. Old routes become impassable and new routes open up. A ship with a lower hyperdrive rating

might not be able to follow the same path as a faster ship. The Astrogation roll represents the best course the Navigator can find that ship at that time. If a roll fails, the Storyteller decides how long the player has to wait before trying to find a new route.

Multiple ships can choose to share the same Hyperspace route so long as they all have functioning Comm/Sensors systems to transmit or receive the route data. When traveling as a convoy, the lowest Hyperdrive rating must be used to ensure that all vehicles are capable of making the jump.

Example: Red-One has a Hyperdrive rating of 3D but is too busy running interference to calculate its own jump. The Goose transmits its route calculations, which include hyperdrive speeds, and Red-One arrives at Corellia at the same time as the others.

Riskier Hyperspace Routes

It is also possible for a Navigator to plot a faster but riskier course. A faster hyperdrive allows a ship to thread a narrower window of safety, so a navigator may choose to take a greater risk in order to cut precious time off their route.

If the initial roll succeeds, the Navigator can choose to re-roll any dice that did not result in a success up to a number equal to the ship's Hyperdrive attribute. Faster ships can re-roll more dice. But if the result of any re-roll is a 1, the entire roll becomes a botch.

Example: Aborting the stop at Corellia, The Goose immediately calculates a jump to Naboo. The Storyteller decides that jumping out of the crowded Corellia system is a difficulty of 7. The Goose's Intelligence + Astrogation + Hyperdrive roll comes up 2, 4, 4, 5, 6, 7, and 9—two successes. The crew is desperate to evade the Scythe, so the Navigator takes a gamble and re-rolls a die. It comes up an 8 giving The Goose's three successes. Since the Goose has a Hyperdrive rating of 2D, the navigator can re-roll one more die from the original pool. The navigator re-rolls a second die and it comes up a 1. The final result is a botch for the whole roll and the Storyteller rolls on the “Astrogation Mishap Table”.

Chases

The Millennium Falcon hounds a lone TIE Fighter in the ruins of the Alderaan system. Obi-Wan Kenobi tails Jango and Boba Fett through the treacherous asteroid field surrounding Geonosis. The First Order tenaciously pursues the remnants of the Resistance fleet to Crait. Neither the Combat nor Races rules quite capture what is happening when one vehicle tries to escape from another.

The Chase rules are modified from the “Pursuit” rules in V:TM. They combine elements of a Race and Combat, and are more complicated than either.

The pursuing vehicle attempts to keep the prey within sensor and weapons range to follow, capture, or destroy it. At the same time, the prey is trying to escape the pursuer by getting out of sensor or weapons range. So rather than keeping track of distance traveled, in a Chase the storyteller has to keep track of each vehicle’s distance from one another.

While SWPRG recommends using miniatures or pawns on a grid to record the distances and orientation between vehicles, that can restrict your imagination to two-dimensional action. Instead, use a simple matrix to keep track of the distances between vehicles. Put the pursuers on one axis, the prey on the other and describe the action coming from above, below, or any direction you like.

To begin a chase, the Storyteller first determines the distance in abstract units between the pursuer and the prey. This distance should be within the pursuer’s sensor range.

Example: The Goose’s hyperdrive has failed and it must attempt to outrun Scythe. Scythe has a Sensor Range of 100. The storyteller rolls 5d10 to determine that the chase begins with The Goose 32 units ahead of Scythe and Red-One only 25 units ahead. Both Weapon and Sensor ranges can be doubled (with a plus one increase to their difficulty) so both prey vehicles will need to increase the distance to 101 units in order to escape. The Storyteller begins tracking the distances between predator and prey:

	The Goose	Red-One
Scythe	32	25

As in a Race, a vehicle’s Maneuver roll can be added to its Speed to determine how much distance a vehicle covers in a turn. A prey vehicle’s distance is added to its distance from all other vehicles on the matrix. A pursuit vehicle’s distance is subtracted.

The prey vehicles—the vehicles in the lead—act first, just like a Race. If there is more than one prey vehicle, the vehicle with the greatest distance acts first. If there is more than one pursuing vehicle, the vehicle with the least distance acts first among the pursuers.

As always, Characters on the same vehicle act on the same turn. They can decide for themselves what order to act in.

Example: The Goose acts first. The sensor operator determines that they are completely out of range of Scythe’s Tractor Beam (15), within long range for Scythe’s Ion Cannons (25), and within normal range of Scythe’s

Turbo Lasers (36). Scythe is out of range of The Goose’s laser turret (12), so rather than wasting an attack the rest of the crew attempts to jury-rig the Hyperdrive. The Goose makes a Maneuver roll, difficulty 7 because it is one scale step larger than the smallest vehicle in the Chase, gets three successes, and adds them to its Speed of 12. The Goose increases the distance from Scythe by 15 units to 47, now long range for Scythe’s Turbo lasers.

	The Goose	Red-One
Scythe	47	25

Red-One, within range of Scythe’s Ion Cannons and Turbolasers, acts next. The pilot has six Maneuver roll successes. With a Speed of 11, Red-One increases her distance by 17 to 42.

	The Goose	Red-One
Scythe	47	42

Scythe begins its turn with a Wits + Command roll to determine how many actions it has this scene and gets two successes. The captain is indecisive about whether to capture or destroy The Goose.

For its first action, Scythe makes a Maneuver roll. It scores two success. Including Scythe’s Speed of 10, this decreases the distance from the prey vehicles by 12 units, back within normal range of the turbolasers.

	The Goose	Red-One
Scythe	35	30

Scythe also launches a flight of TIE fighters—D, E, and F. Both prey vehicles are out of range of the TIE’s weapons, so the fighters form up and the leader rolls their Maneuver with four successes. Added to the TIEs’ base speed of 12, the distance to both prey vehicles is reduced by 16. The Storyteller adds a second row to the matrix.

	The Goose	Red-One
Scythe	35	30
TIE flight	19	14

Chases aren’t limited to just adding Maneuver successes to Speed and doing the math. Pilots can use the options from the Race rules above to gain a strategic advantage or make the story more exciting. Of course, if a pilot botches a Maneuver roll, many of the same complications can arise.

Example: In the second turn, The Goose decides to “Take a Chance.” The pilot describes how he diverts power from the weapons to the engines. The Storyteller allows it. Since The Goose has a 1D Maneuverability, after rolling four successes, the pilot re-rolls one failed die. It comes up a 1! The Maneuver roll is a botch.

The Storyteller decides to treat the botch as a Mechanical Failure and rolls 12D for damage because The Goose has a Speed of 12. The players opt for specific damage. The Goose rolls a d6 on the Configurations list

and comes up with a 2, “Maneuverability”. the Storyteller describes how the excess power overloaded the engines resulting in a burnout. Until repaired, The Goose’s base Speed is reduced to 4.

	The Goose	Red-One
Scythe	39	30
TIE flight	23	14

Red-One rolls three successes on her Maneuver roll. She could increase her distances by 14, but she sees the trouble The Goose is in and opts to “Back Off” eight units in order to screen the freighter from the star destroyer.

	The Goose	Red-One
Scythe	39	36
TIE flight	23	20

The TIE formation pounces. The flight leader rolls four successes reducing the distance by 15 and bringing both prey vehicles into weapons range. TIE-E rolls an attack on The Goose and TIE-F attacks Red-One. While both attacks hit, neither does damage.

	The Goose	Red-One
Scythe	39	36
TIE flight	8	5

Scythe’s captain, noting The Goose’s distress, assumes that the chase is all but over and opts to “Play it Safe”. Without rolling a Maneuver, Scythe advances only its base Speed of 10, bringing it into long range for its tractor beam.

	The Goose	Red-One
Scythe	29	26
TIE flight	8	5

Combat During Chases

Chases do not have the same ever-changing, dogfight dynamics that the Combat rules abstract. In a Chase, the prey is in front and the pursuer behind. The pursuers can use pilot-fired “front” arc weapons to attack the prey. Prey vehicle’s cannot use “front” arc weapons against their pursuers unless they turn and fight; if a prey vehicle has a “rear” arc weapon though, it can be fired at a pursuer.

Turret guns “even” or “odd” fire arcs are still abstracted. An enemy vehicle may be slightly above or to the right, putting it just outside of a turret’s 180 degree fire arc. Or the enemy could be screened by another vehicle or terrain feature. Use even or odd distances to abstract which turret weapons have enemy vehicles in their field of fire.

Either the pursuer or the prey can choose to take evasive action and make themselves more difficult to hit. A pilot can apply their Maneuver roll successes to the vehicle’s Defense rather than to the vehicle’s

distance adjustment; in such cases, only the vehicle’s base Speed is used to adjust distances.

Example: While The Goose’s mechanic rushes to jury-rig repairs to the engines, the gunner takes a shot at TIE-E. The TIE fighter formation is at distance 8, an even number, so it’s within the field of fire of The Goose’s double laser turret with an “even” arc. The TIE fighters did not take evasive action last round, so TIE-E’s defense is zero. The attack hits and does two levels of damage. The Goose gets four successes on its Maneuver roll, and opts to put them towards distance, hoping to stay out of range of the Scythe’s tractor beam.

	The Goose	Red-One
Scythe	37	26
TIE flight	16	5

Red-One can’t attack the TIE Fighters as long as they are behind her, so she splits her dice pool and applies her three Maneuver roll successes to Defense. She describes how she loops back to take a shot at TIE-F and then completes the loop to follow The Goose. TIE-F’s defense is also a zero so the attack hits, doing four levels of damage. Red-One applies her base Speed of 11 to distance, but backs off one unit to stay between The Goose and pursuit. Because she is taking evasive maneuvers, she will have a Defense of 3 until her next turn.

	The Goose	Red-One (3)
Scythe	37	36
TIE flight	16	15

The TIE squadron leader orders his formation to take evasive action. He rolls four successes on his Maneuver roll, giving his formation a defense of 4. Traveling the TIE’s full base Speed of 12 would put the formation 4 units from The Goose, but the leader wants to stay out of the transport’s field of fire, so he backs off one unit. The Storyteller describes how the TIE’s drop below The Goose, avoiding the top-mounted laser cannon. Both Wingmen attack Red-One. TIE-E rolls two successes—not enough to overcome Red-One’s Defense of 3. TIE-F rolls four successes and does Cosmetic damage to the escort fighter.

	The Goose	Red-One (3)
Scythe	37	36
TIE flight (4)	5	4

If both pursuer and prey are taking evasive action and keeping each other in weapons range rather than prioritizing distance, Storytellers may want to switch to the more abstract Combat rules rather than continuing with the Chase rules.

Just like in Combat, any capital ship weapon system with an arc of “all” can attack any other vehicle in the Chase regardless of whether the capital ship is pursuer or prey.

Example: Scythe gets four successes on its Maneuver roll. Added to its Speed of 10, that brings The Goose into range of Scythe's ion cannons. Leaving the X-wing to the TIEs, Scythe uses all of its attacks to incapacitate The Goose with Ion fire.

	The Goose	Red-One (3)
Scythe	23	22
TIE flight (4)	5	4

Tractor Beams

Rather than increasing the Damage level of a target vehicle, tractor beams can be used to further reduce the distance in a Chase by a number equal to the damage roll successes.

Example: The Goose's Damage level is "Wrecked" due to ion damage, so it is unable to act for 1d10 turns while its reactor comes back online. The Storyteller rolls a two. The crew frantically try to repair the Hyperdrive, but otherwise the ship is dead in space.

Red-One has engaged in a dogfight with the TIE fighters, so the Storyteller stops recording distances for those vehicles and uses the Combat mechanics instead.

On Scythe's turn, the star destroyer plays it safe and advances only 10 units. The distance to Goose is now 13 units, within range of Scythe's tractor beams. Scythe attacks, hits with a tractor beam, and gets four successes on the damage roll. This reduces the distance to the transport by another 4 units to 9. The Goose may be cooked.

If the attacking vehicle has more than one tractor beam projector, hitting the same target does not increase the rate at which the target is pulled in. Once a tractor beam successfully hits a vehicle, it retains it's hold turn after turn until deactivated or disabled. Whether or how a tractor beam can be disabled is up to the Storyteller.

Chases on Foot

If a character on foot is chasing another character on foot, use the simpler "Pursuit" rules in V:TM. But it is possible that a dismounted character might chase or be chased by a vehicle. While Rey couldn't outrun Kylo Ren's starfighter in ROS, Luke was able to catch a trudging AT-AT in ESB.

Characters do not have a Maneuverability or a Speed rating; how quickly a character moves is entirely dependent on their Physical Attributes and athletic talent. The roll to determine how much ground a character can cover in a turn is usually just Dexterity + Athletics with no Speed bonus added to the number of successes. There may be situations where other rolls are more appropriate though.

Example: Duhla has escaped from an Imperial prison camp into a dense forest and the guards won't notice she's missing for half an hour. The Storyteller knows that the patrol speeders have a Sensor Range of 15. He decides to set the chase units in kilometers and the turns in ten minute intervals. Duhla has three turns to cover fifteen kilometers if she hopes to avoid being re-captured. The Storyteller asks for a Stamina + Survival roll to determine how far she travels each turn.

Ending a Chase

Chases can end in a number of ways.

- If the distance increases beyond twice the pursuer's Sensor range, the prey has escaped.
- If the distance drops to zero or less, the pursuer can dock with the prey and attempt to board.
- If the prey jumps to hyperspace the chase ends (unless your game has hyperspace tracking).
- If either the pursuer or the prey are destroyed.
- If the players come up with and execute a clever plan and the Storyteller agrees.

Repairing Vehicle Damage

In the movies, when a weapon system or hyperdrive fails, we get to see the characters frantically try to get the system back online in the middle of combat. These jury rigged repairs are quick, dirty, and very temporary. Permanent repairs usually happen off screen, so the Storyteller can simply have repairs take place during downtime or in the background while the players are otherwise engaged. If it becomes an important plot point though, here's a simple system that uses the V:TM Extended Action rules to determine how long it takes to repair damage.

	Required Successes		
	Diff	Jury-rig	Permanent
Cosmetic	7	-	2 x scale
Light	8	3	5 x scale
Moderate	8	6	10 x scale
Heavy	9	9	15 x scale
Severe	9	12	25 x scale
Crippled	10	15	50 x scale
Wrecked	10	18	100 x scale

Equipment Bonuses

- Basic Tool Set reduces Diff by 1
- Advanced Tool Sets reduces Diff by 2
- Complete Workshop Diff by 3

Scale Multipliers

- Character/Droid or Speeder x1
- Walker or Starfighter x2
- Transport x3
- Captial x5
- Death Star x10

Unlike a character that can heal naturally over time, the only way to repair a vehicle is to succeed on

Repair rolls. The more damage a vehicle has taken the more successes are required to accomplish repairs and the more difficult the task becomes. The table above lists the difficulty to repair each level of damage and the number of successes that must be achieved.

Having the proper tools will reduce the difficulty. If a character has a Repair specialty, it can be applied to specific vehicle systems as described in the Vehicle Conversion section above.

Jury Rigged Repairs

Only damage to a specific system can be jury-rigged to get the system functioning fully again. General damage that affects the entire vehicle is too widespread to be boddged back together.

To attempt a jury-rigged repair, roll Wits + Repair every turn against the difficulty on the table above. When you achieve the required number of successes for the damage level, the jury-rigged repair is complete and the damaged system will function normally.

However, the total Damage level does not improve. The next time the vehicle is hit and takes damage, the Damage level will continue to increase. Only making permanent repairs can improve a vehicle's Damage level.

Example: Red-One's Laser Cannons are only doing 3D damage because several capacitors are burnt out due to Moderate damage. The pilot has his astromech droid bypass the capacitors to charge the cannons directly. The Droid needs to accumulate 6 successes on Wits + Repair rolls to get the cannons functioning again. It takes the droid three turns to get Red-One's Laser cannons functioning at full capacity, but the X-Wing's Damage is still Moderate. The next time Red-One takes damage, the Damage level will drop to at least Heavy.

Jury-rigged repairs are never pretty, so you can't jury-rig Cosmetic damage.

Permanent Repairs

Permanently repairing damage takes a good deal longer than a quick bodge job. Repairing a vehicle, like healing a character, occurs one damage level at a time. Once the Heavy damage is repaired, the vehicle is still Moderately damaged. Once the Moderate damage is repaired, the Vehicle is Lightly damaged.

If you need to play out full repairs to a vehicle, roll Intelligence + Repair every hour rather than every turn. The difficulty and the required number of successes are found in the table above. If you fail a roll, then you've made no progress that hour and can roll again the next.

Of course, a Heavily Damaged star destroyer is going to take longer to repair than a Heavily Damaged snow speeder, so multiply the number of Required Successes by the size of the vehicle's Scale Multiplier above. Repairing the Heavily Damaged snow speeder requires accumulating $15 \times 1 = 15$ success. The Heavily Damaged star destroyer however would take $15 \times 5 = 75$ successes to repair.

In Medicine, adding more doctors won't necessarily speed up recovery time, but adding more technicians can get your vehicle moving again faster. The more technicians you have working, the more rolls can be made per hour, and the faster you can accumulate successes and complete repairs.

Example: The Goose was Moderately Damaged by TIE Fighters while running an Imperial blockade. Rax is the mechanic, but Duhla also has one rank in the Repair skill and helps with repairs. They need to accumulate $10 \times 3 = 30$ successes to improve the Goose's condition from Moderate to Light damage. They have a Basic Tool Set on board. After an hour of work, Rax and Duhla both roll Intelligence + Repair difficulty $7-1=6$. Rax gets four successes, and Duhla gets one for a total of five.

They work for another hour and roll again. Rax gets three successes, but Duhla fails her roll, so the total is now eight. Another hour passes and Rax rolls four more successes and Duhla gets two for a total of fourteen, and so on. After six hours of work and six repair rolls they accumulate thirty successes. The Goose is now only Lightly damaged, suffering a -1D instead of -2D. They can now start repairing the Light damage, which will require fifteen more successes.

If NPC technicians are available, a PC can coordinate their work. Roll Intelligence + Command, difficulty 6 and multiply the result by the vehicle's Scale Multiplier above to determine how many NPCs can be utilized. Each NPC gets one automatic success every hour, provided the PC in charge makes their Repair roll.

Example: Scythe was Heavily damaged by proton torpedoes. The chief engineer has an Intelligence of 4D and a Command skill of 3D. The chief gets four successes rolling Intelligence + Command, difficulty six. Multiplied by 5 (the Capital scale multiplier above), the chief can manage twenty technicians, giving him a bonus of twenty successes each hour.

If a Repair roll results in a botch, that character is "stuck" on a problem and unable to make further repair rolls until the situation changes. For example, better tools or parts are acquired, their Repair skill increases, or another character improves the condition of the vehicle.

Quick Reference Tables

Healing

	Diff	Recovery Times		
		Stun	Bashing	Lethal
Bruised	4	1 trn	1 hr	1 day
Hurt	5	1 trn	1 hr	3 days
Injured	6	1 trn	1 hr	1 week
Wounded	7	1 trn	1 hr	1 month*
Mauled	8	1 trn	3 hrs	2 months*
Crippled	9	1 trn	6 hrs	3 months*
Incapacitated	10	1D10 mins	12 hrs	5 months*

Equipment Bonuses

- A First Aid Medpac reduces Diff by 1
- Infirmary care reduces Diff by 2
- Hospital care reduces Diff by 3
- Bacta Tanks reduce recovery time from days to hours

Collision Sturdiness

- Stacked goods, water/mud, lifeforms
- Woodwork, loose soil/sand, plate glass
- Stonework, packed dirt/clay, solid wood
- Metalwork, solid stone
- Reinforced concrete, solid metal

Armor

Type of Armor	WoD Equiv.	Armor Rating	Dex Penalty	Cost
Blast Vest and Helmet	Class 1	1D	0D	600c
Bounty Hunter Armor	Class 2	2D	-1D	2500c
Storm Trooper Armor	Class 3	3D	-2D	-

Equipment Upgrades

Improve to...	Diff
1D, 20%, or a very minor modification	6
2D, 40%, or an average modification	7
3D, 60%, or a tricky modification	8
4D, 80%, or a difficult modification	9
5D, 100%, or an "impossible" modification	10

Equipment Bonuses

- Basic Tool Set reduces Diff by 1
- Advanced Tool Sets reduces Diff by 2
- Complete Workshop Diff by 3

Force Power Modifiers

Diff	Relationship	Time	Distance
0	Family member, lover, or master/apprentice	Within one month	On the same planet
+1	Close friend, relative, or ex-lover	Greater than one month	Beyond the local planet
+2	Long-time acquaintance	Greater than one year	Beyond the local star system
+3	You've met once or twice	Greater than one decade	Beyond the local region
+4	Complete stranger	Greater than one century	Beyond the galaxy

Combat Scales

Death Star	↑ -1 +1	Diff to Hit Diff to Damage per step
Capitol		
Transport		
Starfighter	↓ +1 -1	Diff to Hit Diff to Damage per step
Walker		
Speeder		
Character		
Vermin		

Repair

	Diff	Required Successes	
		Jury-rig	Permanent
Cosmetic	7	-	2 x scale
Light	8	3	5 x scale
Moderate	8	6	10 x scale
Heavy	9	9	15 x scale
Severe	9	12	25 x scale
Crippled	10	15	50 x scale
Wrecked	10	18	100 x scale

Equipment Bonuses

- Basic Tool Set reduces Diff by 1
- Advanced Tool Sets reduces Diff by 2
- Complete Workshop Diff by 3

Scale Multipliers

- Character/Droid or Speeder x1
- Walker or Starfighter x2
- Transport x3
- Capital x5
- Death Star x10

Droid Reprogramming Time

Successes	Programming Time
1	12 hours
2	8 hours
3	4 hours
4	2 hours
5+	1 hour

STAR WARS

Vehicle Sheet

Name:
Model:
Owner:

Scale:
Crew:
Length:

Cargo Capacity:
Passengers:
Consumables:

Attributes

Durability _____ OOOOO
 Maneuverability _____ OOOOO
 Speed: Altitude:
 Comm/Sensors _____ OOOOO
 Range:
 Hyperdrive _____ OOOOO
 Nav Comp:
 Shields _____ OOOOO
 Front (odd): □□□□□
 Rear (even): □□□□□

Configuration

1. _____
 2. _____
 3. _____
 4. _____
 5. _____
 6. _____
 7. _____
 8. _____
 9. _____
 0. _____

Weapons

Weapon	Arc	Rng	Dmg

Combat Scales

Death Star
 Capitol
 Transport
 Starfighter
 Walker
 Speeder
 Character



Notes

Damage

Cosmetic □ □ □ □ □ □
 Light -1 □ □ □ □ □ □
 Moderate -2 □ □ □ □ □ □
 Heavy -3 □ □ □ □ □ □
 Severe -4 □ □ □ □ □ □
 Crippled -5 □ □ □ □ □ □
 Wrecked □ □ □ □ □ □

* customized

STAR WARS

Vehicle Sheet

Name:
Model:
Owner:

Scale:
Crew:
Length:

Cargo Capacity:
Passengers:
Consumables:

Attributes

Durability _____ OOOOO
 Maneuverability _____ OOOOO
 Speed: Altitude:
 Comm/Sensors _____ OOOOO
 Range:
 Hyperdrive _____ OOOOO
 Nav Comp:
 Shields _____ OOOOO
 Front (odd): □□□□□
 Rear (even): □□□□□

Configuration

1. _____
 2. _____
 3. _____
 4. _____
 5. _____
 6. _____
 7. _____
 8. _____
 9. _____
 0. _____

Weapons

Weapon	Arc	Rng	Dmg

Combat Scales

Death Star
 Capitol
 Transport
 Starfighter
 Walker
 Speeder
 Character



Notes

Damage

Cosmetic □ □ □ □ □ □
 Light -1 □ □ □ □ □ □
 Moderate -2 □ □ □ □ □ □
 Heavy -3 □ □ □ □ □ □
 Severe -4 □ □ □ □ □ □
 Crippled -5 □ □ □ □ □ □
 Wrecked □ □ □ □ □ □

* customized

STAR WARS

NPC Sheets

Name: _____ Concept: _____ Demeanor: _____

Str: _____ Cha: _____ Per: _____
 Dex: _____ Man: _____ Int: _____
 Strm: _____ App: _____ Wit: _____

Alertness: _____ Blaster: _____ Astrogate: _____
 Athletics: _____ Gunnery: _____ Bureaucrat: _____
 Brawl: _____ Melee: _____ Cultures: _____
 Command: _____ Pilot: _____ Interfaces: _____
 Diplomacy: _____ Program: _____ Investigation: _____
 Dodge: _____ Repair: _____ Languages: _____
 Empathy: _____ Ride: _____ Medicine: _____
 Intimidation: _____ Security: _____ Politics: _____
 Streetwise: _____ Stealth: _____ Tech: _____
 Subterfuge: _____ Survival: _____ Trade: _____

Control: _____ Force Points: _____ Conscience: _____
 Dynamism: _____ Dark Side Res: _____ Passion: _____
 Rapport: _____ Notes: _____ Self-Control: _____
 Sense: _____ Willpower: _____
 Telekinesis: _____

Armor Type	Class	A.R.	Dex		
				Bruised	<input type="checkbox"/>
				Hurt	-1 <input type="checkbox"/>
				Injured	-2 <input type="checkbox"/>
Weapon	Dmg	Rng	Clip	Wounded	-3 <input type="checkbox"/>
				Mauled	-4 <input type="checkbox"/>
				Crippled	-5 <input type="checkbox"/>
				Incapacitated	<input type="checkbox"/>

Name: _____ Concept: _____ Demeanor: _____

Str: _____ Cha: _____ Per: _____
 Dex: _____ Man: _____ Int: _____
 Strm: _____ App: _____ Wit: _____

Alertness: _____ Blaster: _____ Astrogate: _____
 Athletics: _____ Gunnery: _____ Bureaucrat: _____
 Brawl: _____ Melee: _____ Cultures: _____
 Command: _____ Pilot: _____ Interfaces: _____
 Diplomacy: _____ Program: _____ Investigation: _____
 Dodge: _____ Repair: _____ Languages: _____
 Empathy: _____ Ride: _____ Medicine: _____
 Intimidation: _____ Security: _____ Politics: _____
 Streetwise: _____ Stealth: _____ Tech: _____
 Subterfuge: _____ Survival: _____ Trade: _____

Control: _____ Force Points: _____ Conscience: _____
 Dynamism: _____ Dark Side Res: _____ Passion: _____
 Rapport: _____ Notes: _____ Self-Control: _____
 Sense: _____ Willpower: _____
 Telekinesis: _____

Armor Type	Class	A.R.	Dex		
				Bruised	<input type="checkbox"/>
				Hurt	-1 <input type="checkbox"/>
				Injured	-2 <input type="checkbox"/>
Weapon	Dmg	Rng	Clip	Wounded	-3 <input type="checkbox"/>
				Mauled	-4 <input type="checkbox"/>
				Crippled	-5 <input type="checkbox"/>
				Incapacitated	<input type="checkbox"/>

Name: _____ Concept: _____ Demeanor: _____

Str: _____ Cha: _____ Per: _____
 Dex: _____ Man: _____ Int: _____
 Strm: _____ App: _____ Wit: _____

Alertness: _____ Blaster: _____ Astrogate: _____
 Athletics: _____ Gunnery: _____ Bureaucrat: _____
 Brawl: _____ Melee: _____ Cultures: _____
 Command: _____ Pilot: _____ Interfaces: _____
 Diplomacy: _____ Program: _____ Investigation: _____
 Dodge: _____ Repair: _____ Languages: _____
 Empathy: _____ Ride: _____ Medicine: _____
 Intimidation: _____ Security: _____ Politics: _____
 Streetwise: _____ Stealth: _____ Tech: _____
 Subterfuge: _____ Survival: _____ Trade: _____

Control: _____ Force Points: _____ Conscience: _____
 Dynamism: _____ Dark Side Res: _____ Passion: _____
 Rapport: _____ Notes: _____ Self-Control: _____
 Sense: _____ Willpower: _____
 Telekinesis: _____

Armor Type	Class	A.R.	Dex		
				Bruised	<input type="checkbox"/>
				Hurt	-1 <input type="checkbox"/>
				Injured	-2 <input type="checkbox"/>
Weapon	Dmg	Rng	Clip	Wounded	-3 <input type="checkbox"/>
				Mauled	-4 <input type="checkbox"/>
				Crippled	-5 <input type="checkbox"/>
				Incapacitated	<input type="checkbox"/>

Name: _____ Concept: _____ Demeanor: _____

Str: _____ Cha: _____ Per: _____
 Dex: _____ Man: _____ Int: _____
 Strm: _____ App: _____ Wit: _____

Alertness: _____ Blaster: _____ Astrogate: _____
 Athletics: _____ Gunnery: _____ Bureaucrat: _____
 Brawl: _____ Melee: _____ Cultures: _____
 Command: _____ Pilot: _____ Interfaces: _____
 Diplomacy: _____ Program: _____ Investigation: _____
 Dodge: _____ Repair: _____ Languages: _____
 Empathy: _____ Ride: _____ Medicine: _____
 Intimidation: _____ Security: _____ Politics: _____
 Streetwise: _____ Stealth: _____ Tech: _____
 Subterfuge: _____ Survival: _____ Trade: _____

Control: _____ Force Points: _____ Conscience: _____
 Dynamism: _____ Dark Side Res: _____ Passion: _____
 Rapport: _____ Notes: _____ Self-Control: _____
 Sense: _____ Willpower: _____
 Telekinesis: _____

Armor Type	Class	A.R.	Dex		
				Bruised	<input type="checkbox"/>
				Hurt	-1 <input type="checkbox"/>
				Injured	-2 <input type="checkbox"/>
Weapon	Dmg	Rng	Clip	Wounded	-3 <input type="checkbox"/>
				Mauled	-4 <input type="checkbox"/>
				Crippled	-5 <input type="checkbox"/>
				Incapacitated	<input type="checkbox"/>

STAR WARS

Fodder Sheets

Concept:	Str:	Alertness:	A	B	C	D	E	F	G	H	I	J	K	L
Notes:	Dex:	Athletics:	Bruised	<input type="checkbox"/>										
	Strm:	Blaster:	Hurt	-1	<input type="checkbox"/>									
		Brawl:	Injured	-2	<input type="checkbox"/>									
	Cha:	Dodge:	Wounded	-3	<input type="checkbox"/>									
	Man:	Gunnery:	Mauled	-4	<input type="checkbox"/>									
	App:	Melee:	Crippled	-5	<input type="checkbox"/>									
		Pilot:	Incapacitated		<input type="checkbox"/>									
	Per:	Stealth:												
	Int:													
	Wit:													

Armor Type	A.R.	Dex	Weapon	Dmg	Rng
Willpower:					

Concept:	Str:	Alertness:	A	B	C	D	E	F	G	H	I	J	K	L
Notes:	Dex:	Athletics:	Bruised	<input type="checkbox"/>										
	Strm:	Blaster:	Hurt	-1	<input type="checkbox"/>									
		Brawl:	Injured	-2	<input type="checkbox"/>									
	Cha:	Dodge:	Wounded	-3	<input type="checkbox"/>									
	Man:	Gunnery:	Mauled	-4	<input type="checkbox"/>									
	App:	Melee:	Crippled	-5	<input type="checkbox"/>									
		Pilot:	Incapacitated		<input type="checkbox"/>									
	Per:	Stealth:												
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