STAR WARS

in Numenera

by Ryan Chaddock

Introduction

The following is an adaptation of Star Wars setting into the Numenera Cypher system. It's been written at a moment in time when only Numenera has been released. However, there are likely going to be quite a few useful rules and systems in the upcoming The Strange roleplaying game, which also uses the Cypher system. If you're reading this after The Strange has been published (fall 2014), you may wish to look there for additional inspiration.

The style of these rules uses the original trilogy as a reference as much as possible. I'm a fan of the entire expanded universe of content, but I wanted to make sure that the soul of Star Wars was most represented here. You won't find stealth belts or personal shield projectors here, but hopefully these rules will work as a starting point if you've got a particular time and place in mind outside of the Galactic Civil War era.

For the most part these rules are designed as minimalistic as possible. You'll find that two of the three character Types are pretty much untouched, for instance. The larger changes come in the form of a system for handling Cyphers in which they are not objects, but rather simply cool stunts and combat moves.

Also, unlike Numenera, Star Wars requires a fairly detailed vehicular combat system. You'll find this in the back of this packet and it represents the biggest departure from the clean elegance of the core Cypher System. I recommend using a grid for instance, and there are rules for fighter squadrons and system malfunctions. You may want to remember that the gritty details are mostly designed with player character vehicles in mind. If the motto for Numenera GM's is "Keep it weird", the motto for Star Wars GM's should be "Keep it cinematic", which means feel free to gloss over the boring stuff.

Types

The three standard Types of characters are used in Star Wars Numenera, only a little bit tweaked:

- Glaives remain as written. They are the soldiers of the galaxy. Even those who fight on the side of the Rebellion often hail from previously official ranks among planetary defense forces. Glaives may take training in the new weapons available in this setting, such as blaster pistols, holdout blasters, and rifles. Additionally, Glaives who are Jedi may represent the so-called guardians of the order- those who serve it by defending the weak, often with powerful use of the lightsaber. All Glaive Fighting Moves that involve ranged attacks may be used with blasters of any kind. All Fighting Moves that involve melee attacks may be used with lightsabers.
- Jacks are somewhat modified. They represent the best of the civilians involved in the galactic civil war- scouts, scoundrels, educated nobles, as well as the so-called Jedi sentinels. They lose their more magical abilities on their list in favor of tricks they can pull:

    Tier One. Distraction (1 Intellect point)[replaces Hedge Magic]. You distract a target at just the right moment, causing them to change their target or goal in combat, or look away from whatever they were focused on. Lasts one round. Action.

    Tier Two: Walk and Talk (2 Intellect points)[replaces Push]. You fast-talk a sentient target into maneuvering to wherever you want them to be. You and the target both move together a Short distance during your action, to a location of your choice. This may not be used to move yourself or a target that has already covered Short distance or longer during the round, and once it is used that target may not move for the rest of the round. Action.

Inconspicuous (2 Speed points)[replaces Ward]. So long as you remain behind cover or a chosen ally within Immediate range, all ranged attacks made against you suffer a one step penalty, in addition to any cover bonus. Action.

Tier Three: Blast the Console (3 Speed points)[replaces Hover]. You deactivate a simple device, such as a door or extendible bridge, simply by destroying the computer interface for that object. Often this requires a quick blast with an energy weapon. Action.

Percussive Maintenance (2 Might points)[replaces Mind Reading]. You make a broken object work for one more round by giving it a nice big hit. Won't work on Cyphers (they're not tech in this adaptation anyway). Enabler, used once per turn maximum.

Mass Intimidation (4 Intellect points)[replaces Onslaught]. You attempt to intimidate a group of up to a dozen enemies within Immediate distance of each other, simply by winning an Intimidation skill task against a difficulty equal to the highest level character in the affected group. Action.

Tier Four: Impossible Escape (4 Intellect points)[replaces Transdimensional Weapon]. You escape from the current situation or scene, using an escape route only you could notice. Action.

Tier Five: All tricks of the trade as written.

Tier Six: All tricks of the trade as written. Energy Protection, Invisibility, and True Senses still exist, they simply represent creative use of technology.

- Nanos remain as written for the most part, representing powerful users of the Force. All Nanos must possess the Force Sensitive, or a similarly Force-based, Descriptor. Nanos are not the only Jedi or Sith, though. They represent the more scholarly and contemplative members of those traditions, often called consulars among the Jedi. Nanos are trained in The Force, rather than Numenera.

Descriptors

Most Descriptors from Numenera still work in Star Wars. The only changes that usually need to be made are with the Numenera skill, which can usually translate to the Technology skill. The following additional Descriptors are available as well, representing characters who are droids, or who use the force:

Droid

This Descriptor is for playing a droid. Understand that in this galaxy, if you're a droid, you have no rights. This is the play option for being a kind of slave. You're probably owned by one of the other players and if you're seen with a weapon, people will probably call the authorities. As a droid character you have the following properties, plus any other limitations that seem reasonable to the GM (problems swimming, sitting in human chairs, etc.).

Limited Locomotion. Your chassis is equipped with wheels or clumsy legs. You may not move a Long distance in a turn unless you are using a vehicle or thrown around by a Force power.

Not Living. You don't need to eat, drink, sleep, or breath. You probably need to get energy somehow, but you can probably assume that goes on between game sessions. You may only regain lost Might pool points through repair rolls (see the Technology skill), or through your ten hour rest.

Modifications. You may have a number of useful systems and tools installed, depending on your function and owner. Choose one Beneficial Mutation and one Powerful Mutation from the Mutant optional rules on page 123 of

the Numenera core book. Additionally, these may be changed to different Mutations by spending 2 XP for a different Beneficial and 3 XP for a different Powerful one.

Force Sensitive

As a user of the Force, you have access to a number of limited powers. These are the powers you've dabbled in, coming from your larger understanding of the living Force. More focused power, appropriately, comes from your Foci, such as Fights with the Force or Channels the Dark Side.

Having this Descriptor allows you to take The Force as a skill. See the Skills section for details.

Force Powers.   You have access to the following powers:

> Weak Telekinesis (1 Intellect point).   You move one small object within Immediate range with your mind, up to a Short distance. Action.
> Weak Telepathy (3 Intellect points).   You sense the surface thoughts of a living target within Short distance for one round. The target must have a level equal to or lower than your Tier, otherwise you must expend an XP to read your target's thoughts (though you don't need to roll to succeed in this case). Action.
> Mind Trick (5 Intellect points).   You command one living, thinking target within Immediate distance to do as you command. The target must have a level equal to or lower than your Tier. Action.

Dark Side Temptation.   You are susceptible to the temptations of the dark side of the Force. Once per game session your GM should use a GM Intrusion to represent your giving in to the dark side, killing your victims instead of taking prisoners, needlessly endangering innocents, or otherwise causing destruction in the galaxy through senseless hate and hubris. Characters who give in to these Intrusions too often will find themselves slipping down the path of the dark side, becoming physically twisted and insane.

Additional Equipment: Lightsaber, if appropriate to the story.

Foci

Many of the existing Numenera Foci are great for characters in Star Wars. Really, almost all of them are perfect, with relatively few changes. Rages might be fun for your wookiee, or fallen Jedi. Masters Weaponry might be fun for a Jedi lightsaber duelist or an Imperial trooper. Leads works for your commando captain or fighter squadron leader. Focuses Mind over Matter for your telekinetic Jedi consular. Just bear in mind that any character whose powers sound like using the Force, should probably to take the Force Sensitive Descriptor too. This might seem harsh, but bear in mind that the Force is rare and takes a great deal of dedication to perfect.

The following are a few additional Foci I've put together based on the abilities of some of the more iconic characters.

Fights with the Force

You've studied the Force and learned to employ it in combat. You're a dynamic whirlwind of destruction, when you want to be, wading through the battlefield with acrobatic grace. This is a Force using Focus, so you must have the Force Sensitive Descriptor to take it.

Connection: Choose one other PC. You are secretly related to this character, and you know this deep down, even if you never consciously learn it.

Minor Effect Example: You make a telekinetic thrust against your target after the hit, pushing them back an Immediate distance.

Major Effect Example: You make a telekinetic thrust against your target after the hit, knocking them to the ground.

GM Intrusion: You drop your lightsaber and it goes skittering away, out of sight.

Tier 1: Deflect. Whenever you have an ignited lightsaber in both hands, you gain an Asset when defending against attacks from blasters. Enabler.

Tier 2: Quick Move (2 Speed points). You use telekinesis to move a small object up to Short distance. Particularly useful when retrieving a weapon. Enabler, usable only once per round.

Tier 3: Redirect. After having dodged an attack by a blaster during this, or last round, while enjoying the Asset bonus from Deflect, you may make a ranged attack against a target within Short range. This attack deals the same damage as the original attack would have. Action.

Tier 4: Force Leap (3 Speed points). You jump up to Long distance, even straight up, without a running start. Action.

Tier 5: Force Push (3 Speed points per target). You push back one or more targets, with the Force. Affected creatures or objects are pushed away from you a Short distance. Action.

Tier 6: Telekinetic Bash (5 Sped points). You hurl a heavy object within Short range of you at a target within Long range, dealing 8 points of damage. Action.
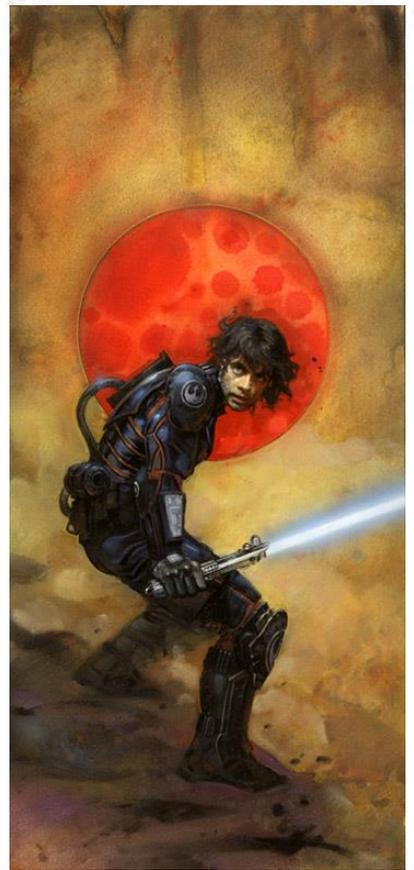
Holds it Together

Somebody has to keep this pile of junk working, and you do it with such skill that your rusted bucket-of-bolts of a ship is actually one of the best in the galaxy. You're a master of mixing technologies, jury rigging parts, and getting it to fly just a little bit better than the specs predict. You may not be a fancy, academy educated technician, but you've learned a few things over the light years.

Connection: Choose one other PC. You and them go way back. Saved each other's lives more times than you can count.

Additional Equipment: Heavy tool bag. A "stock" light freighter, such as a YT-1300 or Ghtroc 720. This ship begins with one Vehicle Flaw and one Vehicle Perk. If another player also begins with a freighter, the two of you share it.

Minor Effect Suggestion: Not only does it work, but all the toggle lights and indicators came back on!

Major Effect Suggestion: Not only does it work, but you somehow ended up with more parts than you started with. Bonus!

Tier 1: Technical Know-How. You are trained in technology tasks. Enabler.

Jury Rig (2 Intellect points). You patch a machine up as best you can, restoring a single point of Health to a device that currently has zero Health. This even works on droid characters who've run out of Might, restoring one point to their Might pool. Action.

Tier 2: Fly Casual. You are capable of making deception, intimidation, and other social skill rolls through piloting alone. For instance, you might make an intimidating attack run on another ship, potentially scaring them out of the engagement. Enabler.

Tier 3: Technical Expertise. You are specialized in technology tasks. Enabler.

Reroute Power (4+ Intellect points). You repair one point of damage to a ship you are piloting or co-piloting, plus one point per Intellect point you spend in addition to the base cost of this power. Action.

Tier 4: Cycle the Systems (4 Intellect points). By completely turning off all systems on a vehicle for one full round of combat, you bring it back online next round having 1d6 Health points restored and with one less system disabled. Assuming you survive. Usable once per day maximum. You must be the pilot or co-pilot. Action.

Tier 5: Copilot Mastery. So long as you are managing the shield system on a ship, that vehicle cannot lose Shield points outside of a GM Intrusion. Enabler.

Tier 6: Technical Gambit (6 Intellect points). Pulling out all the stops, you keep a tractor beam, turbolaser battery, or other large device from affecting your ship for 1d6 rounds. Must be the co-pilot or pilot. Action.

Hunts for Bounties

You are a master of tracking and disabling your foes. Connected within the underworld of the galaxy, you are respected for your fearsome prowess and ruthlessness.

Connection: Choose one other PC within the party. You have been offered a job to take this person in, but something about them has made you want to save them, rather than disintegrate them. Maybe you're getting soft.

Additional Equipment: A weapon of your choice that does one more damage than usual due to dangerous and illegal modifications.

Minor Effect Suggestion: Not only do you hit, but you also move in for the kill or capture.

Major Effect Suggestion: Your foe is knocked unconscious.

One of your pieces of equipment malfunctions, launching you across the battlefield.

Tier 1: Street Smarts. No matter where you go you can probably find someone who can put you in touch with the local criminal elite within the community. You may make Intimidation skill rolls to do so at a difficulty based on how much crime is done in the local area. Enabler.

Man Hunter. You are trained at tracking. Enabler.

Tier 2: Vigilance. You sleep with your eyes half open, when you sleep at all. Your 10 hour rest only takes you 5 hours to complete and you get normal perception and defense rolls when being snuck up on or attacked while sleeping. Enabler.

Tier 3: Master Hunter. You are specialized in tracking. Enabler.

Informants (3 Intellect points). You have paid spies everywhere. So long as you get a chance to talk to your informants, you gain a tipoff as to the location of any targets you seek in an inhabited area. Action.

Tier 4: Tracking Device (4 Intellect points). You or one of your informants happened to put a tracking device on your target's ship. The target must have been in the same city as you in the last day. The GM may wish to Intrude that you failed to do so, should the plot require that you remain ignorant of your target's movements. Action.

Tier 5: It's a Trap (5 Intellect points). You place a trap in an area you predict that your target will enter, rolling a Tracking task to determine your success, with a difficulty equal to the level of the target. If successful, the target is immobilized, knocked unconscious, or dealt 10 damage, depending in what type of trap you chose to place there. You may be forced to wait some time before your target triggers the trap. Action.

Tier 6: Sniper. So long as you have 1 minute of preparation time before a combat, you gain an Asset on all of your ranged weapon attacks from your sniper's nest. Enabler.

Shoots First

You are a pistoleer without peer and your blaster is your closest companion. You've come to master its intricacies, so that when others try to get the jump on you, you'll be ready with a hot muzzle for them. Nobody beats you on the draw. Nobody.

Connection: Choose one other PC. This character once got you out of a jam, such as a prison sentence or capture by pirates.

Additional Equipment: A custom blaster pistol (medium weapon), modified to deal two additional damage than normal.

Minor Effect Suggestion: Your blaster fire disorients your foe, causing them to suffer a one step penalty on all rolls for one round.
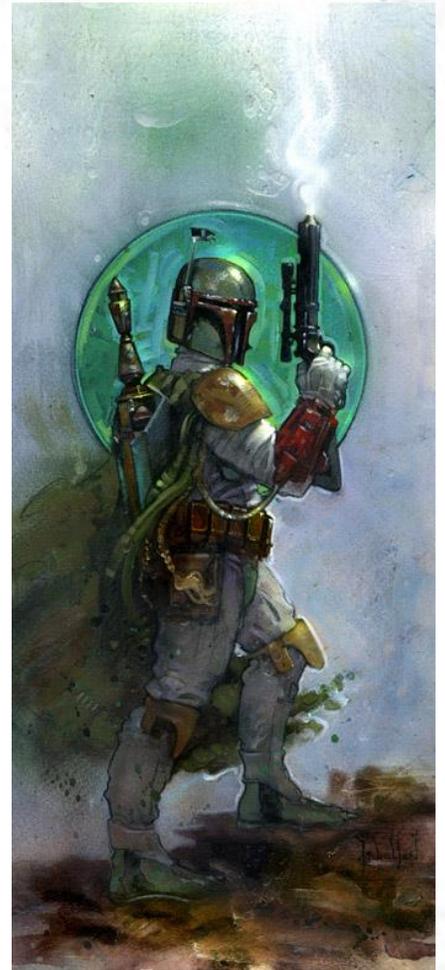
Major Effect Suggestion: Your shot disarms your foe.

GM Intrusion: Your custom improvements on your blaster cause it to jam for the rest of the combat.

Note: All of the following powers that make attacks require that you be wielding a blaster pistol.

Tier 1: Sharp Senses. You are trained in perception and initiative. Enabler.

Tier 2: Quick Shot (2 Speed points). You make one additional blaster pistol attack this round, dealing 2 damage if it hits (rather than normal weapon damage). Enabler, usable once per round maximum.

Tier 3: Uncanny Senses. You are specialized in perception and initiative. Enabler.

Tier 4: Gut Shot (4 Speed points). In addition to taking your weapon damage, your target is incapacitated for ten minutes. Enemy must be at Immediate distance and may not be larger than you. Action.

Tier 5: Trick Shot (5 Speed points). You may attack targets within Short range that you can't even see, by bouncing blaster bolts off of nearby objects. Action.

Tier 6: Impossible Shot (6 Speed points). You shoot a particular location on your target's body, destroying the object or body part, by making an attack roll against the target's level + 2. You could shoot out an eye or destroy a weapon with this power. You deal your normal damage to the target, if attacking a body part, in addition to any long-term effects. Action.

Slices Past Security

You are a computer and droid expert, with powerful knowledge of the complex information and security systems of the galaxy. While you may have learned these skills through a legitimate trade, your life as a hero has forced you to slice your way into and through systems you were never intended to breach.

Connection: Choose one other PC. You've sliced into this character's background in the past. You know all of their dirt and gained a grudging respect for them in the process.

Additional Equipment: Security Kit

Minor Effect Suggestion: You leave no trace behind of your computer slicing.

Major Effect Suggestion: You find what you're looking for, plus another interesting piece of information.

GM Intrusion: You accidentally plugged into a power conduit, not a computer terminal. Take 5 damage.

Tier 1: Technician. You are trained in technology and computers tasks. Enabler.

Tier 2: Spike. You are capable of using data spikes, one use items that grant you an Asset on computers rolls to bypass security. Spikes generally cost about 150 credits, but you can make them if you have the right parts. Enabler.

Tier 3: Engineer. You are specialized in technology and computers tasks. Enabler.

Droid Slice (4 Intellect points). You reprogram a droid within Immediate range to perform a task of your choosing. Action.

Tier 4: Ghost (4 Intellect points). You leave no trace on you current computer slicing attempt. Should you fail the roll, you simply fail to succeed, you do not alert anti-intrusion measures. Action, just before the slicing action.

Tier 5: Free Credits. It's easy for you to counterfeit credits and slice your way into banks. You gain the Wealthy long-term benefit for free. Enabler.

Tier 6: Skeleton Key (5 Intellect). You open a locked door without a slicing roll. Action.

Smuggles with Impunity

You're a scoundrel who cares for nothing but credits. You're not in it for their rebellion. You're in it to make a fortune.

Connection: Choose one other PC. You've made a deal with this character to provide assistance as needed. You think this person has a lot of potential and could use your help. You've got a soft spot, just don't let anybody know.

Additional Equipment: A "stock" light freighter, such as a YT-1300 or Ghtroc 720. This ship begins with one Vehicle Flaw and one Vehicle Perk. If another player also begins with a freighter, the two of you share it (though you're likely the captain).

Minor Effect Suggestion: Your smooth talking gets you a small credit bonus out of your mark.

Major Effect Suggestion: Your smooth talking gets you a huge credit bonus out of your mark.

GM Intrusion: Your target asks you a question you didn't plan for and you're forced to end your con early.

Tier 1: Scoundrel. You are trained in tasks involving lies, deception, and stealth. Enabler.

Tier 2: Authorization (2 Intellect points). You happen to have an old transponder code that proves you're ok to fly where you are. Provides an Asset on deception rolls when convincing shipping authorities of your legitimacy. Action.

Tier 3: Custom Modifications. You may take one additional Perk for your ship. Enabler.

Master of Lies. You are specialized in tasks involving lies, deception, and stealth. Enabler.

Tier 4: Dangerous Route (4 Intellect points). You plot a course through hyperspace that will get you to your interstellar destination in half the time, but puts you into danger during the journey. If the GM decides to use an Intrusion related to that danger, you may not pay XP to refuse it. Action.

Tier 5: Hide in Plain Sight (6 Intellect points). You pull an impossible escape with your starship, such as landing right on top of a star destroyer, or on the backside of an asteroid. Action.

Tier 6: Crime Lord. You've clawed your way up to the top of a criminal empire, or established one of your own. Once per game session you may call upon your underlings to perform a service for you, such as rescuing someone or finding a lost item. Enabler.

Stays on Target

An experienced starfighter pilot, you are likely a cherished secret weapon in whatever military unit you've joined up with. Your abilities truly shine when up against a superior foe, allowing you do play on your enemy's arrogance.

Connection: Choose one other PC. You grew up on the same home planet as them. When they're in your flight squadron, you gain an Asset on Speed defense rolls.

Additional Equipment: You begin play with your own starfighter, such as an X-Wing, as well as a pilot's jumpsuit and helmet.

Minor Effect Suggestion: Your maneuver puts you in an advantageous position for next round (+1 Asset against the same target).

Major Effect Suggestion: If your foe is a scrub ship (TIE fighter, etc.) it is destroyed.

GM Intrusion: Your fancy maneuvers land you face to face with a cliff, star destroyer, other major obstacle.

Tier 1: Academy Training. You are trained in piloting and computers tasks. Enabler.

Squad Flying. You know how to fly in formation with a squadron. When your ship is within Short distance of all of the ships in your squadron, you gain an Asset on either attack or Speed defense with your ship, depending on the formation your squad leader chooses. Enabler.

Tier 2: Dogfight. Whenever you attack a target in Immediate range with a ship's weapon, you deal two additional damage. Enabler.

Tier 3: Advanced Training. You are specialized in piloting and computers tasks. Enabler.

Squad Leader. You are capable of setting or changing the formation bonus for your squadron, such as an Asset on attacks or an Asset on Speed defense. Enabler.

Tier 4: Target Lock. You ignore the distance penalty when using ship weapons to attack Long range targets that were previously within Short range during this space combat. Enabler.

Customization. Choose one new Perk for your starship. Enabler.

Tier 5: Custom Controls. When using your own ship you gain an Asset on ship systems task rolls, such as astrogation or sensors. Enabler.

Tier 6: Signature Maneuver (6 Speed points). You pull a move nobody but you could accomplish, attacking three enemies simultaneously and moving up to Long distance away. Action.

Threatens the Powerful

You've taken to standing up to the tyrannical and corrupt. Power doesn't intimidate you, it inspires you to take action. You are a leader by example, speaking truth to power and making threats against those who think might makes right. Whether it's lying to a grand moff or wielding a thermal detonator against a hutt lord, you are always finding new ways to make powerful enemies.

Connection: Choose one other PC. Whenever you are out to rescue this character you gain an Asset on related deception and intimidation rolls.

Example Minor Effect: Your threats are impressive to those watching, not just those you threaten.

Example Major Effect: Your threat garners grudging respect and admiration from the one you threaten, ending a standoff.

GM Intrusion: Your target secretly knows the truth and no lie or bluff could possibly convince them otherwise.
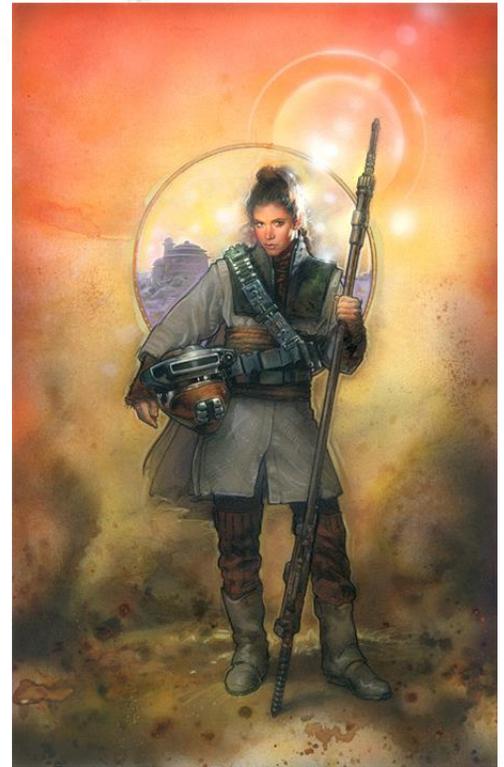
Tier 1: Threatening. You are trained in intimidation and deception tasks. Enabler.

Tier 2: Boldness (2 Intellect points). Your embellishments and impossible claims make your lies all the more believable. You gain Minor effect if your next deception or intimidation roll is successful. You gain a Major effect if you roll a 17 or better. Enabler.

Tier 3: Major Threat. You are specialized in intimidation and deception tasks. Enabler.

Follower. You gain a single level 3 follower who acts as your bodyguard, enforcer, or right hand. Should your follower die another will replace her in good time. Enabler.

Tier 4: Force of Personality. If you've succeeded in an intimidation or deception task against your target earlier during this scene, you gain an Asset on all attack rolls against them. Enabler.

Try Anything (4 Intellect points). Until the end of this combat scene you are trained in whatever weapon you're holding at the time you activate this power. Action.

Tier 5: Infamy. You enjoy an Asset on intimidation rolls made against people who've heard of you. Enabler.

Inspire Rebellion (5 Intellect points). After intimidating or attacking a foe that is of superior station or in a position of power over you, neutral parties witnessing your actions are inspired to assist you. Action.

Tier 6: Reverse Interrogation (6 Intellect points). Whenever someone attempts to intimidate or gain information from you, your roll to resist is also a roll to do the same against them. For instance, should you resist being intimidated, your foe becomes intimidated by you instead. Enabler.

Species

Rather than using Descriptor to represent non-human species, as Numenera does in its optional rules chapter, we count species as a simple tradeoff of an advantage for a disadvantage, similar to abilities and drawbacks gained through the mutation rules. Each species has one Advantage and one Disadvantage. Bear in mind that all non-humans suffer from oppression from the dominant humans and usually find it difficult to find vehicle and equipment that works with their physical needs. The GM may wish to Intrude from time to time that you're unable to properly interact with a piece of technology or find a workable spacesuit, etc. Additionally, "aliens" stick out in human dominated communities, making their movements easy to track.

The following are a few examples, but feel free to create your own:

Aqualish. Aquatic (pg 127). Easy to Provoke: Must periodically make an Intellect roll to avoid being provoked into combat when angered.

Bothan. Natural Stealth: +1 Asset on stealth tasks. Curiosity: Must periodically make an Intellect roll to resist accessing restricted information and areas.

Cathar. Regeneration (pg 126). Easy to Provoke: Must periodically make an Intellect roll to avoid being provoked into combat when angered.

Chiss. Cold Resistance (pg 124). Arrogance: +1 difficulty on social interaction tasks.

Duros. Spatial Sense: +1 Asset on piloting and astrogation tasks. Sickly (pg 125).

Gammorian. Improved Musculature (pg 124). Vocal Problems: You may not speak Basic, though you may understand it.

Ithorian. Disruptive Field (Flesh)(pg 125), also works on large objects. Weakness in Speed (pg 125).

Mon Calamari. Aquatic (pg 127). Weakness in Might (pg 125).

Rodian. Scent (pg 124). Weakness in Intellect (pg 125).

Trandoshan. Scaly Body (pg 127). Weakness in Speed (pg 125).

Twi'lek. Improved Nervous System (pg 124). Lekku: Your head tails are particularly sensitive to pain. If they are harmed, you must make an Intellect roll against a difficulty equal to the amount of damage taken in order to avoid dropping down the condition track.

Wookiee. Improved Musculature (pg 124). Vocal Problems: You may not speak Basic, though you may understand it.

Zabrak. No changes- just as humans.

Skills

Computers

The skill used for nearly all computer related activities. This including breaking past security on a door, slicing into a system to find information, programming a computer, and all manner of computer based skills onboard a starship such as sensors, communications, and astrogating hyperspace routes.

The difficulty of security system and other slicing related rolls will be the level of the technology you're breaking into. The difficulty of sensor or communications tasks will be based on the range of your target and various environmental factors.

Astrogation is a difficulty 3 task to most charted locations, but unusual routes may be difficulty 5 or more depending on the situation. Astrogating a route takes ten minutes per roll.

Pilot

The skill used to fly vehicles, controlling ground vehicles, and riding animals. This skill can be used for making Speed defense rolls while controlling a vehicle, as well as for performing maneuvers, stunts, and making Speed rolls to move Long distance during space combat.

Technology

Technology is the general skill for fixing and diagnosing technical problems with all manner of devices. It works to fix starships, droids, you name it. This skill generally replaces the Numenera skill in most situations.

Fixing a device simply takes the right tools and parts, and a Technology roll against the number of Health points you're attempting to recover. Each roll takes one action to attempt, but each time you fail in a given day, the difficulty of all of your attempts to repair that item go up by one.

The Force

This skill is used by Force users when employing their powers. Pretty much all Nano powers, those powers that come from the Fights with the Force focus, and pretty much any power from a focus that derives from using the Force. It is a blend of meditative techniques, philosophy, and the ability to harness one's inner power to affect the universe.

This skill is only available to characters with the Force Sensitive Descriptor.

Cyphers

Cyphers are not objects in the Star Wars version of the Cypher system presented here. They are tricks and tactics your character develops and sees opportunities to employ. You gain them not by rummaging through the refuse of the prior worlds, but by engaging in heroics. At the end of each combat scene or heroically dramatic encounter, each PC gains a Cypher. Also, whenever a PC rolls a 20 on a skill or attack roll during combat, they gain a Cypher.

Two slot Cyphers are called Strikes. These are generally attack moves and they require you to hit with your attack in order to pull them off. If you miss, no big deal, the Cypher is not lost. Using a Strike always takes an action, but usually this is just the attack action that it's adding to.

One slot Cyphers are called Stunts. These can be athletic maneuvers or tricks you employ for deception. Sometimes they can be plot twists. They require no roll to activate. A Stunt may or may not take an action to pull off. The Stunt will say so in its Effect.

Players may trade Cyphers among one another, so that the right character gets the right move. You know, the one that makes them look heroic. The only exception to this is during combat: Cyphers can't be traded during combat.

However Cyphers can't be stored or left somewhere the way physical Cyphers can in Numenera. Once discarded, a Cypher is gone. Additionally, characters may not hold more than their Type-determined Cypher limit. There are no rules for going over this limit. It's a hard maximum here.

The Cypher List

(roll percentile or choose)

1-2	A Moment to Rest	51-52	Long Drop
3-4	Accidental Attack	53-54	Lucky Break
5-6	Ad Hoc Disguise	55-56	Maneuver the Battle
7-8	An Old Friend	57-58	Mistaken Identity
9-10	Bad Means Good	59-60	Not Worth It
11-12	Capture Don't Kill	61-62	One Hit Wonder
12-14	Change Vehicles	63-64	One on One
15-16	Crash Landing	65-66	Party Cohesion
17-18	Death from Above	67-68	Perfect Timing
19-20	Disarming Hit	69-70	Pushy Hit
21-22	Don't Get Cocky	71-72	Reinforcements
23-24	Double Shot	73-74	Revenge
25-26	Escape Route	75-76	Reverse the Polarity
27-28	Explosive Escape	77-78	Roll with the Punch
29-30	Familiar Enemy	79-80	Scale the Wall
31-32	Flesh Wound	81-82	Sever Limb
33-34	Helpful Locals	83-84	Sexual Tension
35-36	Hidden Weapon	85-86	Shot in the Dark
37-38	Hiding Place	87-88	Stowaway
39-40	Ignore Blaster Fire	89-90	Suppressive Fire
41-42	Ignore the Elements	91-92	Swing to Safety
43-44	Intimidating Presence	93-94	Training Montage
45-46	Just the Right Tool	95-96	Up the Ante
47-48	Knock Out	97-98	Use the Force
49-50	Leap to Safety	99-100	Walk it Off

A Moment to Rest (Stunt)

Effect: The conditions of the battle change, such as having forcefields get in the way, granting you one minute to rest and pull yourself together before you need to get back into the fray. Action to initiate.

Accidental Attack (Stunt)

Effect: While taking another action, you accidentally attack a target within Immediate range, such as by backing into them. Counts as an unarmed attack. A target hit by this attack is also pushed a small distance, potentially knocking them off a nearby precipice.

Ad Hoc Disguise (Stunt)

Effect: You put together a somewhat convincing disguise using available nearby objects. If you're trained in disguise or deception, the disguise is perfect. Action.

An Old Friend (Stunt)

Effect: You happen to know someone around here. Maybe an ally to your father or an old gambling buddy. Action.

Bad Means Good (Stunt)

Effect: You turn bad fortune into good. Weapon cut in half? Now you have two! Hand cut off? Now you're really mad! You enjoy an Asset on all actions relating to your new "advantage" until the end of combat.

Capture Don't Kill (Stunt)

Effect: The leader of whoever you're currently battling decides they want you taken alive.

Change Vehicles (Stunt)

Effect: You safely leap from your current vehicle onto another nearby one. If you're trained in jumping, you may land on any location on the vehicle you wish. Action.

Crash Landing (Stunt)

Effect: You safely crash a vehicle you're piloting into the ground. Nobody inside is injured. If you're trained in piloting, the starship isn't even damaged. Action.

Death from Above (Strike)

Effect: You catch your foe unawares, attacking them from an advantageous position, such as higher ground (+1 Asset).

Disarming Hit (Strike)

Effect: Your attack disarms your target.

Don't Get Cocky (Stunt)

Usable: When a nearby friend kills an enemy.
Effect: You take an additional attack, just to show 'em who's boss.

Double Shot (Strike)

Effect: You make one additional attack against another target within Immediate range of your first target.

Escape Route (Stunt)

Effect: You find an escape tunnel or other passage you and your companions can easily employ. If you're trained in perception, the escape route goes somewhere relatively safe. Action.

Explosive Escape (Stunt)

Effect: A vehicle you pilot ignores all damage this round as you move up to Short distance away from the action. If you're trained in piloting, you move up to Long distance rather than Short. Action, unless you're escaping an explosion, in which case it takes no time.

Familiar Enemy (Stunt)

Effect: It turns out you've faced this enemy before. Maybe you know something useful about them. Action.

Flesh Wound (Stunt)

Effect: Move any number of points from your Speed pool into your Might pool as you see fit.

Helpful Locals (Stunt)

Effect: Some members of the local populace are interested in supporting your cause. Action.

Hidden Weapon (Strike)

Effect: You pull a light weapon nobody noticed until now and attack with it. If you're trained in deception, the weapon may be medium.

Hiding Place (Stunt)

Effect: You find a perfect location to hide. No one can find you here. If you're trained in perception, the location allows you to view what's going on around you.

Ignore Blaster Fire (Stunt)

Effect: Enemies may not attack you with ranged weapons until after your next turn. If you're trained in Speed defense, this effect lasts for two rounds, rather than one.

Ignore the Elements (Stunt)

Effect: You ignore the effects of all hostile environmental effects until the end of the combat scene. You can't ignore damage from lava, but you could hang out in a volcano without breathing problems.

Intimidating Presence (Stunt)

Effect: Something about the way the light catches you makes you look ferocious. Maybe it's your outfit. All creatures and people who can see you who are level 3 or lower flee in fear. If you're trained in intimidation, you affect creatures and people up to level 4. Action.

Just the Right Tool (Stunt)

Effect: You happened to bring just the piece of equipment you currently need. Action.

Knock Out (Strike)

Effect: Your attack knocks your foe unconscious for the next ten minutes.

Leap to Safety (Stunt)

Effect: You ignore all damage you should have taken this round, jumping to a location within Short range. If you're trained in jumping, you may jump up to Long distance. Action.

Long Drop (Stunt)

Effect: You survive a fall without a scratch, landing on your feet. If you're trained in acrobatics, you may take one other person with you on this safe fall.

Lucky Break (Stunt)

Effect: You reject/ignore a GM Intrusion without spending an XP.

Maneuver the Battle (Strike)

Effect: You and the target of your attack both move Short distance to a location of your choice.

Mistaken Identity (Stunt)

Effect: You happen to look just like someone who's in charge around here, possibly even a deity worshipped by the locals. If you're trained in deception or disguise, you happen to have the same voice as well.

Not Worth It (Stunt)

Usable: One enemy pursues you, or has a chance to take a shot at you while you're in a disadvantageous position.
Effect: The person attacking you decides you're not worth the effort.

One Hit Wonder (Strike)

Usable: Your target is level 3 or lower.
Effect: Your current attack instantly kills your foe or destroys their vehicle.

One on One (Stunt)

Usable: You alone are engaged in a combat scene with two or more foes.
Effect: Your enemies decide to attack you one at a time, rather than all at once. Why? Nobody knows.

Party Cohesion (Stunt)

Usable: The party of PC's has been split up.
Effect: Fate puts you back together in one place.

Perfect Timing (Stunt)

Usable: An enemy is about to make an attack against you.
Effect: An ally gets to make an attack against them first. If one of your allies is not in the combat yet, this Cypher can bring them into the scene.

Pushy Hit (Strike)

Effect: Your target is pushed back up to Short distance away from you.

Reinforcements (Stunt)

Effect: Friendly reinforcements arrive to aid you. Action.

Revenge (Strike)

Usable: An ally is successfully attacked by your target.
Effect: All of your attacks against this target for the rest of the combat scene enjoy a +1 Asset, including this attack.

Reverse the Polarity (Stunt)

Effect: You realize that getting this broken device to work is actually really simple! You restore 1d6 Health points to an object. If you're trained in technology, double the amount restored. Action.

Roll with the Punch (Stunt)

Usable: Just after being hit by an attack.
Effect: The attack does no damage to you.

Scale the Wall (Stunt)

Effect: You successfully climb up to Short distance of a wall or other sheer surface without a roll. If you're trained in climbing, you may move up to Long distance on this climb. Action.

Sever Limb (Strike)

Effect: You cut off or destroy your target's hand, arm, leg, eye, nose, or ear (your choice).

Sexual Tension (Stunt)

Effect: Your target has a strong physical attraction to you, granting you an Asset on all rolls made against them. If you're trained in seduction, you may use that skill for all social rolls against the target. Action.

Shot in the Dark (Strike)

Effect: You attack your target sight unseen at no penalty. It might be dark, you might be shooting around a corner, or you might be blind from carbonite hibernation sickness. For this one attack though, you're fine.

Stowaway (Stunt)

Effect: You successfully sneak aboard a vehicle without being noticed. If you're trained in stealth, you automatically find a good hiding place. Action.

Suppressive Fire (Strike)

Usable: Must be used with a ranged weapon.
Effect: You spray out random shots, keeping all enemies within Short range from attacking for the rest of the round.

Swing to Safety (Stunt)

Effect: You find a way to cross a chasm or other obstacle. If you're trained in acrobatics or jumping, you may take an ally with you. Action.

Training Montage (Stunt)

Effect: You spend some time learning, perhaps under the tutelage of a mentor, allowing you to retrain one of your Skills. Must be used during a period of downtime.

Up the Ante (Stunt)

Effect: You maneuver the combat into a more dangerous situation, in which any wrong move might mean death. Action.

Use the Force (Strike)

Effect: You call upon the Force to guide your attack, granting you a natural 20 on the die. This 20 even gives you a new Cypher, just as though it were naturally rolled.

Walk it Off (Stunt)

Effect: You heal 1d6 + 3 damage from your pools. Action.

Experience Points

In Numenera the bulk of the XP gained is through exploration. However with Star Wars the emphasis is on heroics. This doesn't mean that you only gain XP through combat, though that is how you gain new Cyphers. XP is given out after moments of heroism. After any given major moment in which a PC risks their lives in order to make the galaxy a better place, the GM should give them between one and four XP, up to about 4 XP per game session, as a rule of thumb.

Example NPC's and Creatures

Creating bad guys for Star Wars is about as easy as making them for Numenera. Here are a few examples to get you started:

Battle Droid. Level 2(6), Armor 1, Health 8, with an inferior blaster rifle that does 5 damage.

Destroyer Droid. Level 5(15), Armor 3, Health 20, with double blasters that do 8 damage per attack. Long movement.

Rancor. Level 8(24), Armor 4, Health 30. Deals 8 damage on an unarmed attack. Can grab a person and pull them up into the air.   Having done so the Rancor can do a bite attack for 10 damage, and likely swallowing the PC.

Sith Apprentice. Level 6(18), Armor 2, Health 21, with two red lightsabers dealing 9 damage on a hit. Can attack twice per round. Telekinesis: The Sith Apprentice can move any object up to its own size up to Long distance as an action. It uses this to move to high locations on the battlefield to make celebratory speeches about the doom of the PC's.

Storm Trooper. Level 3(9), Armor 2, Health 9, with a blaster rifle that does 6 damage. Each has one concussion grenade that does 5 damage to all creatures within Immediate range of the impact. Five or more Storm Troopers can fire as a group as a level 5 attack dealing 9 damage.

Storm Trooper Sergeant. Level 4(12), Armor 2, Health 15, with a blaster rifle that does 6 damage. Each has one concussion grenade that does 5 damage to all creatures within Immediate range of the impact. If a Sergeant joins 5 or more other Storm Troopers in a combined fire attack, they add one to the level of the attack.

Tusken Raider. Level 2(6), Armor 1, Health 6, with a gaffi stick that does 4 damage. Some have long rifles that deal 6 damage at up to Long range.

Technologies

Technology is a major part of stories in Star Wars. It's fantasy set in a scifi-like setting, full of laser swords and spaceships. We won't go into an equivalent to Oddities or Artifacts per se, but many of the basic rules and systems supplied by the Numenera core book apply. The following sections explain a few of the major technologies of the Star Wars universe.

Equipment

The following basic equipment is generally available on the open market for players.

Item	Price
All temperature cloak	20
Blaster power pack	10
Code cylinder	5
Comm unit, holonet	1000
Comm unit, planetary	50
Datapad	100
Drink at a bar	5
Grappling hook launcher	50
Macrobinoculars	50
Medical kit	25
Rations, 1 day	5
Security kit	50
Survival kit	25

Tool bag, large	50
Tool bag, small	30

Money

The currency in Star Wars is credits. All starting characters begin with 500 credits. If you have a Descriptor or other source of additional starting shins, multiply the bonus shins by twenty five and that's how many extra credits you get.

Droids

Droids are classified by what type of job they are designed to do, from first to fifth, with first degree droids being the most educated, and fifth being the most menial. Generally speaking most droids are level two creatures with one point of armor, that count as level 4 for the tasks they were designed to perform. Some droids are quite big or well armored though, so some NPC droids will end up with much higher stats.

Type	Jobs	Price
Class I	Mathematics, medicine, physical sciences	5000+ credits
Class II	Astrogation, computer programming, engineering, repair	4000+ credits
Class III	Protocol, servants, tutors	3000+ credits
Class IV	Security	2000+ credits
Class V	Hazardous environments, general labor	1000+ credits

Weapons

Item	Price	Properties
Holdout Blaster	150	Light, Short range
Blaster Pistol	250	Medium, Long range
Blaster Carbine	500	Medium, Short range, Rapid Fire possible
Blaster Rifle	500	Heavy, Long range, Rapid Fire possible
Wookiee Bowcaster	2000	Heavy, Long range, uses Might instead of Speed
Lightsaber	5000	Light if held in one hand, Medium if held in two hands
Double-bladed Lightsaber	10,000	Heavy. Counts as two weapons for the Wields Two Weapons focus
Vibroblade	100	Medium
Vibroknife	50	Light
Stun Baton	50	Light, deals Speed damage, knocks the target unconscious as a minor or major effect, so long as the target is level 4 or lower.

Vehicular Combat

Vehicles are an integral part of the Star Wars mythos. Arguably, the thing that puts the Star in it is the spaceship battles. Even characters who aren't fighter pilots should get involved when the group's freighter gets ambushed by Imperials.

Combat with starships and fast moving repulsor and walker vehicles is somewhat different from traditional ground combat. To sort it all out it's often best to use a grid system, with models if you have 'em. When in space, each

starship sized ship (starfighters, light freighters, etc.) takes up one square on the grid. Larger ships take up more and will list this size, in squares, under Size in their stats. For instance a Star Destroyer might have a Size of 6, and would take up 2 by 3 squares on the grid map.

Powers that can utilize ranged weapons can usually be employed through ship's weapons. Each ship will usually have one or more weapons systems, each of which will be designated as Pilot, Gunner, or Both, referring to whether the pilot, a gunner, or either one is allowed to use that particular weapon during combat.

For the purposes of range and distance, one square away from a ship is Immediate, 2 to 5 squares away is Short, and 6 to 10 squares away is Long. Ship weapons will give a one step bonus at Immediate range and a one step penalty at Long range.

Vehicles have a number of roles to be filled during combat. All of them have a Pilot role, which makes most of the movement decisions for the vessel, as well as utilizing the Pilot weapons systems. A pilot moves a ship just like they would their own character: Immediate distance for free, Short as an action, or Long with a Speed-based piloting roll as an action.

A ship might also have a Copilot role, which would also be able to take on these tasks. The Pilot and Copilot seats usually have access to all of the other major shipboard systems, such as communications, sensors, and shields. However an Operations role is available on some vessels, allowing another character to do those duties, using the Computers skill. One final role is that of the Gunner. Certain locations on the ship will give access to a weapons system, such as a cupola or other turret. Gunners usually don't have access to any other systems.

Vehicle damage is slightly more complicated than for most other objects. Damage sustained by a PC vessel is subtracted from Health of the object (called Hull here). Each vehicle has both an Armor rating and potentially a Shield rating, which together subtract from incoming damage. If defense roll to resist an attack scores a natural one, a ship system is disabled. To determine which one, use the following table. If that system doesn't exist or is already disabled, roll again. If all of the vehicle's systems are disabled, the vessel is essentially dead in space, drifting.

Roll 1d6:

1	Weapons (randomly pick one, can no longer fire)
2	Shields (shield rating is zero)
3	Hyperdrive (can't travel faster than light)
4	Life Support (will run out of air in one to six hours)
5	Engines (cannot move)
6	Sensors (can't see ships further than Long range)

To fix a disabled system a character with access to those systems must make a Technology skill roll against a difficulty of 5. The exception to this is the Shields, which can be brought back up by a Computers check against a difficulty of 3.

To repair ship damage a Technology skill task must be made against a difficulty equal to the amount of damage being repaired.

Starfighters may fly in formation together if they are part of the same squadron. To fly as a squadron, a squad leader must select a formation for the squad to fly in, granting either an asset on all attack rolls for the ships, or an asset on Speed defense rolls. The squad leader may change the formation one their turn using an action. A squad is comprised of three or more starfighters that are within three squares of one another. A squadron of starfighters may occupy the same squares as one another if they desire.

Flaws and Perks

Some ships, particularly those that are old or have been modified, begin with a bit more character to them.   The following list includes both positive and negative details (Flaws in red, perks in blue).

Conflicting Computers.   The various ship computers do not get along, fighting constantly. Every time you take off, make a Computers roll against difficulty 5. If you fail, a system is randomly disabled by the infighting.

Defective System.   Randomly select one ship system. Whenever the pilot rolls a 1 on any ship-related roll, this system becomes disabled.

Defensive Improvements.   Your ship has a +1 to its Armor rating, or +2 to its Shields rating (your choice).

Extra Weapons.   You've installed an additional weapon system into your ship. This weapon does 6 damage and is operated by a Gunner position.

Finely Appointed.   Your ship has all the amenities and looks good too. Provides an asset when trying to impress your passengers.

Hunted.   Your ship is wanted by the authorities or a powerful criminal organization. Everywhere you go there's a chance you'll be spotted and attacked.

Long Distance.   You're ship can survive for years without needing to resupply.

Imperial Transponder.   Your ship is equipped with a stolen transponder, allowing you to ignore many local defense forces, but drawing the suspicion of some Imperial authorities from time to time (GM Intrusion).

Smuggling Compartments.   You've got a few places hidden around where you can stow contraband without it being noticed by the authorities.

Uncomfortable Life Support.   The ship's artificial atmosphere has been set to simulate a world with extreme conditions or heat, cold, moisture, or gravity. All personal combat onboard the ship is done with a 1 shift penalty and the conditions can be a constant source of discomfort and GM Intrusions.

Example Starships

Ghtroc 720 Freighter.   Level 4(12). Armor 3. Shields 1. Size 1. Hull 18. Weapons: Double Laser Cannon (6 damage, Pilot).

Imperial Star Destroyer.   Level 9(27). Level 4 when attacking Size 1 ships. Armor 6. Shields 4. Hull 45. Size 6. Weapons: Various Turbolaser Systems (4 attacks per round, 20 damage), Tractor Beam (Pulls target 5 squares towards the Star Destroyer).

Mon Calamari Star Cruiser.   Level 8 (24). Level 4 when attacking Size 1 ships. Armor 5. Shields 3. Hull 40. Size 6. Weapons: Various Turbolaser Systems (3 attacks per round, 17 damage), Tractor Beam (Pulls target 5 squares towards the Star Cruiser).

TIE Fighter.   Level 3(9). Armor 1. Size 1. No shields or hyperdrive. Weapons: Dual Laser (5 damage, Pilot).

TIE Interceptor. Level 5(15). Armor 2. Size 1. No shields or hyperdrive. Weapons: Dual Blaster Cannons (8 damage, Pilot).

X-Wing. Level 5 (15). Armor 2. Shields 2. Size 1. Hull 18. Weapons: Four Laser Cannons (8 damage, Pilot), Proton Torpedo Launchers (10 damage, Pilot, 6 ammo on board)

Y-Wing. Level 4(12). Armor 3. Shields 2. Size 1. Hull 21. Weapons: Laser Cannons (6 damage, Pilot), Ion Turret (6 damage, Pilot, disables a system if it does damage), Proton Torpedo Launchers (10 damage, Pilot, 4 ammo on board).

YT-1300 Freighter. Level 4(12). Armor 3. Size 1. Hull 21. No shields. Weapons: Light Blaster Cannon (6 damage, Both).

Example Planetary Vehicles

Planetary vehicles are at the same distance scale as characters are. Their only systems are weapons and engines, so flip a coin to determine which is disabled when a 1 is rolled.

AT-ST Walker. Level 5(15). Armor 2. Hull 21. Weapons: Twin Blaster Cannon (6 damage, Gunner).

AT-AT Walker. Level 7(21). Armor 4. Hull 30. Weapons: Light Turbolasers (10 damage, Gunner).

Landspeeder. Level 4(12). Armor 2. Hull 15. Pilot can move Long distance without an action.

Speeder Bike. Level 5(15). Armor 2. Hull 18. Pilot can move Long distance without an action. Weapons: Blaster Cannon (6 damage, Pilot).

Swoop. Level 5(15). Armor 1. Hull 15. Pilot can move double Long distance without an action.