

Fudged Star Wars

EZFudge World Kit, v 0.29
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Fudged Star Wars is a very rules lite version utilizing EZFudge, but any version of Fudge may be used. EZFudge uses four Attributes (Agility, Body, Mind, and Will), standard Gifts, Faults and Broad Skills. The Damage Capacity trait used is called Resilience, which is the average of Body and Will. EZFudge is not rules heavy or crunchy, relying more on the story and what the players wish to accomplish.

Fudged Star Wars is based primarily on West End Games (WEG) Star Wars. It is also based on the works M20 Star Wars by Nomad4life and Microlite20 Star Wars for the d20 Microlite20 system.

Species

The Star Wars universe is filled with diverse alien species. At the time of character creation, the player picks a species for their character. Each species is built with 10 Skill Points (SP), 2 Attribute Levels (AL) and 2 free Gifts (G). The chart below lists some of the more common Species, their Benefits and any Remaining Skill Points (SP), Attribute Levels (AL) and free Gifts (G).

Species	Benefits	Remaining
Humans	Galactic norm, that other races are compared to	10 SP, 2 AL, 2 G
Bothans	Good Agility, Deceptive (+1 when deceiving others)	10 SP, 1 AL, 1 G
Cereans	Great Mind	10 SP, 1 G
Duros	Good Agility, Natural Pilot (+1 to all pilot checks)	10 SP, 1 AL, 1 G
Droid, Small	Mediocre Body, Good Mind, Droid, Skill Affinity	10 SP, 2 AL, 1 G
Droid, Medium	Good Mind, Droid, Skill Affinity	10 SP, 1 AL, 1 G
Droid, Large	Good Body, Good Mind, Droid, Skill Affinity	10 SP, 1 G
Ewok	Mediocre Body, Good Agility, Stealthy	10 SP, 2 AL, 1 G
Gamorreans	Great Body	10 SP, 2 G
Gungans	Aquatic (natural swimmer)	10 SP, 2 AL, 1 G
Ithorians	Good Mind, Survivalist	10 SP, 1 AL, 1 G
Kel Dor	Good Agility, Force Affinity	10 SP, 1 AL, 1 G
Mirialan	Good Agility, Acrobatic	10 SP, 1 AL, 1 G
Mon Calamar	Great Mind, Aquatic	10 SP, 1 G
Quarren	Good Body, Aquatic	10 SP, 1 AL, 1 G
Rodian	Good Agility, Tracking	10 SP, 1 AL, 1 G
Sullustan	Affinity: Starship repair	10 SP, 2 AL
Trandoshans	Good Body, Toughness (+1DF)	10 SP, 1 AL, 1 G
Twi'Lek	Good Agility, Deceptive	10 SP, 1 AL, 1 G
Wookiee	Superb Body, Mediocre Agility	10 SP, 1 G
Wroonian	Charismatic	10 SP, 2 AL, 1 G
Zabrak	Good Agility	10 SP, 1 AL, 2 G

Droids

Being a droid is neither a Gift nor a Fault; a droid just is. Droids are immune to mind-influencing powers and other physiological conditions which living creatures find problematic or fatal. Additionally, droids never age or die as long as they maintain themselves decently. Droids cannot have any Force skill abilities.

Damage from ion weapons inflicts stunning damage to a droid. In five to ten minutes, the ion particles

dissipate and the droid heals/reactivates.

Droids and healing: 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.

Skills

Skill	What it's good for
Soldier	The muscle of the group; goons, thugs, bodyguards; they are tough and good with weapons.
Noble	Born into high society and accustomed to privilege. Often silver tongued and politically savvy, proficient in communication and bureaucracy.
Fringer	From the outskirts of galactic society and as such are very resourceful. Skilled at survival in many planets and conditions.
Scoundrel	Skirts the edge of the law, surviving by their wits and luck. Skilled in piloting small ships and freighters to eek out a living, transferring cargo from place to place. Proficient in small weapons when deals are not as easy as thought.
Pilot	Proficient in piloting all manner of craft, from hovercraft to Star Destroyers. Optionally, the character may specialize in a particular type, such as planetary vehicles, star fighters or freighters.
Thievery	Characters may pick the pockets of others, or to palm objects without being noticed. As such, they are skilled in hiding in shadows, picking locks and fencing items.
Law Enforcement	The character is familiar with law enforcement techniques and procedures. He knows how to deal with the authorities can walk a crime scene and may be good with a gun.
Scholar	This skill reflects formal academic training or dedicated research in a particular field. Also reflects ability to find information through research. Specializations are subjects often taught at the great universities throughout the galaxy, including archaeology, botany, chemistry, geology, history, hyperspace theories, and physics.
Tactics	Skill in deploying military forces and maneuvering them to the best advantage. It may be rolled to gain general knowledge of how best to stage certain military operations: blockading a planet with a fleet, invading an enemy installation, assaulting a fixed turbolaser bunker.
Archaic Ship Pilot	This skill allows characters to pilot primitive Orion style ships and other basic starship designs. While these vehicles are seldom used in settled areas, they can be encountered on frontier worlds or planets that have just developed space travel on their own.
Gunnery	This combat skill that covers the operation of all starship weapons, including turbolasers, ion cannons and tractor beams.
Investigator	Ability to find and gather information regarding someone else's activities, and then draw a conclusion about what the target has done or where she has gone.
Demolitions	Ability to set explosives for both destructive purposes and to accomplish specific special effects.

Engineer	This repair skill represents a character's ability to fix and modify starships. Each damaged system aboard a vessel requires a separate skill check.
Repair	Ability to fix and modify electronic and electrical items, from communications gear, weapons and turbolifts.
Droid Repair	Skill to repair, maintain and program droids of all types
Blasters	Ability to use any modern weapons
Archaic Weapons	Training in archaic slug throwers and black powder weapons
Swords	Proficient in all large edged weapons, such long swords, khopesh, and sabre.
Fencing	Combat with light-weight swords, wear funny dueling clothes
Moisture Farmer	Proficient in harvesting water on very arid planets, programming droids, driving land vehicles and fixing farm equipment
Lightsaber	A laser sword, primarily used by the Jedi and Sith
Use Force	Knowledge force, indicating how well Force Powers are known and well they may be used.
Jedi	Knowledge of the Jedi order, which is to study, serve and utilize a mystical power called the Force, in order to help and protect those in need. To respect all life by defending and protecting those who cannot do it for themselves, striving for peaceful and non-combative solutions to any altercations they encounter..
Sith	Known as Sith Lords or Dark Lords, they traditionally use the title Darth-prefix before their Sith name. The Sith prefer to exploit the Force for power, aggression or personal gain.
Alien Force Adept	The character is a mystic and has learned another path to the Force. The character is neither Jedi nor Sith, and the player needs to come up with an appropriate background.

Gifts

Force Sensitive:

Without this gift, Use Force has a default of Nonexistent and may not be learned. With this gift, Use Force has a default of Poor (-2). The character may select one Force Power. Force Powers are used with the Use Force skill. Additional Force Powers may be selected at the cost of one Skill Point each. Force Powers are also gained with Advanced Force Training, such as Padawan, Knight or Master. GM's may limit the number of Force Powers that may be selected.

Padawan:

Basic training in the Force. This beginning student gains a +1 bonus on Use Force skill checks and may select one additional Force Power. A Padawan gains one Force Point. A Padawan almost always accompanies their Master trainer.

Knight:

Intermediate training in the Force. This character has learned most of what the Master can teach and must venture out to learn the rest. The character must also have the Padawan gift, gains a +1 bonus on Use Force skill checks and may select two Force Powers. All Knights gains one additional Force Point. Benefits from Padawan and Knight are added together, so a Knight gains a total of a +2 bonus on Use Force, has received

a total of three free Force Powers and increases their Force Points by two.

Master:

Advanced training in the Force. A Master has now learned enough to take on a Padawan, to impart knowledge of the Force and the Jedi customs. The character must have the Knight gift, gains a +1 bonus on Use Force and may select two free Force Powers. Benefits from Padawan, Knight and Master are added together, so a Master gains a total +3 bonus on Use Force, has received a total of five free Force Powers and increases the Force Points by +3.

The Force

Throughout this sourcebook, it is assumed that any Force User is on the side of good, and will be referred to as Jedi, even though the character may be Sith, a Tyia Adept, an Alien Student of the Force or something else.

Jedi have a sensitivity to the Force and can use it for their own ends, and is manifested through Force Powers.

When a Jedi uses the Force for an evil end or an offensive manner against living creatures, they gain a Dark Side Point. When they've accrued 10 or more Dark Side Points, they have become tainted by the Dark Side of the Force and the player loses control of that character. Dark Side Points can only be removed by performing selfless acts (as determined by the GM).

Force Points

Life creates it, makes it grow. Its energy surrounds us and binds us. Luminous beings are we...not this crude matter. Jedi have a sensitivity to the Force and can use it for their own ends. This potential is measured in Force Points. Every character has a number of Force Points equal to their Will attribute, although anything lower than zero is considered zero. Certain Gifts and artifacts will increase the number of Force Points a character has.

Using Force Powers

Activating a Force Power temporarily decreases the character's Force Points by one. Lost or used Force Points are regained at a rate of one point per minute (about ten rounds). Once a Force Power has been activated, it may be used for the next ten or so minutes, without using another Force Point, unless specified in the powers description.

Force Powers are either passive or active. Passive powers work when activated and the Jedi gains full benefit for the duration. Active powers require the Jedi to concentrate in order to gain the benefit of the power.

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 the opponent resisted, got out of the way, etc.

Using the Force on multiple targets

Whenever appropriate, the Jedi can elect to attack or affect multiple targets at once in one turn. Each extra target after the first imposes a -1 penalty to the Use Force check, and these penalties stack. So, attacking 5 droids at once with Stun Droid would incur a -4 penalty on each separate check that turn. As you can see, it is better to leave the spectacular displays of destruction to the Jedi Masters.

Force Powers

Affect Mind: (Opposed Will, active) In combat an opponent can become dazed and lose their next turn. Outside of combat this power can be used to implant a suggestion in the target's mind (makes a suggestion sound reasonable). This power cannot be used against robotic brains (Droids, etc).

Battlemind: (passive) This power gives the Jedi a +1 bonus to attack or defense rolls, chosen by the Jedi at the beginning of the turn.

Dissipate Energy: (Opposed vs. damage, active) This power allows the user to absorb and dissipate energy that would otherwise cause them damage from.

Empathy: (Opposed Will, active) Success grants +1 bonus on checks with target that deal with emotions.

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

Force Grip: (active) This power lets a Force User attack an opponent at a distance, by squeezing the trachea or other internal organ, such as the heart. Each attach costs the character one Force Point and one Dark Side Point is gained. Base damage is OF +0, but armor provides no protection.

Force Jump: (active) Move vertically twenty or more feet

Force Light (or Force Dark): (Opposed Will, active) Imposes a -1 penalty on all actions to dark side (or light side) beings for a number of rounds equal to the relative degree of success.

Force Lightning: (active) This power channels the Force violently into lightning that emits from the character's fingertips. Use of this power automatically incurs a Dark Side Point. Damage is OF+0, but add +1 for a Padawan, +2 for a Knight and +3 for a Master.

Force Sense: (passive) This power allows the Jedi to use the Force to heighten their senses. When this power is active, they get a +2 bonus to checks involving their senses. .

Force Stealth: (passive) Cannot be detected by the force.

Healing: (active) Jedi may heal a number of Wound levels equal to the relative degree of success. Target may benefit once per day from healing. Healing Difficulties: Scratch (Mediocre), Hurt (Fair), Very Hurt (Good), Incapacitated (Great), Near Death (Superb).

Lightsaber Defense: (passive) This power allows a character armed with a lightsaber to deflect ranged attacks. A Padawan may add +1 to defense checks, Knights add +2 and Masters add +3. The Jedi must be aware of the attack and wielding their lightsaber to use this power. A successfully deflected attack may be directed back to the target with a successful Lightsaber attack.

Move Object: (active) This power can be used against creatures and objects to move them using the Force. Against creatures, the target defends with its Agility, against inanimate objects use a Difficulty based on the size/mass of the object.

Size	Difficulty	Example	Size	Difficulty	Example
Tiny	-1	Small rock	Gargantuan	4	X-Wing
Small	0	Blaster rifle	Colossal	5	YT-1300
Medium	1	Stormtrooper	Colossal (frigate)	6	Tantive IV
Large	2	Speeder bike	Colossal (cruiser)	7	Star Destroyer
Huge	3	Landspeeder	Colossal (station)	8	Death Star

Stun Droid: (active) An ion attack to a droid, which causes it to shut down. Has no effect if the droid is protected by a force field.

Telepathy: (Opposed Will, active) The character communicate with a target or read their thoughts. The target doesn't have to attempt a Will save if they are willing to communicate with the Jedi.

Equipment

Equipment and background characters are an important part of a Star Wars adventure. Characters start an adventure with 1500 credits to buy weapons, armor, gadgets, vehicles, and requisition help. The equipment below is deliberately generic (though with a Star Wars flavor).

Modern Ranged	Price	OF	Notes
Hold-out Blaster	300	2	6 shots
Blaster Pistol	500	3	100 shots
Heavy Blaster Pistol	750	4	25 shots
Blaster Rifle	1000	4	100 shots
Blaster Carbine	900	4	100 shots
Repeating Blaster	2000	5	25 shots, tripod mounted

Modern Melee	Price	OF	Notes
Lightsaber	-	4	
Vibroblade	250	1	
Vibroaxe	500	2	

Armor	Price	DF	Notes
Blast Vest	300	1	
"Bounty Hunter" Armor	2500	2	+1 Body
Stormtrooper Armor	-	3	-1 action penalty

Explosives	Price	OF	Notes
Thermal Detonator	2000	10	
Grenade	200	5	

Archaic Ranged	Price	OF	Notes
Crossbow	400	2	
Longbow	400	2	
Black powder pistol	200	2	1 shot
Musket	300	2	1 shot
Rifle	200	2	10 shots
Slugthrower	150	2	16 shots
Submachine Gun	300	3	15 shots
Wookie Bowcaster	-	3	6 shots

Archaic Melee	Price	OF	Notes
Club	5	1	
Gaderffii	20	1	
Spear	50	1	
Knife	25	1	

Vehicles	Price	
Stock Light Freighter: new	100,000	25,000 used
Landspeeder: new	10,000	2,000 used
Speeder Bike: new	5,000	1000 used

Passage	Price	
Luxury Liner	1000	
“No Frills” Liner	500	
Steerage	100	
Chartered Ship	10,000	

Mult cost by	x1
Heavily traveled route	x2
Common route	x3
Rarely-traveled route	x5

Sample Stock NPC Droids

Protocol Droid:

Critter Level: Fair (+0)

Skill: Communication: Good

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

Cost: 3000

Astromech Droid:

Critter Level: Fair (+0)

Skill: Engineering: Good

Skill: Astrogation: Good

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

Cost: 4500

Battle Droid:

Critter Level: Good (+1)

Special: Short-range communication with all battle droids in area

Equipment: Blaster Carbine

Cost: 1800

Super Battle Droid:

Critter Level: Great (+2)

Special: Short-range communication with all battle droids in area

Equipment: Blaster Pistol

Cost: 3300

Destroyer Droid:

Critter Level: Superb (+3)

Special: Short-range communication with all battle droids in area

Equipment: Repeating Blaster

Cost: 21,000

Starships

The Star Wars universe is one filled with fantastic starships and vehicles that areas much a part of the game as lightsabers and the Force.

Starship Templates

Class	Super Death Star	Death Star	Capital - Cruiser	Capital - Frigate
Crew	300,000	30,000	3,000	300
Size	Legendary (+4)	Superb (+3)	Great (+2)	Good (+1)
Speed	Mediocre (-1)	Fair (+0)	Fair (+0)	Mediocre (-1)
Structure	Legendary (+4)	Superb (+3)	Great (+2)	Good (+1)
Handling	Terrible (-3)	Poor (-2)	Mediocre (-1)	Fair (+0)
Hyperdrive	x2	x2	x1	x2
Shields	8	6	5	4
Total DF	10	8	7	5
Beam Weapon	+10/+10/+5/+0	+8/+8/+4/+0	+6/+6/+3/+0	+6/+6/+3/+0
Banks	500	4	3	2
Ion Cannon	+8/+8/+4/+0	+6/+6/+3/+0	+4/+4/+2/+0	--
Banks	250	4	2	--
Missile Weapon	--/+12/+12/+8	--	--	--
Launchers	250	--	--	--
Tractor Beams	40	10	--	2

Class	Capital - Corvette	Starfighter - Attack	Starfighter - Interceptor	Starfighter - Transport
Crew	150	1	1	1
Size	Fair (+0)	Mediocre (-1)	Poor (-2)	Fair (+0)
Speed	Fair (+0)	Good (+1)	Good (+1)	Mediocre (-1)
Structure	Great (+2)	Fair (+0)	Mediocre (-1)	Fair (+0)
Handling	Fair (+0)	Good (+1)	Good (+1)	Mediocre (-1)
Hyperdrive	x2	x1	none	x2
Shields	3	2	0	1
Total DF	4	3	0	0
Beam Weapon	+4/+4/+2/+0	+3/+3/+1/+0	+2/+2/+0/+0	+2/+2/+0/+0
Banks	2	2	1	1
Ion Cannon	--	--	--	--
Banks	--	--	--	--
Missile Weapon	--	--/+6/+6/+3	--	--
Launchers	--	2	--	--
Tractor Beams	--	--	--	--

Weapon Notes

Beam Weapon: any ranged weapon that causes direct damage to a ship. It may represent Turbolasers, Laser Cannons or Blasters or even projectile weapons, such as a Rail Gun or Coil Gun.

Missile Weapon: a rocket or torpedo in space. Ships in the Star Wars universe cruise space at much slower speeds than in the Star Trek 'verse. As such, "normal" missile weapons may be used.

Ion Cannon: A successful hit disables one of the target's systems for one round. Roll a 1d6: 1 - Propulsion, 2 - Shields, 3 - One weapon system, 4 - Sensors, 5 - One weapon system, 6 - All ship power, it can make no actions.

Tractor Beam: Allows the ship to grab hold of another. Tractors Beams slow any ship they target and if enough are used (as indicated on chart), they can pull the vessel aboard.

Target	Tractor Beams
Death Star	16
Cruiser	8
Frigate	4
Corvette	2
Starfighter	1

Tweaks and Modifications

The ship templates are built using a standard template. Other races and organizations may have other variations. Feel free to modify any ship as needed. Remember, the Millennium Falcon is a heavily modified YT-1300 stock freighter (Transport).

Common Ships

Type	A-Wing	B-Wing	X-Wing	Y-Wing
Crew	1	1	1	1
Size	Mediocre (-1)	Mediocre (-1)	Mediocre (-1)	Mediocre (-1)
Speed	Good (+1)	Fair (+1)	Fair (+0)	Fair (+0)
Structure	Fair (+0)	Fair (+0)	Good (+1)	Good (+1)
Handling	Great (+2)	Fair (+0)	Great (+2)	Good (+1)
Hyperdrive	x1	x2	x1	x1
Shields	1	2	1	1
Total DF	3	3	2	2
Beam Weapon	+3/+3/+1/+0	+3/+3/+1/+0	+3/+3/+1/+0	+3/+3/+1/+0
Banks	2	1	2	1
Ion Cannon	--	+4/+4/+2/+0	--	+4/+4/+2/+0
Banks	--	2	--	2
Missile Weapon	--	--/+6/+6/+3	--/+6/+6/+3	--/+6/+6/+3
Launchers	--	1	1	1
Tractor Beams	--	--	--	--

Type	TIE - In	TIE - Interceptor	YT-1300 freighter	Ghtroc freighter
Crew	1	1	1	1
Size	Poor (-2)	Poor (-2)	Fair (+0)	Fair (+0)
Speed	Good (+1)	Good (+1)	Mediocre (-1)	Mediocre (-1)
Structure	Mediocre (-1)	Fair (+0)	Good (+1)	Good (+1)
Handling	Fair (+0)	Great (+2)	Poor (-2)	Mediocre (-1)
Hyperdrive	none	none	x2	x2
Shields	0	0	0	1
Total DF	0	1	0	1
Quad Lasers	+2/+2/+0/+0	+3/+3/+1/+0	+2/+2/+0/+0	+2/+2/+0/+0
Banks	1	2	1	1
Ion Cannon	--	--	--	--
Banks	--	--	--	--
Proton Torpedoes	--	--	--	--
Launchers	--	--	--	--
Tractor Beams	--	--	--	--

Allies and Opponents

This section deals with NPCs and creatures played by the GM. NPCs are not quite as powerful as player characters as the players are exceptional heroes.

Critter Level

Every minor NPC or critter will have a Critter Level which describes the general level of threat it poses. The Critter Level indicates the level of any relevant trait, including Attributes, Skills, damage (OF) and defense (DF). A critter with a Critter Level of Good is deemed to be Good at pretty much anything it does; Good Body, Good Mind, DF +1, OF +1. Critter Levels may vary within any listed NPC, indicating the young, wounded, experienced, prime of life and elderly. When a group of NPCs are encountered, feel free to modify the Critter Level by 2dF for each NPC. Important NPCs will have a character sheet and detailed statistics.

Wounds

For random encounters and unimportant NPCs, a simple three-stage system of Undamaged, Hurt and Out of the Battle is good enough. Simply make a mark under an NPC's name for Hurt, and cross out the name for Out of the Battle. Major NPCs will probably have a full Wound Track like the characters.

NPC Wound Track		
1-2	3-6	7+
Undamaged	Hurt	Out

Tests

To lessen dice rolling, assume unimportant opponents will always get results equal to their Critter Level. You can treat this as an Unopposed Action with a Difficulty Level equal to their rating.

Critter Format

Name Encounter Rating ("a" is listed if it has animal intelligence)

Notes – lists any relevant information

Sample Encounters

Stormtrooper Mediocre

Armed with Blaster Rifle and Stormtrooper Armor

Imperial Officer Good

Armed with Blaster Pistol

Rebel Trooper Fair

Armed with Blaster Pistol

Clone Trooper Fair

Armed with Blaster Rifle and Stormtrooper Armor

ARC Trooper Good

Armed with Blaster Rifle and Stormtrooper Armor

Generic thug Mediocre

Armed with Slugthrower

Bounty Hunter Great

Armed with Blaster Carbine and Bounty Hunter Armor

Assassin Superb

Armed with Vibroblade

Jedi/Sith Great

Armed with Lightsaber

Jedi/Sith Master Superb

Armed with Lightsaber

Rancor Superb

Makes 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 Fudge is all about!

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