

M20 STAR WARS

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STATS

There are three stats: Strength (STR), Dexterity (DEX) and Mind (MND). Roll 3d6 for each stat. Stat bonus = (Stat - 10)/2 rounded down.

SKILLS

There are five skills: Physical, Subterfuge, Technology, Education & The Force. Skill rank = your level + any bonuses from class or race. Skill check = d20 + skill rank + whatever stat is most applicable against a DC set by the GM. Saving throws are skill checks.

(Example: Slicing a computer system might be a Tech + Mnd bonus against a DC of 15).

CLASSES

There are four classes, and all begin at level 1. Each class provides a class ability and a skill modifier.

SOLDIER: Combat Bonus & +3 Physical

SCOUNDREL: Sneak attack & +3 Subterfuge

EXPERT: +3 to Education OR +3 to Technical & pick an Affinity

JEDI: Lightsaber training & +3 to Force skill

COMBAT BONUS: +1 to all attack and damage rolls. This increases by +1 at level 5 and again at every 5 levels afterwards.

SNEAK ATTACK: Add your rank of subterfuge to the damage against an unsuspecting foe. Usually this requires an opposed DEX + SUB check, and only applies to the first attack.

AFFINITY: Pick a broad area of specialization, such as medical, piloting, starship repair, survival, or nobility. You can re-roll any checks having to do with this area.

LIGHTSABER TRAINING: When using a lightsaber, a Jedi uses the Soldier's Combat Bonus to attack and adds 1/2 character level to AC if unarmored. In any round after being shot at with an energy weapon the Jedi can deflect this attack back at attackers like a regular ranged attack but can take no other actions. (The Jedi still takes damage if hit, however- assume that more than one shot was fired for the purposes of deflecting.)

M20 STAR WARS: Expert Class Affinity Explained in More Detail

Affinities

What is an Affinity? It is a narrow area of focus that your Expert has specialized in. Simply put, the character can choose to re-roll any checks made under these circumstances. (They are the same as racial Affinities except the player gets to pick one.)

Example Expert Affinities might include:

Piloting	(Any technical crafting-like skill)
Medical	Computers
Nobility	Deception
Droids	Stealth
Starship	repairScouting/Survival
Droid	repairEtc. You get the idea

In review:

- The Expert picks a broad area to be good at.
- The Expert can re-roll checks that fall under this area.

What if a player picks an Affinity that their race already provides them with? Let's say a Duros character is also an Expert with the Piloting Affinity. I would, believe it or not, let the effects stack. That's right. I would let that player re-roll twice if they wanted to!

Sound game-breaking? I disagree. Clearly, that player really wanted to be good at piloting. I say: Let 'em play the kind of character they really wanted. Why not? And hey, it's not like those stacked Affinities will be worth much of anything if they get themselves cornered in the back of some scuzzy cantina. Aye?

Alternately, you could simply rule that a character cannot pick an Affinity that is already granted by their race.

RACE

Pick a race for your character. Each race is constructed using two Racial Template Points. 1 RTP is equal to:

- A +1 stat bonus
- Two skill points
- A special trait or ability (usually an Affinity)

OPTIONAL M20 STAR WARS RACES

Racial template formula: Each race is constructed using two Racial Template Points. 1 RTP is equal to:

- A +1 stat bonus
- Two skill points
- A special trait or ability (usually an Affinity, which lets the player re-roll under certain circumstances.)

Unlike most other games with race selection, players of M20SW are **STRONGLY ENCOURAGED** to play around with the formula themselves to get the feel they want, pending GM approval. Here are some suggestions/guidelines:

Humans: +1 to all skills (except for Force.)

Bothans: +1 Dex & Will Affinity (May re-roll any check involving the willpower of the character.)

Cereans: +2 Mind

Duros: +1 Dex & Pilot Affinity (May re-roll any piloting check once per turn.)

Ewok: +1 Dex & Stealth Affinity (May re-roll any stealth-related check once per turn.)

Gamorreans: +2 Str

Gungans: +2 physical, and Natural Swimmer (Can swim with as much fanfare as other character walk.)

Ithorians: +1 Mind & Nature Affinity (May re-roll a survival check once per turn.)

Kel Dor: +1 Dex, +1 Physical, +1 Force

Mon Calamari: +1 Mind, +2 Education

Quarren: +1 Str & Natural Swimmer (Can swim with as much fanfare as other character walk.)

Rodian: +1 Dex & Tracking Affinity (Can re-roll any check centered around hunting down a specific target.)

Trandoshans: +1 Str & +1 natural AC.

Twi'Lek: +1 Dex & Deceptive Affinity (Can re-roll any check centered around deceiving someone else.)

Wookiee: +4 Str; -1 Dex, -1 Mnd (Wookies kind of break the formula a little.)

Zabrak: +1 Dex, +1 Physical, & +1 Technical

DROIDS

Droid models are constructed the same as rules as race creation.

M20 STAR WARS: Optional Droid Rules

Droids have levels like characters, but can only be Soldiers or Experts. Droids do not receive stat increases every three levels like other characters, but in return they are immune to mind-influencing powers and other physiological conditions which living creatures find problematic or fatal (use common sense.) Additionally, droids never age or die as long as they maintain themselves decently. Droids have no Force skill ability.

Most human-sized droids have a flat "10" in all stats. Some droids will have varied stats depending on what they were built for and how expensive/cheap they are.

Some droids have a special programming, such as knowing all languages or star charts of the galaxy. In actual practice, these are little more than superficial ways of moving the plot along and have no additional cost.

NOTE: I'm using the standard NPC D8 to calculate droid hit points. If created as a heroic player character or NPC, a droid use the standard STR + 1d6/level.

Custom droid creation works exactly as race creation, using two Racial Template Points for each model. Some example templates might include:

3P0 Series Protocol Droid: +4 to Education (Yes, this will take the droid to insane levels of educational competence when paired with the Expert class- as it should be.)

B1 Series Battle Droid: +1 Dexterity & +2 to Physical

R2 Series Astomech Droid: +2 Technical & Piloting Affinity

B2 Series Super Battle Droid: +2 AC bonus

Droideka Destroyer Droid: Extra Mount (droid can hold two heavy weapons at once and fire them without penalty) & Alternate Form (roller ball form.)

Sample Stock Droids

Average Protocol Droid: Level 1 Expert (Edu option)

STR: 10 DEX: 10 MND: 10

P: 1 S: 1 T: 1 E: 8

Affinity: Communication

SPECIAL: Protocol droids are programmed with all known languages of the galaxy.

Combat: AC 10 HP (1d8) AT +1 (weapon)

COST: 3000

Average Astromech Droid: Level 1 Expert (Tech option)

STR: 10 DEX: 10 MND: 10

P: 1 S: 1 T: 6 E: 1

Affinity: Piloting (from class)

Affinity: Starship repair (from template)

SPECIAL: Astromech droids are programmed with all known star charts of the galaxy.

Combat: AC 10 HP (1d8) AT +1 (weapon)

COST: 4500

Average Battle Droid: Level 1 Soldier

STR: 10 DEX: 11 MND: 10

P: 6 S: 1 T: 1 E: 1

SPECIAL: Short-range communication with all other battle droids in area

EQUIPMENT: Blaster Carbine

Combat: AC 10 HP (1d8) AT +2 (2d8 +1)

COST: 1800

Average Super Battle Droid: Level 3 Soldier

STR: 10 DEX: 10 MND: 10

P: 6 S: 3 T: 3 E: 3

SPECIAL: Short-range communication with all other battle droids in area

EQUIPMENT: Wrist blaster

Combat: AC 12 HP (3d8) AT +4 (2d8 +1)

COST: 3300

Average Destroyer Droid: Level 6 Soldier

STR: 10 DEX: 11 MND: 10

P: 9 S: 6 T: 6 E: 6

SPECIAL: Short-range communication with all other battle droids in area, roller ball form.

EQUIPMENT: Laser cannons X 2, hardened battle plating (+5 AC)

Combat: AC 15 HP (6d8) AT +8 (2d10 +2) (gets two separate attacks per turn.)

COST: 21,000

Droids and Ion attacks: If attacked with an Ion weapon, the droid must roll a Physical check against the DC or be shut down. To reactivate a droid is an average Tech check. Some droids will automatically reactivate when enough time has passed.

Droids and healing: Forget complicated repair rules- A damaged droid with access to a repair kit or station heals like a normal character. A droid without access to these things simply does not heal. Other characters with a droid repair kit can heal a droid the way medical kits work on living characters.

These are simply my notes for how I plan to run things at my table. Players and GMs are **STRONGLY ENCOURAGED** to tinker around with the droid template formula and class combinations to create something that feels right for them.

LEVEL ADVANCEMENT

Experience points = hit dice of defeated monsters or situation. Add +1 for each doubling of the number of foes. eg: 1 thug = EL1. 2 thugs = EL2. 4 thugs = EL3, etc. Keep track of your experience points earned and divide this number evenly among the party members at the end of the adventure.

When the total = 10 x your current level, you've advanced to the next level. Reset the total to 0 after advancing.

Each level adds:

- +1d6 to Hit Points
- +1 to all attack rolls
- +1 to all skills

If the level divides by three (i.e. level 3,6,9,etc.) add 1 point to STR, DEX or MIND.

Remember, Soldiers gain +1 to their attack and damage rolls at levels 5,10,15,etc.

COMBAT

Hit Points = STR Stat + 1d6/Level. If HP reach 0, unconscious and near death. Further damage directly reduces STR. If that reaches 0, death.

Roll d20 + DEX bonus for initiative order. Everyone can do one thing each turn; move, attack, use the force, etc.

Melee attack bonus = STR bonus + Level (add STR to melee damage)

Ranged attack bonus = DEX bonus + Level

Armor Class (AC) = 10 + DEX bonus + Armor bonus

Add attack bonus to d20 roll. If higher than your opponent's Armour Class (AC), it's a hit.

Natural 20 is automatically a critical doing maximum damage.

Other Hazards

FALLING : 1d6 damage per 10', half damage on Phys+DEX save. DC=depth fallen in feet

SPIKES : add +1 point to falling damage per 10' fallen, max +10

POISON : Phys+STR save to avoid or for half, depending on poison. Effect varies with poison type.

EXTREME HEAT & COLD : If not wearing suitable protection, Phys+STR save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

HEALING

Standard Healing: Characters heal their level in HP per hour, or twice this with medical care.

Second Wind: Once per adventure, a character can heal themselves of half their missing HP.

THE FORCE

Although all characters have a Force skill rank, only Jedi characters can use Force powers. Using any Force power costs a flat 4 HP, and requires a skill check (1d20 + Force skill.)

-To attack someone with the Force, make an opposed Force check. If you win, you inflict 1d4/Jedi Level damage. Go ahead and narrate how this happened - did you force push them over a cliff? Fry them with lightning? It's all cosmetic, so make it sound cool.

-To take a non-combat action with the Force, tell the GM what it is you want to do. He'll set a DC, and you make a Force check. Want to force jump from one racing landspeeder to another? Sounds like a DC of 20 to me. Now go for it.

M20 STAR WARS: Advanced Force Option

The Force skill

The Force skill measures a character's mastery of the Force. Although all characters have a Force skill rating, only Jedi characters can use Force powers. Using any Force power costs a flat 4 HP, and requires a skill check (1d20 + Force skill.)

How many force powers do I get?

The number of Force powers a Jedi gets is really between the apprentice and his master- in other words, a Jedi has whatever powers his master has decided he is ready to learn. Are you playing a reckless Jedi? Don't be surprised if your master won't show you any new tricks. Are you a responsible Jedi who adheres to the Jedi Code? Your master might teach you everything he knows in short order. Additionally, the number of powers a Jedi knows can change dramatically between eras of play.

In short, the number of powers you get is between you and the GM. I would say that all Jedi start with at least one power, and learn a new one every one or two levels after that. You might have a different take on the matter, such as requiring the Jedi to complete certain quests before gaining access to some Force powers. This could actually be an ongoing source of adventure ideas.

USING THE FORCE IN COMBAT

Using the force in combat involves a simple opposed skill check. If the Jedi succeeds, the attack works as described. If not, the Jedi lost their concentration, or his opponent resisted, got out of the way, etc. (The Jedi still loses the 4 HP, but his opponent suffers no ill effects.)

Using the Force on multiple targets

Whenever appropriate (all Force powers except Battlemind, Negate, Surge, and Farsee) the Jedi can elect to attack/affect multiple targets at once in one turn. Each extra target after the first imposes a -2 penalty to the Force check, and these penalties stack. So, attacking 5 targets at once with Force Push would incur a -8 penalty on each separate check that turn. In addition, the Jedi exerts 1HP for every target after the first in addition to the 4HP cost upfront. (So attacking those five targets not only incurs a -8 penalty, but also nets 8 points of HP loss.) As you can see, it is better to leave the spectacular displays of destruction to the Jedi Masters.

FORCE POWER LIST

Force Push: (Force vs Physical) Force Push inflicts 1d4/Level damage, and knocks the opponent to the ground. The opponent suffers a -4 to AC until they use a turn getting back on their feet.

Battlemind: (1d20 + Force) For every 10 points rolled on a single Force check, the Jedi gains a +1 to attack, damage, and AC for the remainder of the fight scene. This check cannot be re-rolled for the duration of that scene. (EX: A Jedi with Force 7 who rolls a 12 would get a +1 combat and AC bonus. If she had rolled 13 the bonuses would be +2.)

Negate Energy: (Defensive action) By burning the standard 4HP, the Jedi can negate the damage from one energy source. Unlike other Force powers, the Jedi can Negate as many attacks per round as he has HP to burn without the multiple target penalty. However, he loses his next turn in the process. (In other words, to negate two different blaster bolts would cost 8HP, and the next combat action would be lost!)

NOTE: Negate can be used to resist damage outside of combat as well. For example, a Jedi could burn 4HP and walk through fire, or a radiated control room. Outside of combat, the effect still only lasts one turn. Note that Negate would be no help against bullets or spears and such.

Force Grip: (Force vs Physical) The target suffers 1d6/Level damage. Using this power will result in a Dark Side Point.

Force Lightning: (Force vs Force) The target suffers 1d6/Level damage. Using this power will result in a Dark Side Point.

Stun Droid: (1d20 + Force) Treat the check result as Ion attack damage which the droid must save against or shut down.

Mind Trick: (Force vs Level + Mind bonus)

Not really a combat power, but it is an opposed check. If successful, the target treats the Jedi's suggestion as though it were amazingly reasonable. (The GM can impose harsher penalties for over-the-top or ridiculous Mind Trick attempts.)

USING THE FORCE OUTSIDE OF COMBAT

Using the Force outside of combat is a simple matter of rolling a Force skill check against a DC set by the GM.

Here are some general guidelines.

DC 5 Easy task

DC 10 Average task

DC 15 Hard task

DC 20 Difficult task

DC 25 Very difficult task

DC 30 Epic task

Remember that what one group considers a "difficult task" another group might think of as a "hard task" depending on their concept of the Jedi. This is fine.

FORCE POWER LIST

Move Object: The Jedi can move an object with the power of his mind.

NOTE: Remember when Luke pulled his X-wing out of the swamp? I would make that a Difficult task check. You might not, and that's okay.

NOTE: If used to inflict damage against a target in combat (say, by picking them up, slamming them about, and dropping them) treat Move Object as a regular opposed Force Push attack, except that the target can be moved in any direction instead of just away from you. That way, damage from falling, hitting walls, etc is already cosmetically covered.

Surge: The Jedi can move at super-human speeds and leap amazing distances.

NOTE: Remember in the battle with Darth Maul how all three characters jump from high platform to platform? I'd make that a hard task check. You might not, and that's okay.

Farseeing: The Jedi can glimpse visions of far away places.

THE DARK SIDE

Every time a Jedi breaks the Jedi Code or does something evil, they gain a Dark Side Point. When the Jedi has DSPs equal to or greater than their Mind attribute, they are lost to the dark side.

NOTE: What is an evil act? Simple. An evil act is whatever the GM says it is. However, the GM must warn you before you are about to commit an action which will result in a DSP. You can't get one on accident.

NOTE: You want to play a dark side character? No problem. Just make sure the GM is on board with this.

NOTE: You want to be redeemed for you past misdeeds? No problem. There is no mechanical system for this, you and the GM just need to work it out through roleplaying. This can actually spawn great future adventure seeds.

DESIGN NOTES: At the bargain price of 4 HP per power use, Jedi characters start weak but slowly become indomitable machines of destruction as they gain levels and become feared and respected throughout the galaxy. I assure you, this was no accident of design- this is exactly how the Jedi are portrayed in Star Wars media. As for game balance, remember that the Jedi class is balanced more through roleplaying than game mechanics (strict Jedi Code, Dark Side Points, attracts more unwanted attention, etc.)

EQUIPMENT

Provided is an optional equipment list for M20SW.

M20 STAR WARS: Gear List

Starting Credits

All characters begin the game with 3d4 x 250 credits, with two exceptions:

-Jedi start the game with 3d4 x 100 credits.

-An Expert with the Nobility Affinity starts the game with 3d4 x 400 credits.

WEAPONS:

Damage :: Cost
Melee Weapons
Knife: 1d4 :: 25
Club: 1d6 :: 15
Spear: 1d8 :: 60
Staff: 1d6 :: 65
Vibro dagger: 2d4 :: 200
Vibroblade: 1d10 :: 250
Force Pike: 2d6 :: 500
Electrostaff: 2d8 :: 3000
Vibro-Axe: 1d10 :: 500
Lightsaber*: 2d8 :: N/A

*Lightsabers work differently in the hands of a trained Jedi.

RANGED:

Slugthrower: 2d4 :: 250
Blaster Pistol: 2d6 :: 500
Ion pistol: DC 15 :: 250
H. Blast Pistol: 2d8 :: 750
Blaster carbine: 2d8 :: 900
Slugthrower Rifle: 2d8 :: 300
Blast Rifle: 2d8 :: 1000
Ion Rifle: DC 20 :: 800
Flamethrower: 3d6 :: 1000
Bowcaster: 2d10 :: 1500
Blast Cannon: 2d10 :: 3000
H. Repeater: 3d10 :: 4000
Missile Launcher: 6d6 :: 1500
E-Web: 3d12 :: 8000

Ion weapons do not deal normal damage. Instead, a droid must roll Physical vs the DC or be shut down. More on this under Droids.

Slugthrower weapons will bounce right off anything in armor heavier than light- no roll needed.

Many weapons in the Star Wars setting can stun instead of kill. To stun, make a normal ranged attack but increase a weapon's number of dice by 1. The target must make a Phys check against this number or be stunned for the number of rounds they missed the roll by. A blaster rifle, for example, could inflict 3d8 stun damage.

GRENADES:

Frag: 3d6 :: 200
Ion: 4d6 (ion) :: 250
Stun: 4d6 (stun) :: 250

GENERAL EQUIPMENT:

Comlink 250
Pocket scrambler 400
Vox-Box 200
Code cylinder 500
Credit chip 100
Datacard 10
Datapad 1000
Holo projector 1000
Portable Computer 5000
Electrobinoculars 1000
Glow rod 10
Holorecorder 100
Sensor pack 1500
Aquata breather 350
Breath mask 200
Space suit 2000
Bacta tank 100,000
Medkit 600
Medpac 100
Surgery kit 1000
All-temp cloak 100
Field kit 1000
Jet pack 300
Energy cell 10
Power generator 750
Security kit 750
Tool kit 250
Utility belt 500

NOTE: As a general rule, having equipment simply allows a character to do things they normally would not be able to do. Some gear will grant a +2 circumstance bonus instead. I am not going to outline hard rules about what item has what exact effect, because this seems against the spirit of Microlite20.

ARMOR

Light Blast helmet & Vest: +2 AC (\$500)
Flight Suit: +3 AC (\$2000)
Combat jumpsuit: +4 AC (\$1500)
Medium Generic Combat Armor: +5 AC (\$4000)
Stormtrooper Armor: +6 AC (\$ N/A)
Heavy Corellian Powersuit: +7 AC (\$8000)
Powered Battlesuit: +8 AC (\$10000)
Assault* Armored Spacesuit: +9 AC (\$12000)
Heavy Assault Armor: +10 AC (\$20000)

*Soldiers do not get their attack bonuses while wearing armor this heavy.

NOTES:

Soldiers can wear any armor, but lose their combat bonus in Assault-class armor.

Scoundrels, Experts, and Jedi can also wear any armor they wish. HOWEVER, these characters cannot use their class abilities while wearing anything other than light armor.

In other words!

-A Scoundrel wearing combat armor cannot make a sneak attack, because it is a medium armor.

-A Jedi wearing a Corellian Powersuit does not have access to the force, because it is a heavy armor.

-An expert wearing a flight suit can still use her Affinity, because it is a light armor. However, she could not use her Affinity while wearing Stormtrooper armor.

-A Soldier wearing Heavy Assault Armor does not get his combat bonuses, because the armor is too damn bulky. But really, if a hero needs frackin' Heavy Assault Armor to get through an adventure, it may be time to have a word with the GM anyway.

Oh, yeah, ignore all the who-can-wear-what stuff if it slows down the game.

STARSHIPS

Provided are optional rules for starships and starship construction. [LSP's note: I added Darth Cestual's rules until Nomad can put his in.]

Ship stats do NOT directly translate to character stats. Should it be needed, such as strafing a battlefield of infantry troops, or an orbital bombardment, roll the effects as normal, then multiply by 10.

A ship has 3 stats and 4 systems.

Stats:

Hull = the strength of a ships structural integrity

Thrust = the ships speed and maneuverability performance

Network = the efficiency of the various systems to keep a ship running

Systems:

Computer = the information resource on board as well as the processing power in investigating new phenomenon.

Sensors = the means the ship uses to examine the area around it as well as being able to avoid other sensory systems.

Armaments = a ships offensive and defensive capabilities.

Command = the efficiency of a ships captain and crew to maintain a ships systems as well as it's ability to communicate with other representatives beyond the ships crew.

Ships come in 4 basic classes and are outfitted to meet whatever configuration they need to fill. Each ship has a number of slots per ship type to allocate special systems such as Weapons, Defensive Systems, etc.

Classes:

Raven- small 1-2 person craft, examples are: stunt fighter, spy ship, advanced recon, personal transport. Ravens are capable of maneuvering through an atmosphere and landing planetside. Ravens gain +2 Thrust, 6 slots, 1 Power Core

Falcon- 3-10 person crew, examples are: assault craft, cargo smuggler, supply shuttle, diplomatic transport. Falcons are capable of maneuvering through an atmosphere and landing planetside. Falcons gain +2 Hull, 10 slots, 2 Power Cores standard

Albatross- 10-20 person crew, examples are: battleship, freighter, research vessel, refugee transport,

passenger liner. An Albatross is capable of maneuvering through an atmosphere and landing planetside. Albatross gains +2 Network, 20 slots, 3 Power Cores standard

Phoenix- up to 50+ crew compliment, examples are: Capital ships, carriers, heavy freighters, deep space exploratory vessels. A Phoenix is a space only craft and requires a shuttle or other means of transport planetside. Phoenix gains +1 all Systems, 50 slots, 4 Power Cores standard

Space Stations- if it's necessary for your game to stat up a Space Station, I'd suggest taking the stats for a Phoenix class ship and doubling/tripling/or quadrupling as appropriate.

Configurations:

Warship- gains +3 Armaments, military vessels designed for combat

Privateer- gains +3 Sensors, used by independent contractors, pirates, smugglers, and space gypsies.

Science Vessel- gains +3 Computer, for explorers, researchers, and medical ships

Transport- gains +3 Command, noted for cargo haulers, public/private charters, and supply ships

Power Core- Every ship draws energy from its Power Core which enables its weapons, defenses, drive systems, etc. Every ship must have at least 1 Power Core, and each Core supplies 50 power points for its systems. Power pulled from the Core for system use drains points from the power pool, and are not regenerated until after a scene ends, or 1 point per minute to recharge. When a ship's Power Core reaches zero points, it is dead in space. There is a 10% chance (1 on a D10) that Core containment is lost and a Core Breach occurs, which means a Core Explosion is imminent. The crew will have 1d20+5 rounds to escape via Escape Pods or some other means. Backup Systems can allow a reroll of a Core Breach, or add an additional 1d6 rounds to escape. A Core Explosion completely destroys a ship and does 1d100 damage for a 1 kilometer radius per Power Core. Additional Cores can be installed beyond the ship standard, take up 2 slots, Ships with multiple Power Cores may sacrifice the available power for 2 more slots, but must maintain at least 1 Power Core and power usage remains the same. For example a Phoenix class cargo vessel may opt to drop its 3 of its Cores for more storage space, but would not be able to jump to Hyperspace as it requires 100 points of power for a ship of that size to do so.

Weapons:

Weapon Mount- 2 slots

Lasers- low power beams of coherent light 1d4 damage, 1pt/shot

Rail Guns- magnetically accelerated slugs 1d6 damage, 2pts/shot

Torpedo Bay- 3 slots, 3pts/shot

Torpedoes- low yield, but very maneuverable rockets that can track a target 1d8 damage, +2 Armaments on attack

Photonic Torpedoes - high yield rockets that can track a target 2d8 damage, +1 Armaments on attack

Missile Launcher- 4 slots, 3pts/launch

Missiles- high yield rockets that can be outfitted with various warheads 2d10

Heavy Weapon Mounts- 4 slots, 4pts/shot

Particle Beams- pulsed beams of sub-atomic particles, 3d6 damage

Disruptors- energy beams that disrupt energy shields and power to systems for 1d4 rounds

Lances - high power energy beams, 1d20+5 damage, 5 slots, 5pts/shot

Defensive Systems

Armor- adds bonus to AC, 1 slot = +1 AC

Cloaking Device- avoids Sensor detection, (+20 Sensors) 1pt/round while active.

Energy Shields- absorbs damage, Shield Generator 2 slots, 2pts to activate, absorbs damage at 1 power point for every point of damage inflicted.

Escape Pods- allows up to 4 people per pod to escape a doomed ship. 2 slots

Evasive Maneuvers- pushing a ships maneuverability to it's limit, +1 Thrust/per point

Other Systems

Additional Power Core- +50 power points, 2 slots

Advanced Sensor Array- intense active multispectrum scan and analysis, adds +10 Sensors, 1 slot, 1point/round while in use.Back Up Systems, help prevent a Core Breach, 1 slot

Cargo Bay- 4 slots, 1 ton of cargo/slot

Hyperdrive- allows interstellar travel, 2 slots, spinning up the hyperdrive requires ½ the standard power supply for a ship of its size, Raven 25points, Falcon 50 points, Albatross 75 points, Phoenix 100 points

Matter Transporter- teleports people or cargo ship to ship or to and from planetside, 3 slots, 1point/100lbs transported.

Rec Room- 3 slots, be it a lounge, mess hall, or holodeck, a rested crew functions better, +1 Command

Research Lab- +5 Computer, 3 slots

Reserve Power Supply- holds 20 points of reserve power, 1 slot, can only be recharged once all Power Cores are fully charged.

Probes- automatic or remote guided sensor arrays that can be sent into hostile or unknown areas with little risk to the crew, +5 Sensors, may be used in place of Missile or Photonic Torpedo warheads, 1 slot

Robot- a non-sentient construct that can perform tasks and duties too dangerous for the crew, 1 slot, (A robotic PC may take this spot as part of the crew, freeing up the slot)

Robotic Arm; Cargo- 1 slots, used for moving cargo, debris, or docking with other ships

Robotic Arm; Combat- 2 slots, can be equipped with ranged or melee style weapons for ship to ship combat

Shuttle- Larger craft may hold smaller craft within their cargo bays, Ravens taking 4 slots and Falcons taking 8 slots, or they can attach to the mother ship on the outside for \hat{A} ½ their cost.

Storage Unit- 2 slots, 1 ton of cargo/slot

Tractor Beam- 3 slots, a projected EM field that can hold or move an object in space. 3 points to activate

Combat

Hit Points = Hull Stat + ship class, Raven= 10, Falcon= 20, Albatross= 30, Phoenix= 40

If HP reaches zero, the ship is destroyed and a Core Explosion occurs, see above.

Roll d20 + Thrust bonus for initiative order

Each ship can do one thing each turn; move, attack, beam down the away team...etc.

Diplomacy bonus = Network bonus + Command

Weapon attack bonus = Network bonus + Armaments

M20 STAR WARS: ANTAGONISTS OF THE GALAXY

Antagonists for M20SW are created in the usual M20 way:

1. Assign hit dice (1d8 for most things.)
2. Attack bonus & skill level = number of hit dice.
3. Modify for attributes
4. Modify for gear

An antagonist is worth its hit dice in experience points. Special attacks/abilities increase this by level up per ability.

NOTE: I do not play Microlite with reiterative attacks, to keep things smooth and simple. To add them back in, just go by the regular reiterative attack rules.

FORMAT

Name

Armor class (Hit Dice) +Attack Bonus (Damage)

Stormtrooper (all types)

16 (2d8) +2 (blast rifle 2d8)

Imperial Officer

10 (4d8) +4 (blaster 2d6)

Rebel Trooper

12 (1d8) +1 (blaster 2d6)

Clone Trooper

16 (3d8) +3 (blast rifle 2d8)

ARC Trooper

16 (5d8) +5 (blast rifle 2d8)

Generic thug

11 (1d8 + 1) +2(Slugthrower 2d4)

Bounty Hunter

16 (6d8 +6) +7(Blast Cannon 2d10)

Assassin

13 (6d8) +6(Vibroblade 1d10 +2)

*Can make sneak attacks like a scoundrel)

Jedi/Sith

14 (4d8 +4) +5 (Lightsaber 2d8 +2)

*Lightsaber training bonus to attack & AC

*Force skill at +4: has any powers GM picks

Jedi/Sith Master

17 (10d8 + 10) +15 (Lightsaber 2d8 +5)

*Lightsaber training bonus to attack & AC

*Force skill at +10: has any powers GM picks

Rancor

20 (12d12 + 72) +18 (2d6 + 6)

*The Rancor can make two attacks without penalty per round

NOTE: Why the weak Stormtroopers?

One of the most definitive and unbreakable laws of Star Wars is that Stormtroopers always go down in one hit in the movies, and can't hit a damn thing with their blasters. Not some of the time. All the time. Yet, very few Star Wars games seem to take this into consideration. I hate that. My philosophy is that Stormtroopers are feared throughout the Galaxy for their numbers, gear, training, and devotion rather than their individual strength.

Don't like it? Change it. That's what Microlight 20 is all about!

Sample M20SW Characters

Just for demo. I didn't bother calculating funds, etc.

Dread Lord Pirate Kirgan: Human Scoundrel 1

STR: 10 DEX: 11 MND: 12 (+1) HP: 15

P-2 S-5 T-2 E-2 F-1

GEAR: Blaster (2d6)

Cutlass (1d6)

All-temperature cloak

Combat: AC: 10 (HP: 15) AT:+1 (2d6)

Waxer: Human Expert (Tech) 1

STR: 13 (+1) DEX: 15 (+2) MND: 8 (-1) HP: 17

P-2 S-2 T-5 E-2 F-1

Affinity: Pilot

GEAR: Blaster carbine: 2d8

Comlink

Combat: AC: 12 (HP: 17) AT: +3 (2d8)

Rawthagor: Wookie Soldier 1

STR: 17 (+3) DEX: 13 (+1) MND: 7 (-2) HP: 21

P-4 S-1 T-1 E-1 F-1

GEAR: Wookie Bowcaster: 2d10

Combat Armor: +5 AC

Medic Pack

Combat: AC: 16 (HP: 21) AT: +3 (2d10 +1)

Jar-Jar, Dark

Scourge of The Stars: Gungan Sith 1

STR: 13 (+1) DEX: 14 (+2) MND: 10 HP: 15

P-3 S-1 T-1 E-1 F-4

Natural Swimmer

GEAR: Lightsaber (2d8)

Datapad

Combat: AC: 13 (HP: 15) AT: +3 (2d8 +2)

Cknight's alterations

AC to Defense

Defense = 10 + DEX + 1/2 level

Hit Points to Vitality

Use ML20 Body Points Rule

Threshold = 1/2 STR Stat + Armor + 1/2 level

When a character takes more damage than Threshold they receive 1 wound.

When a character receives wounds make Fort save or be stunned. DC 10 + wounds

Armor provides DR only to wounds

Soldiers have a reduced armor penalty to DEX

Scoundrels duel wielding is -1 rather than -2

Specialist get a sidekick at 1/2 their level

Extra attacks stack -4 to all attacks

Added Force Power List

Cognitive

Affect Mind: Force check vs Will save. Suggestion sounds reasonable

Battle Mind: Force check. Every 10 grants +1 to attack, damage, and defense.

Empathy: Force check vs Will save. Know emotional state. Grants +4 on communication checks with target for 10 rounds.

Farseeing: See distant place or person, present past or future.

Fear: Force check vs Will save. Target has -4 to all actions for a number of rounds equal to users force level.

Friendship: Force check vs Will save. Change attitude of target.

Illusion: Force check sets DC

Telepathy: Force check vs Will save. Able to communicate directly with mind.

Energetic

Drain Energy: Force check. GM sets appropriate DC. Item loses power

Force Grip: Force check vs Fort save. Target takes 1d6 per Force user level damage.

Force Lighting: Force check vs Reflex or Force save. Target takes 1d6 damage per Force user level.

Force Strike: Force check vs Fort save. Target takes 1d6 damage per 2 Force user levels.

Move Object: Size/Cost; Tool/1, Human/4, Speeder/8, TIE/16, Falcon/32, Corvet/64, Star Destroyer/128

Dissipate Energy: Force check vs DC 10 + damage.

Force Flight: Move $\frac{1}{2}$ force level x movement. 1 round

Biology

Surge: Multiply movement x force user level+1 for 1 round.

Haste: Extra attack with no penalty and defense +2 for 1 round.

Spider Walk: move along walls ceiling with out penalty, must concentrate.

Enhanced Senses: Can use senses way beyond normal use.

Healing: Force check. Every 10 on result restores 1 body point. Target may benefit once per day from healing.

Vitality Transfer: Give vitality to another. Up to force skill per use.

Plant Surge: Force check vs Reflex save. Target is tangled in overgrowth. -2 to all actions and defense and can only move $\frac{1}{2}$ speed. Radius of overgrowth is equal to 1 meter per force level and has a range of sight.

Meta Force

Force Defense: Force check vs DC 10. +2 vs force skills. Last 10 rounds.

Every 5 over the DC grants an additional +2 vs force skills.

Force Stealth: Force check vs See Force check. Cannot be detected in the force.

See Force: Force check vs DC 25 - Targets force level or force stealth check.

Force Light: Force check vs Will save. Imposes -4 to dark side beings for a number of rounds equal to the casters force level. Damages Dark spirits 1d6 per force level.

Force Mind: Force check. Every 10 grants +1 to attack, damage, and defense of allies.

Must concentrate. And spend 1 vitality per round to upkeep.