



**A SMALL GAME AGAINST THE DARK SIDE**

# STAR20: A SMALL GAME AGAINST THE DARK SIDE

## What is This?

This is a trimmed-down, subminiature version of the Fifth Edition of the World's Most Popular Role-playing game that has been designed to be quick and easy to play in the Star Wars setting.

## Getting Started

Get a group of 2-6 people together with some dice, paper, and pencils. One player is the Game Master (GM), who runs all of the non-player characters (NPCs), describes the environment, and determines the outcome of rolls. The rest of the players make one character.

Agree upon a game concept, and then each player creates a character concept that fits. The game is largely played through a dialogue, the players describe their character's attempted actions and the GM calls for what rolls or rules are necessary.

A group of characters is usually called a party or a group. Your party will interact with each other, the NPCs, and the universe, all under the guidance of the GM, the dice, and the rules. All you need to play are these rules, a set of polyhedral dice, and something to take notes on. Every player should at least have a passing understanding of the rules, and the GM should know enough to make characters and run the basics.

## Polyhedral Dice

This game uses dice with 4, 8, 10, 12 and 20 sides in addition to the usual six-sided dice. The usual notation for dice is XdY, which means roll X dice with Y sides. (2d6 is two six-sided dice, 1d12 is one twelve-sided dice.)

## Explanatory Notes

This document will be easiest to understand if you are already familiar with RPGs. For the unfamiliar reader, the following brief explanations are offered:

### Stats (aka Ability Scores) and Skills:

Numerical representations of a character's raw physical/mental abilities and training in specific areas, respectively. Corresponds to a bonus, which is added to rolls.

**Race:** The fantasy species a character belongs to.

**Class:** A collection of talents and abilities that describe a character's profession or role as a rebel/adventurer.

**Level:** Character level is a reflection of a character's general growth as a result of earning experience from overcoming obstacles.

## How to write an adventure for Star20

The classic labyrinth/dungeon approach may be less effective in the cinematic universe of Star Wars. I normally start writing few lines of prologue to set the overall context (you know, the yellow lines coming from the bottom of the screen ;) ) and then I just list a set of scenes/events like this one:

- your sister has been kidnapped by the stormtroopers,
- you have to take back your equipment from home surrounded by storm troopers,
- you have to enter the empire base to save your sister,
- you must leave the planet.

## Characters

### Stats

There are 3 stats : Strength (STR), Dexterity (DEX) and Mind (MIND).

Roll 4d6, drop lowest die. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats. Alternatively you may use the array of 15, 13, 9.

Stat bonus = (STAT-10)/2, round down.

### Races

**Humans:** +1 to all Stats

**Aliens:** +3 to one stat, choose your shape and one of the following bonuses: see in the dark, breath underwater,

**Droids:** memory slot (+2 to one skill, can be switched after a short rest)



### Classes

The classes are related to the bright side of the Force, choose one among: Soldier, Spy, Scoundrel, Force user, Bounty Hunter, Techwiz, Scoundrel, Diplomat and Pilot.

Characters start at level 1 with a proficiency bonus of +2.

Every character start with a starting equipment pack listed in the equipment section.

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### Soldier

**Skill and Save Proficiencies:** Physical, STR Saves

**Multiple Attacks:** You gain an additional attack when you start at 1<sup>st</sup> and then at 5th level.

**Precision hit:** At level 3 you crit on a 19-20.

**Fearless:** You gain an additional attack giving your opponents advantage against you until the start of your next turn.

**Armor and weapons:** any except full armor, lightsabre and ion beam rifle.

### Bounty Hunter

**Skill and Save Proficiencies:** Physical, STR Saves



**Multiple Attacks:** You gain an additional attack when you start at 1<sup>st</sup> and then at 5th level.

**Prey focus:** At level 3 you can mark an enemy in combat as a bonus action. You add 1d6 to the damage dealt to him until the end of combat. You can mark one enemy at a time.

**Sniper:** +2 to ranged attacks.

**Armor and weapons:** any except lightsabre.

### Spy

**Skill and Save Proficiencies:** Subterfuge, DEX saves

**Sneak Attack:** Whenever you have surprise or your target is distracted by melee combat with another foe you may add [one half of level, rounded up]d6 to your damage.

**Cunning Action:** As a bonus action, you may make a Subterfuge check or Dash.

**Armor and weapons:** light armor, any weapon except blaster rifle, lightsabre and ion beam rifle.

### Scoundrel

**Skill and Save Proficiencies:** Subterfuge, MIND saves

**Dirty trick:** Whenever you have surprise or your target is distracted by melee combat with another foe you may make an additional attack.

**Footboard:** at third level, as a bonus action, you may shove or grapple an opponent within 15 feet.

**Jack of All Trades:** You add half of your proficiency bonus to skill checks you are not proficient in.

**Armor and weapons:** light armor, any weapon except blaster rifle, lightsabre and ion beam rifle.

### Techwiz

**Skill and Save Proficiencies:** Knowledge, MIND Saves

**Drone companion:** You have a small size drone, like R2-D2. The drone acts independently of you, but it always obeys your commands. In combat, it can't Attack, but using a reaction, which you take when you or an ally are hit by an attack you can make your drone grant disadvantage to the attack. it can take other actions as normal. While your droid is within 300 feet of you, you can communicate with it through a datapad. You can't have more than one droid companion at a time but during combat you can use a bonus action to activate one small tiny flying drone. Use your reaction to give disadvantage to opponents also with it. Drone statistics are described in the equipment section.

**Pimp my blaster:** you can modify a blaster to add 1d12 to damage at first level and 3d6 at fifth level. Everybody else is at disadvantage using the blaster.

**Armor and weapons:** no armor, any weapon except blaster rifle, lightsabre and ion beam rifle.

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### Pilot

**Skill and Save Proficiencies:** Knowledge, DEX saves

**Ace of space:** when piloting, double speed and hit points of the vehicle and gain dodge as a bonus action.

**Multiple Attacks:** You gain an additional attack when you start at 1<sup>st</sup> and then at 5th level. Starting Equipment: light armor, blaster, 15 credits, a jumpsuit (see Equipment)

**Armor and weapons:** light armor, any weapon except blaster rifle, lightsabre and ion beam rifle.

### Diplomat

**Skill and Save Proficiencies:** Knowledge, MIND Saves

**Speaker inspiration:** [MIND bonus] times per rest, your stirring words inspires an ally, who can add a d6 to an ability check, skill check or saving throw of their choice (before or after the roll) in the next 10 minutes. The die becomes a d8 at 5th level, a d10 at 10th level

**Commander:** as a bonus action you can give advantage to one ally to attack rolls every round

**Armor and weapons:** no armor, any weapon except blaster rifle, lightsabre and ion beam rifle.

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### Force user

**Skill and Save Proficiencies:** Force use, MIND saves

**Force powers:** you have one force point per level. Select three power you know at first level and add one at 3<sup>rd</sup> and fifth level; you must train as jedi knight to learn lightsabre combat. See Force chapter for more information.

**Combat foresight:** Your AC equals 10 + DEX bonus or MIND bonus + proficiency bonus.

**Force over matter:** rethrow one dice per rest.

**Armor and weapons:** no armor, any weapon except blaster rifle and ion beam rifle.

### Skills and Saving Throws

There are 5 skills : Physical, Subterfuge, Knowledge, Communication and Force use (reserved to Force users). Roll equal to or higher than the given Difficulty Class (DC) or opposed roll to succeed.

Skill/Saving Throw roll = d20 + stat bonus + (proficiency bonus)

For example, Climbing would use STR + Physical bonus. Dodging a falling rock is DEX + Physical bonus. Finding a trap is MIND + Subterfuge bonus. Disabling a trap is DEX + Subterfuge bonus.

#### Common DC's

Easy	10
Hard	20
Very hard	25

### Advantage and Disadvantage

Whenever a character has increased or decreased odds of succeeding on a d20 roll, the GM may give that character Advantage or Disadvantage. This involves rolling twice and taking the better or worse of the two rolls respectively.

### Force



All force user can activate one of the following powers using their action. Each activation costs a force point.

**Concentration:** all force powers require concentration. While concentrating on a force power, a force user may not activate other powers. If a force user is hit while concentrating on a force power, he/she must make a DC 10 or half the damage taken (whichever is higher) force use check or the force power fizzles. The DC for saving throws to resist a force power is: 8 + MIND bonus + proficiency bonus

#### Mind trick

Range: 30 feet Duration: 5 minutes

You suggest a course of activity (limited to a sentence or two) and influence a creature you see that can hear and understand you. The suggestion must sound reasonable. Asking the creature to stab itself, immolate itself, or do some other obviously harmful act ends the spell. The target must make a MIND saving throw. On a failed save, it pursues the course of action. The course of action can continue for the entire duration. If the activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can also specify conditions that will trigger a special activity. For example, you might suggest that a stormtrooper give her speeder to the first beggar she meets. If the condition isn't met before the spell expires, the activity isn't performed. If you or any of your companions damage the target, the power ends. You can't use the power on more than one target per power activation.

#### Telekinesis

Range: 60 feet Duration: up to 5 rounds

You move creatures or objects by thought.  
**Creature:** You move a Huge or smaller creature. Make a force use check contested by the creature's Strength check. If you win, you move the creature up to 30 feet in any direction, including upward. A creature lifted upward is in mid-air. On subsequent rounds, you can use your action to maintain your grip by repeating the contest. You can slam a creature against a surface for 1d8 damage.  
**Object:** You can try to move an object that weighs up to 1,000 pounds. If the object isn't being worn or carried, you automatically move it up to 30 feet in any direction. If the object is carried by a creature, you must make a force use check contested by that creature's Strength check. If you succeed, you pull the object away and can move it up to 30 feet in any direction.

#### Telepathy

Range: 300 feet Duration: 1 hour

You forge a telepathic link among up to eight willing creatures of your choice within range. Targets can communicate telepathically whether or not they have a common language. The communication is possible over any distance.

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### Force sense

Range: Self Duration: up to 10 minutes

You sense the presence of Force users within 3 miles of you. You can use your action to see a faint aura around any visible creature or object in the area that bears force. The power can penetrate most barriers

### Lightsabre combat

Range: self Duration: 1 minute

Your speed is doubled, you gain a +2 bonus to AC, you have advantage on Dexterity saving throws, and you gain an additional action on each turn. That action can be used only to take the Attack (one light sabre weapon attack only), Dash, Disengage, Hide, or Use an Object action.

Using a reaction, which you take when you are hit by an attack you can try to deflect the attack with the light sabre. Until the start of your next turn, you have a +5 bonus to AC, including against the triggering attack.

### Precognition

Range: Self Duration: Instantaneous

You receive an omen about the results of a specific course of action that you plan to take within the next 30 minutes. The GM chooses from the following possible omens: good results, bad results, both good and bad results, nothing for results that aren't especially good or bad

### Combat

Characters are sturdy heroes! Hit Points = STR stat + (1d8 + STR bonus)/Level. If HP reaches 0, unconscious and near death. Every round, make unmodified d20 rolls to avoid death. DC 10, must get three successes before three failures.

**Initiative:** go clockwise (or counter clockwise) from the player sitting left (or right) to the GM for initiative order during turn.

Everyone can move (30 ft.) and perform an action each turn.

#### Actions include:

additional movement (dashing), casting a spell and attacking. In addition, a single bonus action may be taken if granted by a class feature, spell or other ability.

**Melee attack bonus** = STR bonus + proficiency bonus

**Missile attack bonus** = DEX bonus + proficiency bonus

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

it's a hit. Natural 20 is automatically a critical hit doing double damage.

Add STR bonus to melee damage, and DEX bonus to missile damage.

Armour Class (AC) = 10 + Armour bonus + (DEX bonus).

Soldiers, Force users (using a lightsabre) and Spies can use DEX bonus + proficiency bonus as Melee attack bonus and damage.

**Dual Wielding:** Soldiers and Force users can wield 2 light weapons or a lightsabre and a light weapon and may use an action to attack with their main weapon, and a bonus action to attack with their offhand weapon. Don't add your ability modifier to the damage on the second weapon.

### Natural Healing

A rest is 8 hours long. A character regains all hit points and force points.

### Improvised Hazards and Traps

Use the below information to improvise damage for things like being pushed into a campfire.

Examples:

3d6 - being pushed into a campfire, falling 30 feet

6d6 - suffering a cave-in, falling 60 feet

### Advancement

After every session add a level to the characters.

Hit Points: 1d8 + STR bonus per level

### Proficiency Bonus

1-4 levels	+2
5-8 levels	+3
10 level	+4

### Additional Combat Options

**Surprise:** If a creature fails to perceive (MIND + Sub) another creature hiding (DEX + Sub) before a battle, they start combat surprised. A surprised creature is unable to move, take actions or reactions until the first round ends.

**Reactions:** A character can make one reaction per round, even when it is not their turn. Typical reactions include:

**Opportunity Attacks:** When an opponent tries to leave your reach without taking the Disengage action (see below), you may make a single attack against them.

**Disengage:** A character may take a disengage action in order to safely retreat without

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provoking an opportunity attack from opponents.

**Dodge:** A character may take a dodge action, granting disadvantage on all attacks until their next turn.

**Ready an Action:** Instead of acting on your turn, you may ready an action. Readyng an action delays your action until you use a reaction to trigger it later in the round.

**Knocking a Creature Out:** When an attacker reduces a foe to 0 hit points with a melee attack, the attacker may choose to knock the creature out instead of dealing a lethal blow.

**Maneuvers:** Maneuvers are special actions that a character can take instead of just attacking. The most common maneuvers are:

**Grappling:** Against a target no more than twice your height, you may replace one attack with a grapple. Make a STR + Phys roll opposed by an opponent's STR + Phys or DEX + Phys roll (their choice). If you succeed, the opponent is grappled, reducing their speed to 0, and your speed to half.

Escaping the grapple requires an action and another set of opposed rolls.

**Shove:** You may shove a creature in order to knock them prone (adv. for melee, disadv. for ranged, half of movement to stand up), or push them away from you. Make a STR + Phys roll opposed by an opponent's STR + Phys or DEX + Phys roll (their choice).

**Cover:** adds to the AC and DEX saves of a creature, as follows:

Half Cover: +2

Full Cover: untargetable by attacks

### Equipment

Armor	AC bonus
Light Armor	+2 AC, add DEX bonus
Heavy Armor	+5 AC, no DEX bonus
Full armor	+6 AC, no DEX bonus

Weapon	Damage
Blaster rifle	2d4
Blaster pistol	1d8
Light sabre	1d10
Staff	1d6
Knife	1d4
Ion beam rifle	2d6
Electrostaff	2d4
Vibroknife	1d8
Thermal detonator	3d6 10' radius
Grenade	3d8 10' radius

Energy weapons can be set to stun mode dealing nonlethal damage.

Droid companion (small size, like R2D2)	
Movement	20 feet
Armor class/hp	12 / 20
Ranged/damage	+2/1d4
Special	It can access computers, store data and small objects.

Flying Droid (tiny size, like a hand)	
Movement	10 feet
Armor class/hp	10/5
Ranged/damage	+0/1
Special	It can collect and transmit videos within 100 feet.

### Starting Packs

**Spy Pack:** false identity ID, 60 credits, night glasses (see in the dark), comlink (like a smartphone), light armor, blaster pistol, knife

**Techwiz Pack:** droid companion, 1d4 tiny flying drones, medpack (one action to use, effect is like a rest), comlink, datapad (break a system with a knowledge check), blaster pistol.

**Soldier Pack:** grenade, 15 credits, blaster rifle, heavy armor, vibroknife, holopic of your beloved

**Scoundrel pack:** loaded dices, blaster pistol, 1000 credits debt, comlink, an old cargo space ship

**Force user pack:** 10 credits, blaster pistol

**Bounty hunter pack:** Ion beam rifle, full armor, 50 credits, a bounty

**Diplomat:** 100 credits, blaster pistol, secret communication device, translating microphone (speak and comprehend most of languages)



### Vehicles

Speeder	
Movement	240 feet
Armor class / hp	15 / 20
damage	2d8 if armed
passengers	2

Pod racer	
Movement	400 feet
Armor class / hp	12 / 10
damage	Not armed
passengers	1

Cargo space ship	
Movement	70 feet (interstellar flight)
Armor class/hp	14 / 60

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damage	2d8
passengers	8 + cargo

Cloud car	
Movement	160 feet (atmospheric flight)
Armor class/hp	12 / 30
damage	Not armed
passengers	5

X wing	
Movement	160 feet (atmospheric and interstellar flight)
Armor class / hp	15 / 30
damage	2d8
passengers	2

### The dark side

Storm trooper	
Hit points	4
Melee/Ranged	+1/+2
Damage	1d8
ST STR DEX MIN	+1 +1 0

Mandalorian bounty hunter	
Hit points	20
Melee/Ranged	+3/+4
Damage	2d6
ST STR DEX MIN	+1 +2 +2
Special	Thermal detonator

Assault droid	
Hit points	25
Melee/Ranged	+3/+2
Damage	2d4
ST STR DEX MIN	+1 +1 not applicable
Special	Recharge after 3 hours

AT-AT	
Movement	70 feet
Armor class / hp	22 / 200
damage	6d8 two attacks
passengers	20

AT-ST	
Movement	90 feet
Armor class / hp	18 / 50
damage	2d8 two attacks
passengers	4

TIE Fighter	
Movement	160 feet (atmospheric and interstellar flight)
Armor class / hp	13 / 25

damage	2d8
passengers	1



### GM Advice: When in doubt... Remember

Whenever the players want to try something that goes around, through, or above and beyond the rules as written, you can always use the "GM's Friend"... the 50% chance.

Have them roll whatever check seems most appropriate.

A roll of 1-10 is a failure, a roll of 11-20 is a success. If you feel that the situation warrants that you favor them, assign advantage to their roll. If the situation determines that they be hindered, then assign disadvantage

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NAME	RACE	CLASS	LEVEL

STATS	BONUS	
Strength		
Dexterity		
Mind		

SKILLS	
Physical	
Subterfuge	
Knowledge	
Communication	
Force	

CLASS FEATURES

WEAPON	BONUS	DAMAGE

HIT POINTS	FORCE POINTS

EQUIPMENT

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