

Star Wars – Microlite Saga Edition

I. The Core Mechanic:

Resolve any task that has a risk of failure as follows:

- Roll 1d20
- Add relevant modifiers (usually ability modifier and skill ranks)
- Compare the total to a target number. If you meet or exceed the target number you succeed.

II. Character Generation:

1. Ability Scores:

A character has the six core abilities (Str, Dex, Con, Int, Wis, Cha). Ability scores are determined as follows: Roll 4d6, drop the lowest die and total the remaining three. Every total below 10 is counted as 10. Determine all four scores and allocate to desired abilities afterwards. After the ability scores are set, apply racial modifiers if necessary. After the final scores are determined (after adjustments for race are made) calculate the ability modifier (Score -10) / 2, round down.

2. Choose Races:

You can use all published races as written OR you can use this quick and dirty method to create new races on the fly: Choose two ability scores. These scores get a +2 racial modifier. Choose one ability score to get a -2 racial modifier. Choose one of two skill benefits: a) Pick one skill. A member of this race can reroll every check involving the chosen skill once.

OR

b) Choose one skill to become a focused skill for members of this race. If a member of this race has training in the chosen skill he gets an additional +5 skill ranks to the skill (in addition to the +5 ranks for skill training, see below). Now pick a fluffy name and a short description and you are set.

3. Select Trained Skills:

There are six skills in Microlite Saga Edition: Athletics, Technology, Knowledge, Deception, Interaction and Use the Force. Different as in the original Saga Edition rules,

there is no key ability linked to a certain skill. Instead, the ability modifier used is determined by the attempted action and the situation (see below for examples). The skills can be described as follows:

Athletics: This skill encompasses the Saga Edition skills Acrobatics, Climb, Endurance, Jump, Swim and Ride. It is used for all physical activities.

Technology: This skill encompasses the Saga Edition skills Pilot, Use Computer and Mechanics. It is used for all activities regarding technology or vehicles.

Knowledge: This skill encompasses the Saga Edition skills Knowledge (all areas), Survival and Treat Injury. It represents formal education, common knowledge and galactic lore.

Deception: This skill encompasses the Saga Edition skills Deception and Stealth. It is used to lie, bluff, sneak, forge and the like.

Interaction: This skill encompasses the skills Gather Information, Persuasion, Diplomacy and Intimidate. It is used for all activities involving other characters and getting them to do what you want.

Use the Force: This skill can only be used if it is selected as a trained skill and is needed for everything regarding the Force. It is used for Force attacks, physical stunts, sensing things and to handle a lightsaber.

The ability modifier used in a skill check depends on the situation. If you want to pilot a starfighter through an asteroid field you use Dex + Technology. If you want to slice a computer system you use Int + Technology. If you want to sneak past a guard you use Dex + Deception and if you want to pull off a disguise you use Cha + Deception

etc.

Every hero character gets two trained skills that he can choose. Humans get one additional trained skill as a racial ability as written in the original Saga Rules. You get +5 skill ranks to a trained skill.

Your skill ranks in a skill equal $\frac{1}{2}$ your level rounded down + 5 if you selected the skill as trained and another +5 to a trained skill if your race allows a trained skill to become a focused skill (as expressed in original Saga Rules with the conditional bonus feat "Skill Focus").

A character can only select trained skills at character creation and has to stick with his choice throughout his career.

To make a skill check you roll:

1d20 + appropriate ability modifier + your skill ranks. So a level 4 character who selected Deception as a trained skill has 7 skill ranks (2 for $\frac{1}{2}$ level + 5 for being trained). If he has a +3 Dexterity modifier and wants to sneak past a guard he would roll 1d20 + 10 for the skill check.

4. Classes, Feats, Talent Trees:

In Microlite Saga Edition there are no fixed classes. Instead, you determine the type of character you want to play with your selection of trained skills and ability scores.

Also there are no feats and no talent trees.

5. Determine combat statistics and hitpoints:

A character's hp are equal to 15 + Constitution score + 1d8 per level.

Defenses:

Reflex Defense: 10 + Dexterity modifier + either your level OR your armor bonus if you wear armor (not both).

Fortitude Defense: 10 + Constitution modifier + level + equipment bonus from armor if you wear armor.

Will Defense: 10 + Wisdom modifier + level.

Vehicle Defense: 10 + Dexterity modifier + Technology skill ranks + the starship's Dexterity modifier (represents maneuverability and handling).

Attack Bonuses:

Melee Attack Bonus: Level + Strength modifier.

Ranged Attack Bonus: Level + Dexterity modifier.

Vehicle Attack Bonus: Technology skill ranks + Dexterity modifier + the starship's Intelligence modifier (represents the targeting computer and fire control systems).

In Microlite Sage Edition there is no size modifier..

6. Other rules stuff

All characters are proficient with all weapons except lightsabers. All characters are proficient with light armor.

Only characters that are trained in Athletics and have a Strength AND Dexterity of 12+ are proficient with medium, heavy and powered armor. Only characters that are trained in Use the Force can make Use the Force skill checks.

III. Force Users

Characters trained in Use the Force are considered force users (not necessarily Jedi, that depends on the player and what he wants to play).

1. General use of the Force:

Outside of combat, the hero can use the force as often as he wants within reason. He just tells the GM what he wants to do, the GM sets a DC, the hero rolls a Use the Force check and that's it.

2. The Force in Combat:

During a combat encounter (or during combat rounds) a hero can use the force only a limited number of times.

Every force user can use the Force (2 + his level) times in a combat encounter. Every use of the Force during a combat encounter counts, whether it is successful or not. If no more uses are left, the character is exhausted and needs to rest a couple of minutes. He can't use the Force for the rest of the encounter.

You can use the Force to attack by rolling a Use the Force check vs. the appropriate defense determined by the DM and your description of how you want to hurt the opponent.

For every two points above the targeted defense you deal 1d6 of damage (minimum 1d6 if you hit on the point). How you decide to attack is just special effects that you can

describe and that helps to determine the targeted defense. Want to choke? Roll against Fortitude Defense. Want to fry with lightning? Roll against Reflex Defense. Want to take over the mind to cause the opponent to shoot himself? Roll against Will Defense.

3. Lightsabers:

Lightsabers are handled in a Microlite "rules lite" way: You are only considered proficient with a lightsaber if you are trained in Use the Force and have a Dexterity score of 12+ (however, you still use your melee attack bonus to attack). If you are not proficient, you get the standard -5 penalty to attack as described in the original Saga Edition rules and enjoy no other benefits. If you are proficient you take no penalty to attack and get a fixed +2 force bonus to your Reflex Defense vs. ranged attacks which represents deflecting blasters, but only if you wear no armor. If the attacker misses your Reflex Defense by 5 or more points, you automatically redirect the attack against the attacker and the attacker takes the weapons damage. No additional rolls are made and you have no other way of intentionally or actively redirecting an attack. An attack is automatically redirected if the opponent misses by 5 or more. This is to keep things fast and uncomplicated.

4. From GM to GM:

A final word on the Force: GMs are strongly discouraged to allow the Use the Force skill to become an all-encompassing skill which can substitute any other skill. Part of the drawback of playing a force user is that the Use the Force skill is very narrow compared to the other skills. Players should be allowed to use the Force only for things we know from the movies like running fast, jumping high, breaking falls, sensing things etc. Most of the time the Force enhances physical abilities. There are no Jedi Slicers that can use the Use the Force skill + Int modifier to slice computers for example. As a compromise you can allow the force user to make a Use the Force check against a set DC depending on the task. If the hero succeeds, he gets a +2 bonus to the relevant skill (just as in the original

cooperation rules).

IV. Combat:

1. Tactical Combat:

Since Microlite Saga Edition is intended to provide a rules light cinematic experience, no tactical combat rules are provided.

If you insist, you can use the Sage Edition rules, D&D 4th Edition rules or 3.5 rules. In d20 there is no lack of tactical combat engines, just choose the one you like best.

2. Cinematic Combat:

In Microlite Saga Edition combat is resolved by rolling dice and using vivid descriptions. Combat is resolved in rounds. The acting order in the round is determined at the start of a battle with an Athletics + Dexterity modifier check and stays the same during the battle. Higher roll goes first. There is no delaying or readying. Every character or vehicle involved in the battle can take one action per round (attack, move, use a ship-board system, use a skill etc.) There are no Standard Actions, Move Actions and Swift Actions. Only one action per character or vehicle per round. There is no gridded map. There are no attacks of opportunity, no range modifiers, no counting squares and no multiple attacks per round.

To make an attack you roll the appropriate attack vs. Reflex Defense. On a hit you deal damage depending on the weapon. There is no condition track and no damage threshold. For favorable and unfavorable conditions use the GM's best friend rule granting +2 or -2 bonuses or penalties to rolls or defenses (like cover, higher ground etc.).

All ranged attacks with character scale weapons add the Dexterity modifier to the damage roll. All melee attacks with character scale weapons add the Strength modifier to the damage roll. There is no heroic class damage bonus as in the original Saga Edition rules.

3. Vehicle Combat:

Microlite Saga resolves vehicle combat exactly the same as character combat, with a few minor changes, since

these rules are designed to work with published material.

For vehicle and starship combat, a player character that pilots a vehicle uses the Vehicle Attack bonus to make attacks with the vehicle's weapons. If you attack a vehicle or starship, you roll the attack against the Vehicle Defense.

These stats incorporate values from published ships, namely the ship's Dexterity modifier for handling and maneuverability and the ship's Intelligence modifier for targeting computers and computer systems.

The reason the Technology ranks are used to calculate these values, instead of just the hero's level, is to account for the fact, that a trained pilot is better in a dogfight than an untrained one, even if they have the same level.

For speed, damage, hp etc. you can use the stats as published and just replace the defense and attack numbers with the Vehicle Attack bonus and the Vehicle Defense. Remember that Microlite Saga uses no size modifiers. For creation rules for quick and dirty NPC ships with built in pilot see below. If you want to use the published stats as written just remove the size modifier from the attack and defense values.

In vehicle combat, if more than one player hero are on one ship, every hero gets his action but the stations on a ship or vehicle are limited. If there is only one gun which is already manned it means only one attack per round, no matter how many player heroes are on the ship.

Other than that, combat is resolved like character combat by rolling dice and using descriptions.

You just roll vehicle attacks vs. vehicle defenses and use the starship's hp and weapon damage values.

V. Quick and Dirty NPCs:

To create NPCs on the fly use the following rules:

1. Select level, don't bother with ability scores, an assumed +2 ability modifier is built in for all calculations.
2. Reflex Defense = 12 + level OR armor bonus if wearing armor.
3. Fortitude = 12 + level + equipment from armor if

wearing armor.

4. Will = 12 + level.
5. Attack modifier for ALL non-vehicle attacks: 2 (ability modifier) + level, damage by weapon dice + 2 ability modifier.
6. HP = 25 + (1d8 per level OR 4 points flat per level). See below for minions.
7. All skill ranks are at 2 (ability modifier) + ½ level, choose one trained skill that gets +5 skill ranks.

In Microlite Saga there are no non-heroic characters as in original Saga Edition. Instead, cannon fodder and extras are designated as minions. A minion's stats are calculated as above but a minion only has 1 hp and is killed if he takes any amount of damage. Also, to speed things up, a minion's damage is not rolled but fixed, depending on the weapon used. Calculate minion damage as if the minion rolls low average and don't add the built in +2 ability modifier. That means every d6 damage die is counted as 3, every d8 damage die is counted as 4, every d10 damage die is counted as 5 etc.

Example:

Stormtrooper, level 4 minion:
+6 attack, blaster rifle (12 damage), 1 hp, Reflex Defense 18 (12 + 6 armor), Fortitude Defense 18 (12 + 4 level + 2 armor), Will Defense 16 (12 + 4 level), Interaction +9, all other skills +4 (2 ability modifier + 2 from ½ level). Minions don't deal more damage on a critical hit.

VI. Quick and Dirty vehicles and starships with pilots already built-in:

1. Select level and type of starship or vehicle (starfighter, space transport, capital ship).
2. Vehicle defense is determined by type:
starfighter = 20 (10 base + 5 trained skill Technology + 2 ability modifier +3 ship's Dexterity modifier) + ½ level (since skill ranks are used only ½ level is added).
3. space transport = 17 + ½ level.
4. capital ship = 14 + ½ level. If it seems odd that

capital ships have the lowest defense remember (Double Laser Cannon).

that they are large and slow and clumsy. It is no Use the heroes level as guideline how challenging a problem to hit a capital ship. The problem is starship or vehicle is. A hero should have no problem damaging it. Capital ships have high damage dealing with a starship or vehicle of his level if he has a reduction values and high shield ratings that are vehicle with the same stats.

5. vehicle attack bonus starfighter = +10 (5 trained skill + 2 ability modifier + 3 ship's Intelligence modifier for targeting and fire control) + ½ level.
6. vehicle attack bonus space transport = 9 + ½ level
7. vehicle attack bonus capital ship = 10 + ½ level
8. starfighter and space transport damage die = d10 x 2 (choose number of dice depending on weapon).
9. capital ship damage die = d10 x 5 (choose number depending on weapon).
10. vehicle damage die = d10 (choose number depending on weapons).
11. starfighter HP = level x 30
12. space transport HP = level x 40
13. capital ship HP = level x 120
14. vehicle HP = level x 20

Minion starfighters and vehicles use the same rules as minion characters and have only 1 hp but they can only take damage from starfighter or vehicle scale weapons, not character weapons. There are no minion space transports or capital ships. Non minion starships and vehicles have a DR and Shield Rating. Use the published stats as guidelines and the original Saga Rules regarding shield rating and Damage Reduction.

Example:

Level 3 Space Transport:

HP: 120, DR: 15, no shields, Vehicle Defense: 18, Vehicle Attack: +10, Damage: 5d10 x 2 (Quad Laser Cannon)

Level 12 Minion Starfighter:

HP: 1 (only vehicle weapons cause damage), Vehicle Defense: 26, Vehicle Attack: +16, Damage: 4d10 x 2

Legal Issues:

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