

DUNGEONS & DRAGONS

ADDITIONAL

**Rules for Fantastic Medieval Wargames
Campaigns Playable with Paper and Pencil
and Miniature Figures**



SUPPLEMENT IX

STAR WARS

BY
JASON VEY



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TSR RULES

DUNGEONS & DRAGONS

Supplement



GALACTIC ADVENTURES

BY

JASON VEY

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INTRODUCTION

Science fiction role playing goes all the way back to the origins of the hobby, wherein high technology items were included as magical devices in the original campaigns. With the advent of Metamorphosis Alpha, and arguably with the TSR Warriors of Mars wargame before it, science fiction took its place as a formal genre of play. There has never been a formal version of the king of all planetary romances, Star Wars for the original D&D rules set.

Several people have attempted efforts to create Star Wars RPGs using an old school feel. Many have been inspired by D&D, but none exist within the specific paradigm of the original D&D rules as written. All, so far, have made extensive modifications, from highly detailed combat and weapons rules to ascending AC and even changing the listed ability scores.

These rules are designed to function with minimal changes to the existing D&D paradigm and should be playable by anyone who has access to the original 3 booklets, plus supplements I, II, and III. At minimum, Supplement III is needed to play as it contains psionics rules that enable Force powers.

As with other, prior D&D supplements, these rules are far from comprehensive; to create a comprehensive set of rules for the Star Wars universe would require many volumes of text, and far more effort than the author has to put forward. In the spirit of the original game, these rules are designed to provide a solid framework with examples, and assume some familiarity with the source material in which the game is set.

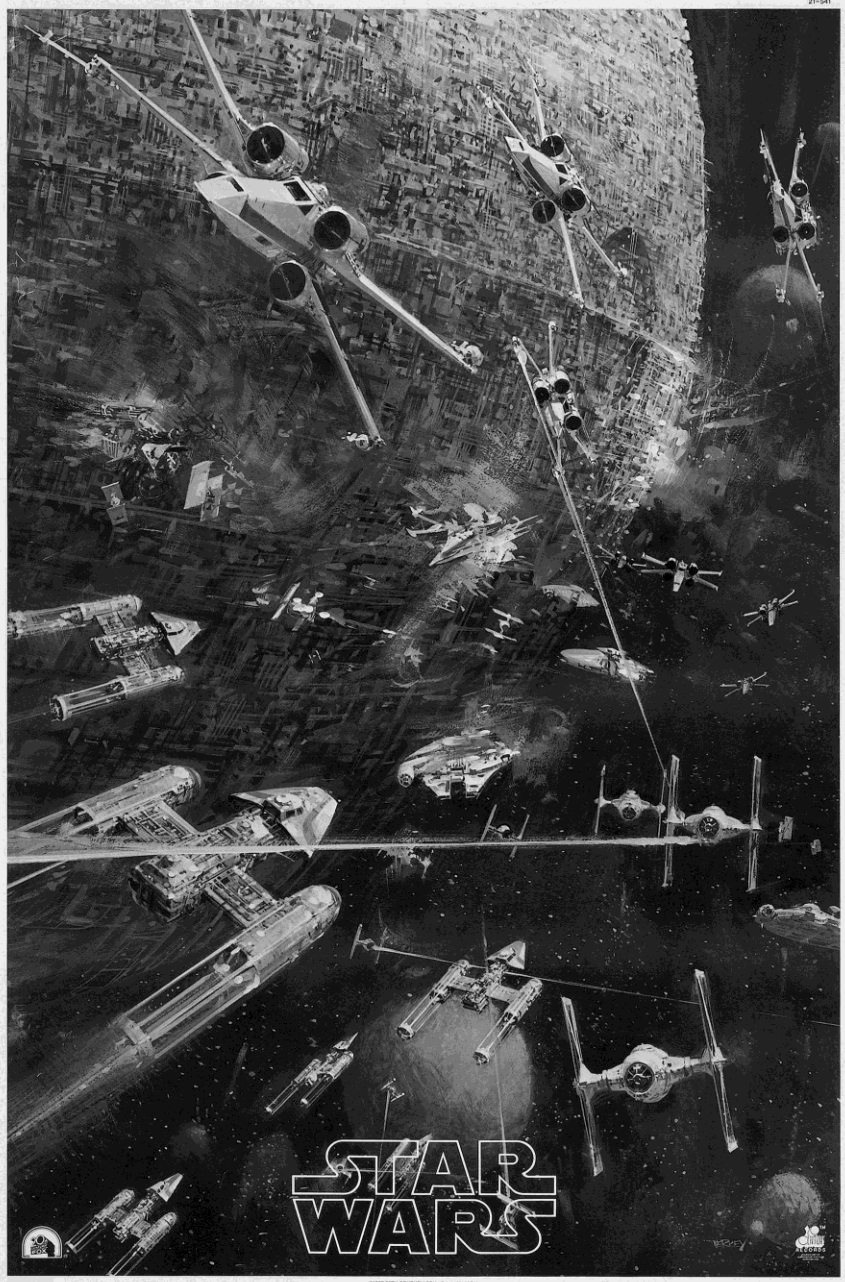
With all that said, I hope you enjoy this foray into systems for running a D&D game set within the Star Wars universe.

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BOOK ONE: MEN AND MAGIC

CHARACTER RACES

Human: Human beings are the dominant species in a Star Wars game. They are in all ways as presented in Men & Magic. Mandalorian characters are human, though at the DM's option, a Mandalorian human may receive +1 to Constitution and -2 to Charisma based on their cultural attitudes and warrior upbringing. Humans speak Basic and two other languages of choice, in addition to any granted by a high intelligence score.

Kel Dor: A tall, demihuman species with four fingers on each hand and thick, leathery hide, the Kel Dor are native to the planet Dorin. They cannot breathe oxygen, requiring them to wear a specialized breather that covers their eyes, nose, and mouth if they are to survive in oxygen-rich environments. They gain no ability bonuses or penalties, but their hide provides them protection as leather armor, and they are capable of surviving in the vacuum of space for 1 turn (10 minutes) before they are in danger of dying, so long as they continue to wear their breather.

If, however, their breather is ever removed for any reason in an oxygen-rich environment, they immediately begin to suffocate; they can survive for 1 round per 2 points of constitution (rounded down). Thereafter, they must succeed at a save vs. death ray every round or die of suffocation and oxygen poisoning. Likewise, if their goggles are ever removed, they go permanently blind within 1d4 rounds of exposure to the air due to their eye fluids evaporating.

Kel Dor may progress as fighting men to the 6th level of experience, or thieves to unlimited level.

Jedi master Plo Koon is a notable Kel Dor.

Mon Calamari/Quarren: Mon Calamari and Quarren are amphibious races that share a homeworld: Mon Cala. In game terms, both species share the same statistics, though culturally they have been at odds for as long as either species can remember.

These species gain no ability score bonuses or penalties, but can breathe in water as easily as they can breathe in air, and have a swim speed of 30ft. Mon Calamari have natural claws that can deal 1d4 damage on an attack, while Quarren can emit a cloud of ink 3 times per day which in water functions as a the second level druid spell obscurement (Supplement III). Both Mon Calamari and Quarren can see in darkness up to 60ft. All natives of Mon Cala speak Mon Calamari, Quarrenese, and Basic.

Mon Cal and Quarren may progress as fighting men to fifth level, or unlimited progression as thieves.

Admiral Ackbar is a Mon Calamari, and Senator Tikkes is a notable Quarren.

Rodian: Rodians are a reptilian species with large, insect-like eyes and a mouth not unlike that of an anteater. They hear through two antennae-like protrusions from their head, and are varying shades of yellow, turquoise, or green in color. The suction cups on their fingers and toes give them exceptional balance and manual dexterity.

Rodians gain +2 to dexterity but -2 to wisdom. Because the antennae on their head can detect vibration, they can see in darkness out to 30 feet, and on a roll of 1 on 1d6 can detect invisible creatures to the same range. They speak Basic, Rodian, and Huttese. They may progress as fighting men to fifth level, or unlimited progression as thieves.

Greedo is a notable Rodian.

Togruta: Togruta are a demihuman species that stands roughly 6.5 feet tall on average, and are marked by their elaborate cone-like montras (horns) and head-tails, as well as their colorful face markings and bright skin pigmentation, which serves to camouflage them among the brightly colored foliage of their homeworld.

Togrutans are known for their Force sensitivity, and Togrutan characters are Force Sensitive on a check result of 85-100 instead of the standard 91-100 (See “Force Potential,” later). They gain +1 to dexterity but -1 to strength; they are lithe and graceful, but not particularly physically powerful. They speak Basic and Togrutan. Togrutans may progress as fighting men to the sixth level of experience, or unlimited progression as thieves.

Notable Togrutans include Ahsoka Tano and Shaak Ti.

Twi'lek: This species of human-like aliens from the planet Ryloth are marked by their long, tentacle-like lekku that extend from their foreheads in the place of hair. They are a brave and fierce race, though enslaved by the Empire. Their females are known for their sensuality, which makes them sought-after by the slaving industry, but their fierce sense of freedom and individuality makes them difficult to “tame.”

Twi'lek characters gain +2 to charisma, +1 to dexterity, and once per week may use charm person as a spell-like ability. They may progress as Fighting Men to level 6, or may progress as Thieves with unlimited progression.

In addition to Basic, Twi'lek characters speak Twi'leki, which combines verbal sounds and an elaborate and subtle sign language using their lekku. While other characters may learn to understand Twi'leki, speaking it fluently is impossible without the presence of lekku, though some aliens have learned to mimic lekku movements with their arms and hands, and can speak a pidgin version of the language, which is close enough to make themselves understood.

Notable Twi'leks include Aayla Secura, Hera Syndula, and Oola.

Wookiee: Wookiees are fur-covered demihuman creatures that stand over 7 feet tall on average, are monstrosly strong, and are a strange meld of canine, ursine, and feline in posture, movement and appearance. They are a forest-dwelling race whose home planet of Kashyyyk is covered with dense forests, swamps, and trees that reach hundreds of feet into the air. They are an arboreal-dwelling species, and a fierce warrior culture, which led them to be enslaved by the Empire to nullify them as a threat.

Wookiees gain +4 to strength but suffer -2 to dexterity and -2 to Charisma. A wookiee whose strength bonus takes them higher than 18 is entitled to a percentage roll, even if a thief, and any +1 leftover after 18 adds +10% to their percentage roll. Thus, a wookiee who rolls 16 for strength sees their strength raised to 18, and gets a percentage roll, adding +20 to their final score for the leftover +2. If this +20 would take the wookiee over 18/00, they may have a strength of 19 or even 20 (a % roll of 110 would equate to strength 19, while a % roll of 120 would equal a strength 20).

Their standard movement rate is half again that of a similarly encumbered human (18"/13"/9", respectively). They can climb trees or normal surfaces without the need to make a die roll, and at their normal movement rate. They can also climb sheer surfaces that others would be unable to scale as a thief of the same level. Wookiees may progress only as Fighting-Men, and only to the eighth level of experience. They do, however, gain open hand damage as a monk of the same level (Supplement II, page 6). Finally, they are proficient with the Wookiee bowcaster.

While they can understand Basic (the common language of the galaxy), they cannot speak any language but their own Shriiwook. Likewise, aliens can learn to understand Shriiwook, but the best they can manage in speaking it is a sort of barely intelligible pidgin version.

Chewbacca is the most famous member of the Wookiee race.

Other Alien Races: There are literally thousands of species that populate the galaxy. The DM is encouraged to come up with any other alien race desired, using the ones listed here as examples.

CHARACTER CLASSES

Fighting-Men and Thieves are the only allowable character classes in a Star Wars game. There are no clerics or magic-users. Assassins (Supplement I), monks (Supplement II), rangers, and bards (both from The Strategic Review) may be allowable, but do not have spellcasting abilities. There is no “magic” in Star Wars!

There is one exception to this rule, at the DM’s discretion: Other Force-Using traditions such as the Nightsisters of Dathomir could be modeled using Clerical magic instead of Psionics. This should be the only exception, however, and in most cases such orders are best served as NPCs, not in the hands of player characters.

Assassins: Any character race that can progress as a thief may enter the Assassin class, provided that they meet the class prerequisites, and has the same level limitations (if any).

Bards: A modified version of the Bard class can be found in Supplement VI: The Age of Conan. Any character that can progress as a thief may opt to progress in the Bard class, provided they meet the prerequisites for the class, but may only reach 5th level of experience.

Jedi and Force Users: Any Force Sensitive Fighting Man is referred to in generic terms as a “Jedi.” Technically speaking, Lawful Force sensitive Fighting Men are Jedi, Neutral Force sensitive Fighting Men are Gray Jedi, and Chaotic Force sensitive Fighting Men are Dark Jedi or Sith.

For general purposes, the term “Jedi” will be used for all Force Sensitive fighting men herein, and the term Force User to apply to any character, Fighting Man or Thief, with Force potential.

Rangers: The Ranger remains as written, but without spellcasting abilities; in their place and at the DM’s option, when the ranger reaches level 9, they may roll for psychic powers; a result of 91 or higher indicates that they have latent Force potential. They may make this check even if they previously failed their check for psionic potential at first level (See “Force Potential,” later). For such characters, spells may be replaced by the selection of a single Force power at each level beginning at level 9.

Otherwise, rangers simply do not possess any mystical abilities, though they do have the innate ability to heal others; treat this as the ability to use the cure light wounds spell three times per day as a spell like ability, but the ranger must have access to holistic healing methods such as healing poultices and

herbs, or technology such as bacta to use the ability. In the same manner they can, once per week, use cure disease as a spell-like ability, or negate any poison affecting a living creature.

Force-sensitive rangers who choose to take force powers do not gain this healing ability.

Any character who can progress as a fighting-man may also progress as a ranger, assuming they meet the prerequisites, with the same level restriction.

ADVANCEMENT BEYOND LEVEL LIMITS

Though player characters are limited in their advancement based on their race, they do not simply stagnate when they reach maximum level in a given class.

At the DM's option, attack progression can continue at a rate of +1/3 levels for fighting man characters, and +1/4 levels for thieves. If this option is in place, characters should continue to track their "effective level" in XP as they advance.

Likewise, Force using characters will continue to gain psionic powers as they gain experience, regardless of their maximum character level, and should continue to track experience accordingly. Thus, a Togrutan Jedi Fighting Man with 120,000 experience points still possesses the abilities of a 6th level Fighting-Man, but will have psionic abilities as an 8th level Fighting-Man, and (optionally, at the DM's discretion) may roll on the 7-9 column for attacks.

THE FORCE

Force users are represented by the use of psionics. Psionics work generally as described in Supplement III: Eldritch Wizardry, with restrictions and modifications as described below.

Force Potential: Player characters should check for Force Potential after rolling for ability scores at character creation. Any PC who rolls a result of 91 or higher on percentile dice is considered to have Force Potential. Such characters must then throw percentile dice a second time on the PSYCHIC POTENTIAL table (Supplement III, page 3) to determine their general ability to learn psychic (Force) powers. In game terms this represents how "strong with the Force" the character is.

Learning Force Powers: Each level, a Force Potential character has a 10% cumulative chance to learn a new Force power, modified by their psychic potential. If they learn a power, they may immediately roll to learn a second power at the same percentage chance. No character can learn more than two powers per level. Powers learned are chosen randomly until the chance of

learning a power reaches 100%, at which point the PC may choose the power they wish to learn.

Using Force Powers: Each force power is explained under the individual power entry. Many cost a number of Psionic Strength Points to use, listed in parentheses next to the power's entry in the power list (Supplement III, page 14). New Force powers described in this document list the power point cost in parentheses next to the power entry.

Psionic Strength: There are three numbers to be considered in psionic strength: Attack Strength, Defense Strength, and total Psionic Strength. To determine Psionic Attack Strength, add your psychic potential to double the number of psionic powers known, to five times the number of psionic attack and defense modes known. Thus, a character with 30 psychic potential, three psionic powers, two attack modes and two defense modes has an attack strength of 56 (30 plus 6 plus 20).

Starting Psionic defense strength is equal to psionic attack strength.

Total psionic strength is attack strength plus defense strength.

Any points used to activate psionic powers are drawn from total psionic strength, reducing both attack and defense accordingly (each 2 points spent from total psionic strength lowers both attack and defense by 1 point).

Points used to activate psionic attack modes are taken from attack strength (reducing it and total strength by 1), while points used to activate psionic defense modes are taken from psionic defense strength (reducing it and total strength by 1).

An attack or effect that reduces attack or defense strength does not reduce total psionic strength; only the effective rating of attack or defense capability. Use of psionic powers, on the other hand, does decrease attack and defense strength as well as total psionic strength.

Recovering Psionic Strength: Psionic strength points are regained at 6 points per hour of normal activity, 12 points per hour of light rest, and 24 points per hour of sleep. If attack and defense effective ratings have been decreased separately, these recover first, before total psionic strength points are recovered.

THE DARK SIDE

The Dark Side is a danger to all Force users. Whenever a character uses the Force in anger, fear, or aggression, they run the risk of becoming corrupted by

the Dark Side of the Force. Those that have fallen to the Dark Side and returned are rare beyond rare.

Jedi begin Lawful. Any time a Jedi PC uses the Force in anger, fear, or aggression, or otherwise acts in a blatantly selfish, evil, or unjustifiably murderous fashion to the pain of others, the DM will afflict them with a Dark Side Point (DSP). The DM is the final arbiter of what constitutes a “Dark Side” act.

Once a Force wielder gains a number of DSPs equal to half their Wisdom score, they slide to Neutral and are a Gray Jedi. At this point, the Dark Side is constantly whispering in their ear, trying to seduce them, and the DM may make subtle offers of cosmic aid to the character, which of course result in DSPs if accepted. When DSPs equal the Wisdom score, the Jedi becomes Chaotic and is a Dark Jedi or Sith.

Before turning Chaotic, a Force wielder can call upon the Dark Side to grant a d6 that can be added to any roll (damage, save, attack, or check); doing so, however, imparts 2 Dark Side points. Neutral “Gray Jedi” characters can call upon the Dark Side to grant 2d6, keeping the higher of the two. The character still gains 2 DSPs for calling upon the Dark Side in this way.

This benefit disappears after the slide over to chaos--the Dark Side has corrupted the character and is no longer seductive, but is domineering. After falling, Dark Jedi suffer a severe penalty to any beneficial, passive, or healing powers; these cost double the normal psionic strength points to use. Aggressive, damaging, or pain delivering powers see all cost in psionic strength points reduced by one (powers that carry a strength point cost still have a minimum expenditure requirement of 1 point).

For those powers that do not carry a psionic strength point expenditure, the benefits of aggressive uses of a power are increased by one, while benefits of passive uses of a power are reduced by one. A Dark Side wielder with body weaponry, for example, would see the AC benefits lessened by one (no benefit at first level; AC 8 at second level, etc.), but any weapon attack equivalency increased by one level. The specific benefits and penalties granted for various abilities are left to the player and DM to work out, using the above as a guideline.

In addition, any attempts to act in a selfless or compassionate manner may subject the dark sider to punishment, the degree and nature of which is determined by the DM.

It is left entirely to the DM if they wish to allow dark side Force wielders in their game; it is the considered opinion of the author that Dark Siders are to be

treated as villains and looked upon exactly as Anti-Paladins in a standard D&D game; any redemption possible must be a long, difficult, and costly path for the dark sider in question. Darth Vader's redemption cost him his very life.

Starting Neutral: Force sensitive characters who begin play with the Neutral alignment are considered to begin play with DSPs equal to half their Wisdom score. They are already much closer to a fall than a Lawful character.

LIGHT, DARK, AND BALANCE

It is left to the individual DM to interpret the Force as they desire in their games; in Star Wars canon, however, there is no "light side" of the Force. The Jedi, or what are commonly referred to as "light side users" represent the Force in balance, while the Dark Side represents the Force out of balance—at least, in the classic canon.

(Note: The third Trilogy seems to muddy that with terms like "Darkness rises, and light to meet it," and "a pull towards the light," but it was formally stated in the past that the Force, rather than being good vs. evil, is balance vs. unbalance.)

Peace and tranquility, rather than being seen as inherently "good," represent the ability to think clearly and act after carefully (if quickly) weighing the consequences of one's actions, while maintaining compassion and respect for all living things.

The Dark Side, on the other hand, is aggression, selfishness, entropy, and the willingness to act based on "gut instinct" without caring for the consequences of one's actions, or their effects upon others, or indeed with the express purpose of harming others.

Certainly on their face these appear to be the base tenets of "good" and "evil," but it's more complex than that. The Jedi, for example, while overall noble, will lie, cheat, and even kill if they believe that it benefits the greater good. While they will mourn the suffering that may be caused on an individual or small level, they will rejoice that the greater good has been served.

As a real-world analogy, the Jedi are Buddhist warriors. They believe in taking joy in the world, in having compassion for life, but in complete detachment from material things and from personal relationships. Everything they do is done with a passive calm and clear mind, and is for the good of the galaxy, not the individual. Unfortunately this clarity of spirit also leads them to a degree of overconfidence, arrogance, and self-righteousness that can be their greatest weakness.

The Sith, on the other hand, care only for their own power. They have a disdain for any who don't see things their way, who don't have a level of power comparable to their own, and they see those as powerful as them (or more powerful) as a threat to be eliminated, period. Other people are tools to be used and discarded when no longer necessary. Ironically, a Sith is more likely to form personal relationships and act out of misguided personal love than a Jedi. They are always unbalanced, consumed by fear and a seething internal rage, and this is what makes even the most powerful and wise among them prone to critical errors.

PSIONIC COMBAT

Psionic attack and defense modes are gained as standard in Supplement III, with a minor adjustment: psychic blast and mind blank are gained immediately upon learning the first psionic power. Thereafter, the character learns, at random, one attack mode per five psionic powers possessed, and one defense mode per four psionic powers possessed.

When psionic combat is initiated, the DM can choose between two methods:

Method 1: The defender, if they are not surprised, is always assumed to use the most effective means of psionic defense at their disposal against any attack mode. This is the fastest and easiest method.

Method 2: Both the attacker and the defender write down their chosen modes and put them face down. Before combat commences, the chosen powers are revealed and compared on the psychic combat table. This represents a battle of wits in which the players strategize the attack and defense modes they choose.

Using either method, both attacker and defender can change powers each round when initiative is rolled, if they so choose.

ATTACK MODES AND THE DARK SIDE

Psionic combat, or at least, psionic attack mode forms which cause harm, idiocy, or even death, are a Dark Side application of the Force, as it represents an aggressive attempt to destroy the psyche of a target.

The specific attack mode in question is psychic crush, which no lawful Jedi will use under any circumstances. Likewise, a lawful Jedi will never initiate or engage in any psychic combat which would take place on the Special Psionic Attack matrix, unless their opponent has initiated the combat and the Jedi is simply responding at an advantage.

In addition, all results of "C" on the special Psionic Attack Matrix are treated as "W"; it is not possible for a Force User to permanently cripple another's ability

to use the Force, though they can deal such severe psychological damage that they temporarily impair the access to the ability.

A Jedi who initiates a psychic attack on the Special Attack Matrix, or who uses psychic crush under any circumstances, however, immediately gains 1 dark side point. Thereafter, for each round the Jedi continues to use psychic crush or attack on the Special Attack Matrix, they must succeed at a death save or gain another dark side point. A lawful Jedi who kills an opponent in this fashion immediately gains 3 DSPs (no save allowed).

This applies only to lawful Jedi; Gray Jedi do not gain dark side points for the use of psychic combat, unless their attack mode actually results in the death of their opponent, at which time they gain a dark side point (no save allowed).

On the other hand, Jedi gain +10% effective psychic potential for the purposes of determining Psychic Defense modes. This +10% may not be “spent” as psychic strength points, but simply raises the effectiveness of any defense against psychic attack from an opponent attempting to attack them with psychic combat modes.

SENSING FORCE POWERS

There are two methods for sensing disturbances in the Force. The first is detailed on Page 11 of Supplement III, and gives a base percentage chance to detect the active presence of psionic energy. If a Force user detects such usage, they have a percentage chance equal to the base chance to detect powers to also determine if the power is Dark Side in nature. Lawful Force users have double the chance to sense the Dark Side, unless the wielder is actively hiding their presence in the Force.

The second method is through the use of Sense Force and Detect Good/Evil (see below).

FORCE POWERS

Force powers are represented by psionic abilities. The list of available psionic abilities is altered from that presented in Supplement III.

Force users are not restricted to Fighting-Man psychic abilities, but may select from all available powers. The following powers, however, do not exist as applications of the Force and may not be chosen at any time:

- Dimension Door
- Dimension Walking
- Etherealness
- Expansion

- Molecular Rearrangement
- Probability Travel
- Reduction

NEW AND MODIFIED FORCE POWERS

The following new and modified psionic powers are added to the game as Force abilities. New abilities marked with an “S” are Superior abilities, as discussed in Supplement III, pages 8, 11, and 14, while those marked “B” are Basic abilities.

Turn vs. Round: The usage of “Turn” and “Round” are a bit muddled in some of the D&D supplements. So far as the psionic powers in Supplement III are concerned, all mentions of “Turn” should be treated as “Round” instead. Thus, spending 3 psionic strength on Telekinesis allows for maintaining the power for one round (1 minute), not one turn (10 minutes).

Detect Good/Evil (Modification): This ability will not detect the alignment of a non-Force sensitive individual; it will, however, detect the general level of Dark Side present in a Force User (they are in danger of a slide if they possess almost half their Wis in DSPs; the Dark Side is present in them if they possess half their WIS in DSPs; they are corrupted by the Dark Side if they have fallen).

In addition, those who detect the use of Force powers, either through passive detection or the use of Sense Force (below), will automatically know if the power being used originates from the Dark Side if they possess this ability.

Detect Magic (Modification): This power is renamed “Sense Force.” Instead of detecting magic, this Force power detects other Force users, or the presence of Force energy. This is the ability that allows a Force User to sense disturbances in the Force; Detect Good/Evil is required to sense whether such disturbances are “dark side” uses or not.

Note that sensing the use of Force powers does not require this ability and is detailed in Supplement III, page 11, though active use of this power makes such detection automatic, regardless of the chance to detect, and possessing this power doubles the chances of passive detection when the power is not in active use.

Energy Control (Modification): Jedi with this ability may, when using it, attempt a standard saving throw as appropriate to the ability or energy they are dissipating if they spend enough psionic strength points to dissipate all damage dealt; if the saving throw succeeds, they not only dissipate the energy, they may redirect it back at the original user—a blaster bolt may be reflected at the shooter with a successful save vs. wands; Force Lightning is caught and hurled back upon a successful save vs. death ray, etc. Redirecting Force Lightning in

this fashion does not rack up a Dark Side Point, but the lightning may not be maintained after the initial blast.

Likewise, a Force user with Energy Control can also use this ability to counter other uses of Force powers upon them (but not psionic combat). Each Force user in this case rolls percentile dice, adding the total to their appropriate psionic strength (attack strength for the attacker; defense strength for the defender), with the higher total winning the contest.

For example, a Sith with Psionic Attack Strength 45 tries to use Force Choke on a Jedi (See “Telekinesis,” below) with Psionic Defense of 50. The Jedi has Energy Control, and so gains an automatic defense against the attack. The Sith and Jedi both throw percentile dice; the Sith gets a result of 33, while the Jedi gets a result of 29. These are added to their strength ratings; the Sith’s total of 78 is less than the Jedi’s total of 79, and the Force choke is negated.

Force Blast (5) (New; S): The character directs a blast of telekinetic energy at an opponent, dealing damage and pushing them away. The ability affects a 15-foot cone in front of the user; all those in the area of effect must succeed at a save vs. spells or be hurled ten feet away from the Jedi and suffering 1d6 damage per level of the user. If the victim strikes a solid object such as a wall before they go ten feet, they suffer an additional 1d6 damage from striking the object, and stop.

Force Lightning (3/Turn) (New; S): An ability used exclusively by dark side wielders, the use of this power immediately results in gaining 1 dark side point per round it is maintained. The dark Jedi points his hand at an opponent and unleashes a scalding torrent of blue lightning which incapacitates the opponent with agony.

The victim must succeed at a save vs. death ray; if they fail, they are completely incapacitated as long as the dark sider chooses to continue the attack, also suffering 1d6 damage each round the attack is maintained. Force users with an ignited lightsaber gain +5 to this save.

Force Piloting (New; B; Special): The Force user with this power must first make a percentile roll under his current Psionic Attack Strength. If successful, he can spend Psionic Strength points to enhance his piloting rolls—each point spent increases his piloting capability by 1%, adding total points spent to his dexterity and the vehicle’s handling rating for purposes of piloting.

Alternately, every 5 points spent grants a +1 to the pilot’s attack roll with a single weapon system. A pilot may only manipulate either his piloting capability or his attack roll each round, not both.

Hide Force (New; S): The character may completely cut themselves off from the Force, thus hiding their own sensitivity from other Force users, but also negating their ability to use any Force powers or engage in psychic combat while this ability is active.

Levitation (Modification): A Force user may use levitation when they leap to increase the distance of a jump by up to 6" (up to 60 feet in game terms), this being known as a "force leap." The Force user's momentum continues to carry them forward while they levitate, allowing them to increase their leap by the total distance they are able to levitate.

Likewise, levitation can allow the Jedi to break a fall, taking no damage from falling with a successful use of the power. Note that for every 6" (60 feet) of falling, the power needs to be re-activated to continue taking no damage.

Telekinesis (Modification): A character can use Telekinesis to enact a Force choke, cutting off the air of their opponent. Opponents thus choked can hold their breath for 1 round per 2 points of Constitution. Each round thereafter that the power is maintained, the victim must succeed at a save vs. Death Ray or fall unconscious. Thereafter, they continue making saves as long as the choke is maintained; a second failed save means the victim dies from a crushed windpipe.

In addition, each 5 psionic strength points spent, will double the amount of weight the Force user can lift, recalling that a man is listed at 1,750 gold pieces in weight by D&D standards. A Force user who can generate enough lift to raise a given living being can spend 5 additional psionic strength points to deal 1d6 damage per level in telekinetic "crush" damage.

FORCE POWERS AND CONCENTRATION

Any Force Power that has an ongoing duration or which can be maintained, requires concentration to thus maintain. If anything happens that can break this concentration (the Force user becomes distracted or takes damage), they must attempt to roll under their current Psionic Defense Strength on percentile dice to continue to maintain use of the power. If they fail, the power is disrupted.

For example, a Sith with current Psionic Defense Strength of 40 is torturing a Jedi Knight with Force Lightning. The Jedi's Padawan learner charges the Sith, striking him with a shoulder block to knock him away. The Sith must then throw percentile dice against his current Psionic Defense Strength. The Sith rolls a 50 on percentile dice; this is above his defense strength, so the Force lightning is disrupted.

EQUIPMENT AND WEAPONS

Star Wars, as a science fantasy or planetary romance game, demands the use of high technology. Rules for starfighters will be covered in part III, Outer Space and Planetary Adventures, but basic weapons and equipment are covered here.

| Weapon | Damage | Effects |
|-------------------|--------|---|
| Blaster, Light | 1D6 | Rate of Fire: 4 |
| Blaster, Med | 1d8 | Rate of Fire: 3 |
| Blaster, Hvy | 1d10 | Rate of Fire: 2 |
| Blaster, Carbine | 1d10 | Rate of Fire: 3; 2-handed |
| Blaster, Rifle | 1d12 | Rate of Fire: 2; 2-handed |
| E-Web | 3d6 | Treat as <u>Lightning Bolt</u> ; must be turret- or bipod-mounted |
| Thermal Detonator | 8d6 | Damage to 20' radius; Save vs. Spell for half |

BLASTERS

Blasters are the common form of ranged weapon in Star Wars. They come in several varieties: light, medium and heavy pistols; carbines; full rifles; and e-Web heavy versions. A blaster with a listed rate of fire can shoot that many bolts per round of combat, with each bolt after the first suffering a cumulative -1 penalty. They have a range of 30ft/100ft. Carbines have a range of 60ft/300ft. Full rifles have a range of 350ft/1,500 ft. Each range increment beyond the first (every 30ft for a pistol, for example) suffers a cumulative -1 to hit, out to the maximum range of the weapon.

Weapons Allowed: Fighting men may use all blasters; thieves may use light, medium, and heavy pistols but not carbines, rifles, or e-webs. Monks may not use blasters. Wookiee bowcasters are treated as blaster rifles for purposes of game statistics.

Stun Setting: Any blaster save an e-web can be set to stun. A blaster set on stun deals subdual damage which is non-lethal and is recovered at 1d6 points per hour of rest. In addition, a character struck by such a blaster who suffers at least half their current hit points in damage, must make a saving throw vs. Death Ray or fall unconscious.

ARMOR

No change to existing D&D armor is necessary. The DM should simply apply any Star Wars universe armor to the D&D equivalent and assign an appropriate AC. Stormtrooper armor, for example, is treated as full plate, while the "flak vests" worn by Rebel soldiers should be treated as leather.

Special armor such as that worn by Darth Vader or Boba Fett could be scored as Plate and Shield, but allow for full mobility as though wearing chain. Alternately, Vader's armor could be scored as above, while Fett's could be treated as Elfin Chain. "Magical" bonuses could be added, treating such enhancements as technological in nature.

In the end, what matters in D&D is the AC granted, and any mobility restrictions, and the DM is left to determine that for their individual game.

Full tactical equipment such as that worn by the Rebels on Endor could be scored as Chain armor. Due to the high technology and mobility of sci-fantasy armor, thieves and assassins in Star Wars do not suffer penalties to their thief skills unless wearing Plate equivalent armor.





Rancor

BOOK TWO: MONSTERS & TREASURE

MONSTER STATISTICS

Monsters present an interesting challenge with a somewhat easy solution in Dungeons & Dragons Star Wars.

On one hand, there are literally millions of species that populate the galaxy, and it would take volumes to stat up even a fraction of these creatures. On the up side, however, monster statistics in original Dungeons & Dragons are not complex; most are based upon the size, attack modes, and hit dice of a given creature.

As such, very little effort need be expended creating alien monsters for a Star Wars game—many of the creatures in Book Two: Monsters & Treasure in the core boxed set will suffice fine to mimic alien species in Star Wars. Ogres, for example, can be used to mimic things like the Rancor by simply adding a claw/claw/bite attack routine; a wyvern could suffice for a Krayt Dragon; the Sarlacc could be a buried Purple Worm. The DM simply need engage his creativity and use statistics (or modify them) for whichever monster is closest to their needs.

Statistics for space pirates and such should be handled using the “MEN” entry in OD&D Book 2: Monsters & Treasure.

Stormtroopers specifically are level 1-3 Fighting Men with AC 3 (Plate Armor). Most are equipped with Blaster Carbines. Some may have additional armor add-ons such as cold weather protection (Snowtroopers), sealed armor with breathing apparatus that allows them to survive in the vacuum of space (Spacetroopers), or the like, at the DM’s discretion.

Sith or **Dark Jedi** are treated as Men (or any sentient alien species the DM desires, with appropriate extra abilities) with one psionic power per hit die, and 1d4 each of Psionic attack and defense modes. They will also have lightsabers—Sith lightsabers will be red, while Dark Jedi will have colored or white-bladed sabers.

TREASURE:

Most treasure in a Star Wars game is going to be technological, as opposed to magical. Still, items with “special effects,” or modifications that provide such effects, are covered here as they are treated in a similar fashion to magic weapons in a standard fantasy game.

BACTA AND MED KITS

Bacta is a healing substance in the Star Wars universe, and carries astounding properties. Immersion in a full Bacta tank for 2-7 days has the same properties as a heal spell.

Medikits or bacta packets can be treated as either a potion of healing, a cure light wounds, or a cure serious wounds spell.

BLASTER OPTICS AND MODIFICATIONS

Advanced optics systems and other modifications to blasters are modeled using “magical” bonuses of +1 to +3, treated exactly as a magical weapon in a standard D&D game.

FORCE PIKES AND PLASMA STAVES

These weapons are treated as normal for their weapon type (polearms and staves, respectively), though they are charged with plasma energy, which gives them the ability to parry lightsabers, as well as dealing an extra d4 of energy damage on a successful hit. Wielders of a force pike or plasma staff do not suffer an AC penalty when attacked by an opponent wielding a lightsaber (see “Universal Cutting,” below).

LIGHTSABERS

Lightsabers are a special weapon and only Jedi are well-trained in their use. Regardless of what character class or race a player chooses for their PC, unless the hero is a Force Sensitive Fighting Man—in game terms a Jedi (Lawful), Gray Jedi (Neutral), or Dark Jedi/Sith (Chaotic)—they are not proficient in the use of a lightsaber, though gaining proficiency is possible—see Book 3 for more information.

Any character who attempts to wield a lightsaber without proficiency will, on a roll of natural 1-7, strike themselves with the weapon and suffer full damage, and on a roll of natural 1-2 severs one of the wielder’s own limbs!

The chance of damaging oneself reduces by 1 point per character level, such that a level four character will hurt themselves only on a natural roll of 1-3 and at 7th level, there’s no chance of damaging oneself, except on a natural 1, which will result in severing one’s own limb.

The chance of severing one’s own limb is reduced by one per five character levels, such that at fifth level a character will do so only on a roll of natural 1, and by tenth level there is no longer a risk of losing one’s own hand, arm, or leg from a mishap.

Even still, unless one is proficient in the use of a lightsaber, they will forever suffer -6 to hit with the weapon due to its unfamiliar heft and balance, which can never be adjusted to, without formal training.

The Standard Lightsaber: A standard Lightsaber deals 1d10 damage, is +3 to hit, and on a roll of natural 18 or 19 which successfully hits the opponent, severs a random limb from the opponent. A roll of natural 20 will decapitate an enemy, provided that the total roll to hit after bonuses would normally penetrate the opponent's AC. If the natural 20 plus bonuses would not normally (if it were not natural) penetrate the opponent's AC, the strike still hits and deals full damage, but does not decapitate the opponent.

Lightsaber Colors and Crystals: Lightsabers have at their heart a crystal known as a Khyber crystal. These crystals are living conduits for Force energy, and allow the Jedi to focus the plasma beam of their saber into a blade of refined energy. The color of a lightsaber at its most basic is simply defined by the color of the crystal: blue, green, or purple. Other color crystals may exist, but have not been seen in current canon.

As stated, lightsabers are at their standard +3 to hit. Those Force users who possess blue, green, or purple blades may choose to add this bonus to AC instead of to hit. They may do so when they are attacked, or after they attack an opponent. Jedi who add their bonus to AC in this fashion are assumed to block any incoming attacks with their lightsabers (in the classic manner of deflecting blaster bolts).

Sith (not all dark siders, but Sith exclusively) use a special ritual to pour their anger, fear, and aggression into their crystals, causing them to "bleed," and thus creating a red bladed saber. Those with red blades can choose to add their +3 bonus to damage instead of to hit. They may do so after rolling to attack.

A third option, which is very rarely seen, are those wielders who have white blades. These are those who are generally lawful or neutral Force users that wish to be clear that they are not (or are no longer) Jedi. They use the Force to draw the color from their crystals, creating bright silvery blades.

White blade wielders may choose to split their bonus between striking, damage, and AC as they choose, but must do so before they attack or are attacked, declaring the split at the beginning of any given round when initiative is checked. Again, those who choose to add their bonus to AC are considered to be blocking incoming attacks (such as deflecting blaster bolts) with their lightsaber.

Universal Cutting: Lightsabers will cut through any material except for the rare mineral Cortosis, or special energy weapons designed specifically to parry them such as force pikes and plasma-charged energy staves. A lightsaber will deal its

full damage to any substance it encounters, per round that it remains in contact, eventually destroying the substance. In this manner, a Jedi can simply plunge his saber into a blast door and wait for it to melt away.

Attempting to block a lightsaber with a normal weapon is fruitless; the weapon is simply destroyed. In addition, normal armor is ineffective against a lightsaber; any target wearing any form of normal armor is treated as being AC 10, possibly affected by the target's Dexterity bonus (in the case of fighting men) or reaction adjustment (in the case of Thieves).

Monsters with natural armor see their normal AC reduced; any AC points under 10 are halved, rounded down, and the AC re-calculated from 10—thus, a creature like an ogre with an AC of 5 instead has an AC of 8 ($10-5=5$, $5/2=2.5$, rounded down to 2. $10-2=8$).

Variants - Lightwhips and others: There may be other versions of lightsaber technology in the galaxy; whether these are saber staves, light-whips, short lightsabers, two-handed versions, or others, are left to the DM's discretion. It is recommended they be treated as normal versions of existing melee weapons, raising the die type for damage by one level (a sword dealing a d6 damage does a d10), possessing a +1 to +3 bonus to hit, and having the special limb-severing/decapitation abilities of the standard lightsaber.

Other effects such as a stun effect akin to blasters, may be built in, at the DM's option. In at least one case, a Jedi Padawan seeking to remain inconspicuous, built a stun-only blaster into the hilt of his lightsaber. Such effects should carry a commensurate cost in time, effort, and research to perform, with a percentage chance of success assigned based on the intelligence and wisdom scores of the craftsman, adding double the character's level to the base chance of success.

A character, for example, with an Intelligence of 15 and a Wisdom of 18, who is fifth level, would have a base chance of success of $15+18+10 = 43\%$ to build a lightsaber or create a modified version of one. Each week spent working uninterrupted on the process adds +5% to the base chance of success.

Constructing a Lightsaber: Force Sensitive characters attempting to build a lightsaber (and only build a lightsaber or lightsaber-technology base weapon; not adding additional effects like stun settings) may choose to substitute a psionic strength check for the base chance of success.

Lightsabers built by non-Force-sensitive individuals do not possess a +1 to +3 bonus to hit.

Building a lightsaber also requires a Khyber crystal that has been "charged" with the Force by a Force user, which may or may not be available at varying levels

of difficulty, based upon the era in which the game is set. A non-Force user may not build a lightsaber unless they can somehow acquire a charged Khyber crystal.

THE DARKSABER

This one-of-a-kind lightsaber was crafted by Tarre Vizla, a Mandalorian Jedi in the days of the Old Republic, over 1,000 years before the Battle of Yavin. It is a legendary black-bladed lightsaber with an angled blade, which provides +2 to the AC of its wielder and +2 to hit its opponent. It is said that the warrior who wields the Darksaber is the one true Mandalore, and holds sway over the whole of Mandalorian warrior culture.

The Darksaber passed through many hands over the years, after being kept in a shrine at the Jedi Temple on Coruscant for nearly a millennia. It passed through the hands of Pre Vizla, Darth Maul, the Darksisters, Sabine Wren, and others, and was last seen in the hands of Bo-Katan Kryze in the early days of the Empire. Since then, the whereabouts of Bo-Katan and the Darksaber are currently unknown.



Sabine Wren with the Darksaber



BOOK THREE: OUTER SPACE AND PLANETARY ADVENTURES

LAND COMBAT

LIGHTSABERS AND PROFICIENCY

Lightsaber Proficiency: Only Fighting Men with Force Potential are automatically proficient with a Lightsaber.

Thieves Gaining Proficiency: Thief characters may gain proficiency in a lightsaber; doing so requires them to sacrifice an entire level's worth of thief skills, forever performing as a thief of one level lower than they actually are. Thus, a sixth level thief with lightsaber proficiency would still be a sixth level thief, but would perform in all thieving abilities as though he were fifth level.

Any character who is Force sensitive and proficient with a lightsaber may thereafter refer to themselves as a Jedi, Gray Jedi, or Dark Jedi, as appropriate to their alignment, if they so choose, and if they have been inducted into any formal order that permits the use of such a title.

Thieves who do this should refer to themselves as Jedi Thieves, so as not to confuse their class with that of Fighting Men, when discussing game issues with the DM.

Referring to oneself as a Jedi within the game world, without being formally inducted into the order, however, may draw the attention (and ire) of the actual Jedi order, or any enemies of the Jedi order. Likewise, referring to oneself as a Sith without actually being a formal member of the Sith Order is a sure way to bring deadly Sith assassins down upon one's head!

Since there are few organized Gray Jedi or Dark Jedi organizations, one may freely refer to themselves in this way without excess risk (though certainly true Jedi will consider Dark Jedi to be enemies, and will look upon Gray Jedi with suspicion, and the Sith may view them as a threat).

Other than these basic overviews of the organizations, it is beyond the scope of these rules to extensively detail the various Force Using organizations throughout the galaxy; this is left to the DM to explore using any of the multitude of resources on the market.

LIGHTSABER COMBAT FORMS (OPTIONAL):

While lightsaber combat forms are an important part of the Star Wars mythology, the combat system in D&D is so abstracted that under normal circumstances they do not play a role in the rules of play.

A player may, if they wish, state that their character is using a given Form, and it is simply a description of what their character looks like in combat. It makes no difference in play, just as attacking with two weapons doesn't play a role in improving a character's ability to find an opening for a strike in combat.

If the DM chooses to allow Lightsaber Combat Forms, the following optional system is suggested.

Learning Forms: There are seven forms of lightsaber combat. Each form is detailed below in terms of its game effects. Any Force Sensitive Fighting Man character begins play proficient in the use of Lightsabers and Form I.

Thereafter, every three levels (levels 3, 6, 9, etc.) a Force Sensitive character who successfully rolls to learn a new Force Power can instead opt to learn a new Form.

Only one Lightsaber Form may be used in any given combat round, and the form used must be stated at the beginning of every round, after initiative is rolled, but before any attacks are begun or resolved.

The form must also be declared in secret, written on a piece of paper and placed face-down, then flipped up once combat begins. This mimics the chess game between two lightsaber masters who are basing their style choices on those favored by their opponent.

Whenever a form is stated to negate another, that means that the negated form gains no benefits, nor suffer any penalties. Sometimes forms negate each other—a Vaapad master facing a Makeshi master, for example, will find themselves evenly matched, and gain no benefits nor penalties from their style. Interestingly, a style never cancels out itself—two masters of the same style battling will always spot one another's weakness and attempt to exploit it.

Form I (Shii-Cho): Form one is a rudimentary form of lightsaber combat and provides no bonuses or penalties. If another style is not stated for the round, Shii-Cho is the assumed to be used.

Form II (Makashi): Form two is a graceful combat style, focused on wide, sweeping maneuvers and appearing much as a dance. Jedi who employ this form against Sith opponents gain +1 to hit and improves AC by one, unless the Sith in question is also using the form. This form negates, and is negated by, Vapaad.

Form III (Soresu): Form three is a defense-focused form which provides the wielder an AC improvement of 2 for the round, but imparts -2 to attack rolls. It is, however, equally effective against any other form except its own, and is

especially effective against Ataru, against which the Soresu wielder gains +2 to attack rolls instead of suffering -2.

Soresu likewise cancels out Niman, though it doesn't grant any additional attack bonus like it does against Ataru.

When a Soresu master faces another Soresu master, the forms cancel each other out, offering neither bonus nor penalty.

Form IV (Ataru): This form of combat is highly acrobatic, and is ideal for defending against multiple attackers or incoming projectiles, and making use of wide open spaces. Form four improves AC by 2 against all ranged attacks for the round, so long as the Jedi has room to move (it cannot be used in enclosed spaces like corridors or rooms of less than 20 feet to a side).

Ataru is negated by Soresu as described above. It is, however, highly effective against Vapaad, against which the Ataru master gains +2 to hit and damage.

Form V (Shien or Djem So): The fifth form allows the redirecting of blaster fire, and is focused on strong blocks and counterattacks. It provides an AC improvement of 1, and a +1 bonus to attack any opponent who has attempted and failed to attack the Jedi that round.

Any Jedi using Form V may choose to sacrifice their attack rolls for the round to attempt to redirect incoming blaster fire; this requires the Jedi to make an attack roll with their lightsaber. Subtracting the attack roll from 20 provides the Jedi's new AC for the round. The attack roll itself is the attack roll for any shots that "miss" due to the AC. Should any attack strike the Jedi, the form fails and they may not direct any more attacks in the round.

For example, a Jedi using Form V chooses to redirect blaster fire. That Jedi makes a single attack roll and gets a result of 15. His AC is normally 6, but for this round so long as he successfully uses Form V, it becomes 5 ($20-15=5$).

That round, four Stormtroopers fire their blaster carbines at the Jedi. Against an AC 5, the stormtroopers need a 14 or better to hit. The stormtroopers each have a rate of fire of 3; that means there are 12 shots incoming! Their attack rolls are 13, 12, 10, 13, 9, 11, 15, 10, 12, 13, 14, 12.

The Jedi redirects the first 6 shots back at the stormtroopers, attacking with a result of 15 on each against the stormtroopers' standard AC of 2. The 7th shot, unfortunately, is a 15. The Jedi is struck by this shot, his AC drops back to 13, and he may deflect no more bolts this round. He's going to suffer a whopping four blaster hits (and probably die in the process, poor guy!)

Form V is completely ineffective against Form VI (Niman), which cancels out its benefits.

Form VI (Niman): Niman is the form of lightsaber combat used by those who wield double-bladed lightsabers, also called saber staves. It combines the basics of Form I with the acrobatics of Form V, and its benefits are the same as those gained by Form V. It is negated by Soresu.

Form VII (Vaapad or Juyo): Form seven is a highly aggressive form of lightsaber combat that is practiced by most Dark Jedi and Sith, and is said that Jedi who use it are always walking the line between Light and Dark. In fact, only one Jedi Master was ever known who practiced this style and did not fall—Mace Windu.

Practitioners of Vaapad gain +2 to attack and +2 to damage with lightsaber attacks. It is especially effective against Soresu, and when Vaapad is used against Soresu, the form grants an additional +1 to attack. It is, however, negated by Ataru and Makashi and in turn, negates the Makashi style.

BLOCKING BLASTER BOLTS

If the forms above aren't used, blocking blaster bolts is essential to the Star Wars mythology, and in a game without codified Lightsaber Forms, any Jedi may opt to block blaster bolts using the Form V method, above.

In a game which uses Lightsaber Forms, only Jedi with Form V may attempt to block and redirect blaster bolts in this manner, though for flavor's sake, shots that miss a Jedi may be described as having been blocked by the lightsaber. Also, see "Lightsaber Colors and Crystals," above.

TWO WEAPON FIGHTING (OPTIONAL)

In terms of two-weapon fighting, if the DM desires to allow its use, it can be handled as follows:

- Only characters with a Dexterity of 15 or higher may employ this form of combat.
- Characters engaging in two-weapon fighting may choose one of three benefits to gain, and must choose which option they are employing at the beginning of each round, after initiative is rolled but before any acts or attacks are resolved by any combatants:
 - Improve their Armor Class for the round by 1, but deal -1 damage.
 - Add +1 to their attack roll, but suffer a 1-point penalty to AC for the round.

- Upon a successful hit, to roll damage dice twice, keeping the better of the two results.

If this rule is adopted, those who are proficient in the use of the quarterstaff (or a lightsaber staff, or a plasma staff) may treat it the same way as wielding two weapons, if they so choose.

VEHICLE COMBAT RULES

In a Star Wars game, vehicle combat is as important as personal combat. These rules are designed to be as simple as possible, allowing for imaginative improvisation while providing a solid general framework.

BASE SYSTEM

Piloting a vehicle in this game is a factor of rolling percentile dice. Each vehicle has a handling rating; the pilot of a vehicle adds their Dexterity score to the vehicle's handling rating, and the result is their percentage chance to control the vehicle, referred to as the total Piloting Capability.

SPEED

Since vehicle speeds can exceed the speed of light in Star Wars, these specifically are not figured in vehicle rules—it is left to the DM to inform players if a vehicle is faster or slower; it's more in the hands of the pilots whether a chase is successful or not, than it is in the sheer speed of the vehicles (though again, at the DM's discretion, there may be times where a vehicle is simply so much faster that the slower vehicle doesn't have a chance in a chase).

VEHICLE COMBAT STATISTICS

Like any object, vehicles have an AC and hit points. Attacks against the vehicle are made in standard fashion; the pilot makes an attack roll on the appropriate attack matrix using the vehicle's weapon systems, or their own personal weapons, if possible and the vehicle doesn't have built in weapons.

It is left to the DM to determine whether advanced targeting computers and the like play any role in vehicle combat. If so, simply assign a bonus from +1 to +3 to any attacks with vehicle weapon systems.

All pilots are assumed to be competent with handling their vehicle's weapons, regardless of character class.

Vehicles in the table below can only be damaged by other vehicle weapons, by e-Webs, or by explosives. They cannot be damaged by standard blasters. Lightsabers can always damage a vehicle. The only exceptions are speeders and speeder bikes, which can be damaged by normal weapons.

Vehicles also have a rate of fire (the number of shots they can take each round) and a firing arc (their field of fire), beginning with the vehicle's front end.

CHASE RULES

Orchestrating a chase between two vehicles is as simple as a series of vehicle checks, using the system above. The DM should set a number of "wins" required for one vehicle to catch the other, or to pull away and escape. Obstacles and maneuvers performed on either side can create bonuses and/or penalties to a piloting roll. The winner of a given check is the one whose piloting check succeeds by a greater margin.

EVASIVE MANEUVERS

A vehicle pilot may lower his AC through evasive maneuvers. To get into a firing position, the attacker must maneuver his vehicle to put the enemy into his firing arc. Each pilot makes a piloting test; if the defender wins, each 10 difference between his success and the attacker's success (rounded down) lowers the defender's AC by one. Likewise, if the attacker wins, the same rule applies to gaining +1 to hit.

Example: An X-Wing with a total piloting score of 66 (50 plus the pilot's Dex of 16) is fighting a TIE with a total score of 83 (70 plus the pilot's 13 Dex). The TIE seeks to take a shot at the X-Wing, who is trying to maneuver out of the way. Both pilots roll their percentage. The X-Wing pilot succeeds with a roll of 40 (a 16 point difference). The TIE pilot succeeds with a roll of 50 (a 33 point difference). The TIE wins the contest, and gets a +1 to hit (33-16=17 points of difference, rounded down to 10).

CAPITAL SHIPS

Capital ships require a full crew complement to pilot; in this case, instead of Dexterity, the average crew Intelligence score is added to the vehicle's Handling for maneuvers, since piloting these is a matter of complex systems and not manual dexterity. Larger capital ships, like a Star Destroyer, may also carry a complement of fighters—anywhere from 1-10 squadrons, depending on the size of the ship.

VEHICLE TABLE

| Vehicle | Handl | AC | HP | ROF | Arc | Notes |
|---------------|-------|----|-----|------|----------------|---------------------------------------|
| Speeder | 30 | 7 | 50 | n/a | n/a | No mounted Weapons |
| Spdr. Bike 50 | 8 | 25 | 3 | 30° | Blasters (3d6) | (military only) |
| X-Wing | 50 | 4 | 150 | 6/2* | 30° | Blasters (4d6); Pr. Torpedoes* (5d10) |
| A-Wing | 60 | 6 | 100 | 6/2* | 30° | Blasters (4d6); |

| | | | | | | |
|-----------------|----|---|-------|--------|------|---|
| Y-Wing | 40 | 3 | 100 | 3/1** | 30° | Conc. Missiles* (4d12) Blasters (3d6); Ion Cannon** |
| B-Wing | 50 | 3 | 200 | 6/3/1* | 30° | Blasters (4d6); Ion Cannon**; Pr. Torpedoes (5d10); Cannon (50-500)*** Blasters (4d6) |
| TIE Fighter**** | 70 | 9 | 75 | 6 | 30° | |
| Star Destroyer | 20 | 0 | 1,500 | 20 | 360° | Blasters (6d6); Pr. Torpedoes (5d10); Cannons (5d10); Capital Blasters (5d6); Cannons (5d10); Capital |
| Corr. Corvette | 30 | 2 | 750 | 10 | 360° | |

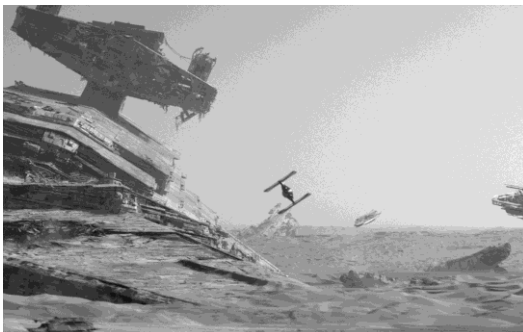
**50% chance of disabling a randomly determined critical system (shields, weapons, guidance and navigation, sensors, etc.); a roll of natural 18-20 means crippling the vehicle entirely for vehicles less than capital size. Capital size vehicles can be crippled if 10 critical systems are disabled, or at least four ion blasts score hits of 18-20 in one round.

***The laser cannon on a B-Wing is a one-shot deal which cripples the fighter after being used, but deals 5d10x10 damage, and is treated as an ion cannon, crippling one critical system per 5 points of damage dealt. It is designed to take out a capital ship.

****TIE Advanced share stats but have AC 4. TIE Interceptors share stats but have a handling of 75 and AC 8.

Proton Torpedoes and Concussion Missiles: Vehicles equipped with proton torpedoes or concussion missiles have a limited complement of 4-6 such missiles (for fighters) and up to 20-50 for capital ships. These explosives can have pinpoint accuracy and inflict damage upon exploding to a 20-foot radius.

As with all aspects of Star Wars, there are hundreds and thousands of different varieties of vehicle, and doubtless your favorite was overlooked here. Still, the sample vehicles in the table above should be enough to allow the DM to mimic almost any ship in the universe, with creativity and imagination.



APPENDIX

Personages of Star Wars

LUKE SKYWALKER

(A New Hope)

Armor Class: As Normal Man Alignment: Lawful
Move: 12" Psionic Ability: 88% Psi Atk/Def Strength: 100/100
Hit Points: 6 Level: Fighting Man 1 Psionic Strength: 200

STR 12 DEX 16 CON 13 INT 14 WIS 14 CHA 12

Attack/Defense Modes: Mind Blank, Psychic Blast
Force Powers: Force Piloting
Lightsaber Combat: Form I, V
Equipment: Blue lightsaber

(Empire Strikes Back)

Stats as above, EXCEPT:

Psi Atk/Def Strength: 122/122 Psionic Strength: 244
Hit points: 23 Level: Fighting Man 5

Attack/Defense Modes: Mind Blank, Thought Shield, Psychic Blast, Mind Thrust
Force Powers: Force Piloting, Levitation, Telekinesis, Clairvoyance, Telepathic Projection, Detect Good/Evil

(Return of the Jedi)

Stats as ESB, EXCEPT:

Psi Atk/Def Strength: 140/140 Psionic Strength: 280
Hit Points: 41 Level Fighting Man 9

Attack/Defense Modes: Mind Blank, Thought Shield, Mental Barriers, Psychic Blast, Mind Thrust, Ego Whip
Force Powers: Force Piloting, Levitation, Telekinesis, Clairvoyance, Telepathic Projection, Detect Good/Evil, Precognition, Clairaudience, ESP, Sense Force, Hypnosis
Lightsaber Combat: Form I, III, V
Equipment: Green lightsaber

HAN SOLO

(A New Hope)

Armor Class: As Normal Man Alignment: Lawful

Move: 12"
Hit Points: 19

Psionic Ability: nil
Level: Fighting Man 3/Thief 2

STR 12 DEX 18 CON 13 INT 13 WIS 14 CHA 15

Equipment: Heavy blaster pistol, Millennium Falcon

Solo's stats remain relatively stable throughout the series, save that he gains levels. In Empire Strikes Back he is a Fighting Man 5/Thief 2, and in Return of the Jedi he is a Fighting Man 10/Thief 3

CHEWBACCA

Species: Wookiee

Armor Class: As Normal Man Alignment: Lawful
Move: 12" Psionic Ability: nil
Hit Points: 31 Level: Fighting Man 4/Thief 1

STR 19 DEX 14 CON 17 INT 12 WIS 10 CHA 8

Equipment: Wookiee Bowcaster, Millennium Falcon

Chewbacca's stats, like Solo's, remain relatively stable throughout the films. By Return of the Jedi he has maxed out his Fighting Man levels but continues to gain experience.

THE MILLENNIUM FALCON

The Millennium Falcon is a heavily-modified YT-1300 Corellian Freighter and the ship that made the Kessel Run in less than 12 Parsecs. It has the following statistics:

| Handl | AC | HP | ROF | Arc | Notes |
|-------|----|-----|-----|------|---------------------------------------|
| 75% | 3 | 150 | 6 | 360° | 3 blaster cannons (4d6); +3 targeting |

LEIA ORGANA

Armor Class: As Normal Woman Alignment: Lawful
Move: 12" Psionic Ability: 20% Psi Atk/Def Strength: 32/32
Hit Points: 18 Level: Fighting Woman 4 Psionic Strength: 64

STR 8 DEX 16 CON 12 INT 14 WIS 17 CHA 16

Attack/Defense Modes: Mind Blank, Psychic Thrust
Powers: Detect Good/Evil

Equipment: Light blaster, Access to Rebel fleet and resources

Leia's stats change little throughout the films; by Empire Strikes Back she has reached 6th level and developed Clairaudience, and by Return of the Jedi she is an eighth-level fighter, and has developed ESP.

DARTH VADER

Dark Lord of the Sith

Armor Class: 2

Alignment: Chaotic

Move: 12"

Psionic Ability: 92%

Psi Atk/Def Strength: 227/227

Hit Points: 72

Level: Fighting Man 13

Psionic Strength: 454

STR 18/25 DEX 12 CON 16 INT 14 WIS 10 CHA 8

Attack/Defense Modes: All

Force Powers: Force Piloting, Levitation, Telekinesis, Clairvoyance, Telepathic Projection, Detect Good/Evil, Precognition, Clairaudience, ESP, Sense Force, Domination, Force Blast, Energy Control, Molecular Agitation, Body Control, Mind Bar, Hypnosis

Lightsaber Combat: Form I, III, IV, V, VII

Equipment: Red lightsaber



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