

# Savage Star Wars Skills And Edges

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## Introduction

This document is intended as an extension to the wonderful conversion by Sheriff John Brown<sup>1</sup>.

## Skills

There are several new skills which I think should belong to a Star Wars campaign.

### Computer (Smarts)

The character knows how to operate and repair computers. The skill can also be used to scramble or decipher data, hack into computer systems, or sabotage data bases.

### Gunnery (Agility)

This skill is the equivalent of Shooting but is used for all vehicular and star ship weapons.

### Performance (Agility or Spirit)

This skill covers all kinds of performing arts - dancing, playing musical instruments, acting etc. The player can pick which attribute to use for his Performance skill based on what he considers his character's speciality.

## Edges

This section offers some new edges suitable for a Star Wars setting in Savage Worlds. While some purists might consider these too many (with the designer of Savage Worlds often arguing against a myriad of edges), I personally prefer to have a unique special ability for each character. In fact, that was one of the few things I actually like about d20.

## Professional Edges

### Ace

You are a master pilot. This edge is described in the SW rulebook on page 27.

### Acrobat

You are very agile. This edge is described in the SW rulebook on page 27.

### Ambassador

**Requirements:** Novice, Smarts d8+, Persuasion d6+, Charisma 2+

You are a master of negotiation. Whether you work for a corporation, a government, or a crime syndicate, your skills are a great asset to your masters.

As a skilled negotiator, you are less prone to blunders. If a failed Persuasion roll indicates a worsening of the situation, you may make a Smarts(-2) check to be allowed to retry the roll without any penalty or to keep the status quo.

### Body Guard

**Requirements:** Novice, Vigor d8+, Fighting d8+, Notice d8+

You are trained to protect important people from taking harm. Often, this means that you throw yourself into the line of fire. A bodyguard within 2" of a character he is trying to protect, can make a Notice roll to throw himself into the line of fire, should the other character be attacked. On a successful roll, move the bodyguard into the line of fire and apply any damage to him instead of the original target.

### Bounty Hunter

**Requirements:** Novice, Smarts d6+, Tracking d8+

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<sup>1</sup> <http://home.mchsi.com/~savagestarwars/>

This edge is otherwise the same as described in *Savage Star Wars*, pg. 19.

### Commando

**Requirements:** Novice, Guts d8+, Stealth d8+, Shooting d6+, Fighting d6+

Commandos are masters of stealthy attacks. When attacking an opponent who is still considered *inactive* as per the stealth rules, a commando deals an additional d6 of damage, if attacking in melee or from a range of 5" or less.

### Entertainer

**Requirements:** Novice, Performance d8+, Charisma 2+

You are a master performer specialized in one field, such as music, acting, or dancing. This gives you +2 on any Performance checks related to your speciality. Additionally, after a successful performance you gain +1 on charisma for the rest of the scene with your audience. Note that a performance requires a willing audience - dancing in front of a hostile squad of stormtroopers is not going to do any good!

### Explorer

**Requirements:** Novice, Survival d8+, Notice d8+

You are a member of a scout service. This means you are often the first person on a new world, a master of survival and observation of new facts. An explorer gains +2 on all Survival checks as well as Vigor rolls made due to environmental influences. This includes weather, temperature, or atmosphere but not things like plant or animal poisons etc.

### Gambler

**Requirements:** Novice, Gambling d8+

A gambler is half swindler, half psychologist and makes a living playing games of chance. By spending a benny, a gambler can automatically win in a game of chance unless his opponent is also a gambler, in which case the opponent may spend a benny to cancel the edge.

### Investigator

This edge is described in the SW rulebook on page 28.

### Rodian Huntsmaster

**Requirements:** Novice, Rodian or close ties to Rodian culture (DM's permission), Agility d8+, Tracking d10+

Rodian Huntsmasters are celebrated members of Rodian society, noted for their expert tracking skills. A huntsmaster gains +2 on Tracking and Notice rolls.

### Scavenger

This edge is the same as "MGyver" described in the SW rulebook on page 29.

### Scholar

This edge is described in the SW rulebook on page 29.

### Scout

**Requirements:** Novice, Stealth d8+, Notice d8+

You are a military scout, sent out to assess a situation before the main force moves in. Scouts gain +2 on all Stealth and Notice checks.



### Senator

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

Senators are members of the Republic's or the Imperial senate, depending on the time frame. They enjoy special immunities from the law. As a result, they gain +1 on all rolls to resist Tests of Will. Also, opponents

trying to research information about the senator gain -1 on the Investigation and Streetwise rolls.

### Slicer

This edge is the same as described in Savage Star Wars.

### Smuggler

**Requirements:** Novice, Stealth d8+, Streetwise d8+

Smugglers ply the interstellar trade routes, smuggling illegal goods from one world to another. Smugglers gain +2 on Stealth rolls made to hide items. Also, smugglers gain +2 on all Streetwise rolls made to obtain or sell illicit goods.

### Technician

**Requirements:** Novice, Repair d8+

A technician is a master of the hydrosponder. He gains +2 on all Repair rolls. Also, all repair times are reduced by 30%.

### Thief

This edge is described in the SW rulebook on page 29.

## Advanced Professional Edges

The purpose of these edges is to give players a long term incentive - gaining a flashy new ability is far more exciting than increasing your *Shooting* from d6 to d8.

### Bounty Hunter, Seasoned

**Requirements:** Seasoned, Bounty Hunter, Shooting d8+, Marksman

The seasoned bounty hunter is adept at shooting to incapacitate instead of killing. The bounty hunter does not get the -2 penalty for attacks to the limbs. Also, if the player wishes, he can try to limit the maximum level on the knockout table is to 3, i.e., the target will not bleed out. This incurs a -1 to the *Shooting* or *Fighting* roll.

### Bounty Hunter, Veteran

**Requirements:** Veteran, Seasoned Bounty Hunter

The veteran bounty hunter is well known and feared. He gains +1 charisma and +2 to *Intimidation* checks. Both boni only apply to other bounty hunters and criminals.

### Commando, Seasoned

**Requirements:** Seasoned, Shooting d8+, Steady Hands

The seasoned commando can split his movement allowance, moving before and after firing, as long as the total moved does not exceed his Pace.

### Commando, Veteran

**Requirements:** Veteran, Seasoned Commando, Command

The veteran commando grants +2 to the *Stealth* rolls of all followers within 6".

### Explorer, Seasoned

**Requirements:** Seasoned, Explorer, Smarts d8+

The explorer is well-travelled and has acquired a broad knowledge. She gains +2 on all general knowledge rolls.

### Explorer, Veteran

**Requirements:** Veteran, Seasoned Explorer, Command

The veteran explorer is a leader. All the allies on his team (including Wild Cards) gain +2 on their survival checks.

### Infiltrator

**Requirements:** Seasoned, Bounty Hunter or Commando or Scout or Thief, Stealth d10+

Infiltrators are specialists at entering into enemy strongholds. When failing a Stealth roll against an inactive enemy, the infiltrator may opt not to move to avoid the enemy becoming active.

### Politician

**Requirements:** Seasoned, Ambassador or Senator, Connections

You are deeply enmeshed in the game of politics, capable of weaving a net of favours and connections. You gain +2 on *Streetwise*, *Common Knowledge* regarding celebrities, and *Intimidation* against a specific target, if you prepare one day by communicating with your allies. This power might not be applicable in out of the way places where you have no connections.

### **Scoundrel**

**Requirements:** Seasoned, Slicer *or* Smuggler *or* Bounty Hunter *or* Gambler *or* Entertainer *or* Thief, *Streetwise* d10+  
A scoundrel is well-connected. When looking for illegal goods or services using *Streetwise*, the character gets a +2 on the roll. Also, on a raise, he gets a discount of 20% off the black market price.