

Star Wars: Force War

Conversion Notes:

When creating characters for Star Wars using The Basic System, you might need to do some conversions. Remember, some Feats now become skills. See the skill list for what skills are converted over and which go to Natural Abilities. You must have the Star Wars Player's Handbook (SWPHB) and the Basic System PDF to use this setting. Whatever rules aren't converted for the Basic System, you use the rules in the SWPHB.

D20 SW	The Basic System
Vitality	Hit Points (HP)
Wounds	Stun Points (SP)
Defense	No Defense
DEX	AGI
CON	END
Speed	Speed (SPD)
Feats	Natural Abilities
Listen/Search/Spot	Perception
Dodge	Dodge
Damage Reduction	Armor Class
Fortitude	Use CON MSB
Reflex/WILL	Now use Stat
WIS+INT/2	INT

Character Generation:

The Star Wars: Force War setting uses the Action World Game World. This means players have 12 points to distribute to their stats. Because this game focuses on the Force, Light and Dark, it is highly recommended that players use Jedi or Force Sensitive Characters. You'll notice that players start with more Hit Points than they would in the D20 game. That's fine. It allows players to last a little bit longer. But remember to follow the Stun Points and Hit Points rules for damage in The Basic System. Most weapons in Star Wars do Killing Damage. Stun Damage is reserved for falls and such.

Skills:

Appraise	Disable Devices	Hide	Sense Motive
Astrogate	Disguise	Intimidate	Sleight of Hand
Balance	Entertain	Jump	Speak Language
Bluff	Escape Artist	Knowledge	Survival
Climb	Forgery	Move Silently	Swim
Computers	Gamble	Pilot	Treat Injury
Craft	Gather	Profession	Tumble
Demolitions	Information	Read/Write	
Diplomacy	Handle Animal	Repair	

Feats that are now Skills:

Acrobatics	Persuasive	Surgery
Alertness	Starship Dodge	Track
Athletic	Starship Operation	Trick
Martial Arts	Stealthy	Zero-G Training

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Any Feat not listed as a Skill now becomes a Natural Ability. If a Natural Ability requires a prerequisite, then you must take it.

Dealing with Force Feats and Force Skills:

Force Feats and Skills are bought just like Natural Abilities. You use your Natural Ability Points (NAP) are used to buy additional Force Feats and Skills. When using Force Abilities (Feats and Skills) use the rules from the SWPHB.

Races:

Races are the same. Just remember to add or subtract from stats according descriptions in the SWPHB.

Character Classes:

All Skills listed for character classes gain those skills at Level 2, free of charge. Remember some Feats are now Skills. As for Hit Dice, they are the same. Players do start out with the base Hit Points provided by the Basic System.

Weapons and Armor:

Follow the D20 rules for weapons. As for Armor the Damage Reduction acts Armor Class (AC). The MAX DEX is now MAX AGI. To determine Armor Class just add 10 to the AC given in the SWPHB

Lightsabers:

Lightsaber damage works like this. Against anyone who is Force Sensitive the Lightsaber does regular damage. Against non-Force sensitive characters it automatically cuts through them. So when you roll to see what location has been hit, remember it is auto-severed if used against non-Force sensitive characters and NPCs. This also works against machines. BUT, not against Force Fields!

Vehicles:

Use the rules from the SWPHB.

Hope you enjoyed these Star Wars Conversion notes for Star Wars: Force War. Stay tuned for the Campaign Setting, coming soon.

This is a Fan based Setting. This is NOT an authorized PDF and is NOT for sale. For fan use ONLY.

Character Name:

Character Sketch

Stat	#	MSB	Secondary	#
INT			Hit Points	
WILL			Stun Points	
CHA			Initiative	
AGI			Lift	
STR			Punch	
END			Kick	
SPD			Run	
Force Points			Jump	
Light Side			Dark Side	

Common Skills	LvL	MSB	Main Stat
Basic Fight			AGI
Dodge			AGI
Perception			INT
Basic Education			INT

Experience Level		XP	
Character Class			
Race			
Reputation			

Skill Headers	LvL	MSB	Main Stat	Skill Headers	LvL	MSB	Main Stat
Advanced Fight			AGI	Social Interaction			CHA
-			AGI	-			CHA
-			AGI	-			CHA
Melee/Firearms Combat			AGI	-			CHA
-			AGI	-			CHA
-			AGI	Extra-Curricular			Varied
-			AGI	-			
-			AGI	-			
Physical			AGI/STR	-			
-			AGI/STR	Skills w/ No Headers			
-			AGI/STR				
-			AGI/STR				
Advanced Education			INT				
-			INT				
-			INT				
-			INT				
-			INT				

