

INTRODUCTION

I have this weird habit of adapting RPG systems that I like to run Star Wars. I did it with [Unisystem](#) and [PDQ](#), and now I have done it with Kevin Crawford's [most recent game](#). This file was haphazardly put together in the course of two days, so don't expect to find highly innovative conversion notes or inspired design choices here (if you do, shower me with praise, though; preferably, in a very public way). There's nothing here that anyone else couldn't do if they dedicated themselves to the task. The idea was to make my life, and those of my fellow GMs, easy, in case we ever wanted to run Star Wars with *Godbound*'s system. Sure, it would be just a question of going through the book and picking what you wanted, but that would take time from the session. Now that someone has done most of the preliminary work, you and your friends can jump straight into the game.

I'm not much of a mechanics guy and don't have a very sharp eye for balance either. Also, none of this stuff has been playtested. So it's probable you will find some of my solutions not to be, let's say, *elegant* ("quick and dirty" appears often in the text). Starship stats, for example, seem to be a topic that can be much improved. And that's OK. If you think there's a better way to do something, use that, but tell me about it so I may include your solution in future iterations of *Forcebound*. I do intend to put those out, expanding the notes to include true adaptations, instead of just renaming things. I don't know when I'll have the time, though. I sure could use some help... (wink, wink)

That's it. Take a look, criticize, suggest, use what you like, and have fun!

Finally, kudos to Kevin Crawford for creating such a nice little game.

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CHARACTER CREATION

Follow the character creation guidelines for Heroic mortals, from the deluxe *Godbound* core edition (p. 188). The characters' attack bonus is equal to their level, without the need to buy the Hardened Combatant Talent.

Being from another **species** can be represented by a Fact, which grants +4 to attribute checks involving the strong suits of said species. For example, Wookies are strong and good climbers, so get the bonus in these situations. Talents can help complete the picture.

Force-users must choose the Talent *Force-sensitive* as one of their two initial picks. GMs may allow this Talent to be bought after character creation, representing the discovery of an unknown affinity, but the default assumption is that you must have it at character creation. Membership in a Force tradition is also the province of Talents.

This means that **Jedi** characters will start at padawan level, since they have to spend their two Talent picks with *Force-sensitive* and *Jedi Training*. Starting play as a Jedi knight will require that the GM give additional Talent picks or increase the starting level of the characters. Alternatively, the GM may allow conversion of one Heroic Talent pick into two Common Talent picks.

Droid characters must choose the *Droid* Talent as one of their two initial picks. Such characters are assumed to be free individuals, but a Fact can be used to represent being bound to a master.

TALENTS

Most Talents described in the *Creating Mortal Heroes* section are applicable for a Star Wars campaign. Some should have their names changed to better reflect the setting, like *Low Magic Training* becoming *(Force Tradition) Training*. Others can be reskinned to represent elements common in the Star Wars universe, such as *Legacy/Void Adaptation* changing to *Droid*.

Force-sensitive is a new Talent that gives the character access to the Force (it functions as a *Godbound* Word, more info in the Force section below).

Force-users that belong to a Force tradition may also choose from Talents available to that tradition, like the Knightly Abilities listed in the Ancalia gazetteer (p. 62).

Here are three such changes:

Droid: you are an automaton. As such, you do not need to breathe, eat, or drink provided you have regular access to energy. You are impervious to hard vacuum and radiation. You can ignore the thermal conditions of deep space, but cold or fire used as a weapon causes damage normally. You do not heal normally and need to be repaired. Ion weapons are especially effective against you, doing straight damage.

Force-sensitive: you have a deeper connection to the Force, the mystical energy field that surrounds the galaxy and connects everyone and everything in it. It gives access to the basic abilities of *control*, *sense* and *alter*, but the GM may require attribute checks from untrained force-users to activate these. Members of Force traditions can do more, being able to access a wide array of Force powers. At the GM's discretion, untrained users may also be able to use Force powers, but again need to succeed in attribute checks or commit Force points for longer.

(Force Tradition) Training: You've learned the apprentice arts of a Force-using tradition, like the Jedi or Sith. If you already know the apprentice arts (a padawan, for the Jedi) and take this talent

again, you are now an adept in it (a Jedi Knight). A third purchase will make you a master, which is as much expertise as a common mortal can attain in a tradition. Being a member of a Force-using tradition also unlocks certain Talents only available to those so trained.

FORCE POINTS

In *Forcebound*, Effort is called Force points and they have more uses than just ensuring success in a saving throw. All characters can use a Force point to get +20 on a roll. However, using it this way spends it *permanently*, unless it was made for a heroic purpose. In this case, the Force point returns at the end of the adventure.

Force-sensitive characters also use Force points to activate Force powers. At the GM's discretion, Force points may also be used to defensively dismiss Force powers employed against the character. For example, using your lightsaber to parry Force lightning.

And the use of Force points to perform evil acts is the only way in which a non Force-sensitive character can earn Dark Side points.

EQUIPMENT

While most gear can be lifted from other Star Wars RPGs, like the Saga edition, or other Sine Nomine games, such as *Stars Without Numbers*, a quick and dirty solution, in the case of weapons and armor, is simply to rename the items found in *Godbound* (p. 13)

Armor

Type	Base AC	
None	9	Skin or clothing
Light	7	Blast helmet and vest, flight suit, Stormtrooper armor, animal hides
Medium	5	Ceremonial and battle armors, Corellian powersuit; -4 to one save
Heavy	3	Armored spacesuit, heavy battle armor; -4 to two saves

Weapons

Type	Damage	Attribute	
Unarmed	1d2	Str/Dex	Punch, kick, bite
Light	1d6	Str/Dex	Knife, club, stun baton, vibroblade
Medium	1d8	Str	Electrostaff, force pike, sword
Heavy	1d10	Str/Dex	Lightsaber, vibro-ax
1H Ranged	1d6	Dex	Blaster pistol, ion pistol
2H Ranged	1d8	Dex	Blaster rifle, ion rifle
Bowcaster	1d10	Dex	Just cause.

THE FORCE

In *Forcebound*, the Force works as a Word from *Godbound*: it gives access to a few basic powers and many powerful abilities. Manipulating the Force requires the commitment of Force points, usually for a turn or whole scene, but more powerful abilities, or untrained use, may need a full day commitment. Force powers equate well with Lesser Gifts in terms of power level.

Each Force tradition has a list of techniques that it teaches. A member of such tradition can use these Force powers as listed. Abilities not included in a tradition's techniques can still be employed by its member, but a Force point must be committed for a whole day (like Miracles), but the GM may require that the character find a teacher first.

Some Force powers can be bought with a Talent pick, meaning the character has mastered its technique. This grants a small advantage, like being able to activate the power without committing a Force point.

JEDI

The largest, most well organized Force traditions in the galaxy are the Jedi and the Sith, although the latter has gone into hiding for millennia. Being a Jedi Master requires buying Jedi Training three times, each one advancing you one step in the Order's hierarchy.

Padawan: padawan learners are trained from childhood in Jedi lore, including the crafting of lightsabers, the signature weapon of the Order. They may treat this as a helpful Fact when dealing with such matters. Their long and comprehensive study of the ways of the Force allows them to master one Force power.

Knight: as peacekeepers and mediators, knights are trained in negotiation and diplomacy, being able to use this rank as a helpful Fact when in such situations. Knights have also refined their attunement to the Force and mastered two Force powers.

Master: Jedi masters have a profound understanding of the ways of the Force and have +2 bonus on any roll related to it. They master three Force powers.

THE DARK SIDE

There are as many ways to handle the Dark Side mechanically as there are Star Wars RPGs. Since *Forcebound* is based on an OSR game, we could do worse than to import the Saga edition system (p. 93): each transgression committed by the character (performing an evil act, employing a Dark Side power, using the Force in anger) earns him a Dark Side point. Less severe transgressions may or may not be worth a point.

When the number of Dark Side points equals the character's Wisdom score, he has fallen to the Dark Side. If the amount of points is over half the Wisdom score, then he's officially tainted. This distinction may have mechanical repercussions, if you want, like locking the character out of "light" powers when he becomes tainted.

The Dark Side is also a source of quick, seductive power. A character may call upon the Dark Side in moments of need. When he does that, he gets an instantaneous Force point to use as he pleases. He also gains a Dark Side point on the spot. And if he uses the Force point to commit an evil act, he will also gain another Dark Side point.

Tainted characters gain two Dark Side points when invoking the Dark Side, but only one Force point.

BASIC ABILITIES

Being Force-sensitive already gives you access to the basic abilities of the three axis of manifestation of the Force: *control*, enhancing yourself; *sense*, expanding your perception; and *alter*, affecting the world.

Control: you can hold your breath for longer or place yourself in a state of deep trance, slowing all body functions significantly. On a successful Con check, you can extend by double the amount you made the check the time you can go without oxygen, or hibernate for 2 days in a dry climate or 1 week in a wet climate per point over the check. The circumstances that will awake you must be specified before entering the trance, either an amount of time or specific stimuli (noise, being touched, etc.). During the hibernation trance, you appear dead to anyone who doesn't conduct testing or cannot sense the Force within you.

Sense: this is an ability that can be unconsciously accessed even by untrained Force-users, who may experience hunches or visions. You can sense the flows of the Force in an area, locating places of power or the presence (but not the exact location) of powerful Force-users, and becoming aware of other Force-related information, such as a feeling for the general state of the area (if the inhabitants of a place are mired in despair or terror, for example) or the death of many. This may require a Wis check. If a Force-user does not want to be located, he can resist detection with an opposed Int check.

Alter: you can move objects weighing up to 500 grams (a pound) per point over which you beat a Wis check, although the GM may disregard the need for a check for objects of 1 kg (2 pounds) or less. Objects lifted in this manner can be moved at up to 10 m (30 feet)/turn. The Move Object power greatly enhances this basic application

FORCE POWERS

This is a quick and dirty list for Jedi/Sith techniques based on the Gifts found in the *Godbound* core (p. 29).

Beast Trick [Action; Commit for scene]: as Mind Trick (below), but only works on animals. Mastering this power allows a free activation once a day.

Farseeing [Action; Commit for day]: as *Perceive the Petitioner* (p. 31), but without the level requirement. The GM may ask for a Wis check and apply penalties if you want to see the future or the past, or if you and the target do not share some kind of relationship. Mastering this power grants +4 to the check.

Force Grip [Action; Commit]: you grip your foe in a Force-powered choke that crushes his trachea, causing 1d2 damage per turn that it's maintained. Lesser foes can't take any action while being choked. Worthy foes get a save against the use of this power and may still be able to act. Mastering this power allows a free turn of use once a day. This is a Dark Side power.

Force Lightning [Action; Commit for scene]: unleash a barrage of Force lightning against your foe doing 1d6 damage/level. Mastering this power allows a free activation once a day. This is a Dark Side power.

Force Push [Action; Commit for scene]: you send a wave of Force that does 1d4 damage to all targets. Lesser foes are also knocked down and back 1d6 meters. Worthy foes get an Evasion save to remain standing. Mastering this power allows a free activation once a day.

Force Whirlwind [Action; Commit for scene]: use the Force to create whirlwind of objects that batter all foes within a 10-meter radius, doing 1d6 damage/2 levels. Mastering this power allows a free activation once a day. This is a Dark Side power.

Foresight [Instant; Commit for scene]: as *The Storm Breaks* (p. 30). Mastering this power allows a free activation once a day.

Heal Others [Action; Target Commits for day]: as *Merciful Gaze* (p. 42). Mastering this power allows a free activation once a day.

Heal Self [Action; Commit]: as *Amaranth Vitality* (p. 39). Mastering this power allows a free minute of use once a day.

Lightsaber Defense [Instant; Commit for scene]: gain AC3 while wielding your lightsaber, which allows you to parry even blaster fire. Attacks that fail because of this power (missing the roll by 6 or less) can be redirected instantly by making an attack roll with your lightsaber attack bonus. Armor does not affect this power. Mastering this power allows a free activation once a day.

Mind Trick [Action; Commit for scene]: as *Fashioning a Friend* (p. 48). Mastering this power allows a free activation once a day.

Move Object [Action; Commit for scene]: as *Shoulders Wide as the World* (p. 46), but telekinetically. The GM may ask for Wis checks for objects close to the top limit. Mastering this power significantly amplifies this ability in terms of what can be moved.

Negate Energy [Instant; Commit]: as *Elemental Scorn* (p. 39), but you can't extend it to others. Mastering this power allows one turn of free use once a day.

Rebuke [Instant; Commit for scene]: this power is the same as defensively dismissing an attack, but by committing an extra Force point, you can redirect the attack back to your foe. Mastering this power allows a free redirection once a day.

See Thoughts [On Turn; Commit for scene]: as *Know the Inner Truth* (p. 35). Mastering this power allows a free activation once a day.

Send Thoughts [Action; Commit for scene]: as *Attend the Faithful* (p. 31), but there's no level requirement and the character can only send thoughts. The GM may ask for a Wis check and apply penalties if you and the target do not share some kind of relationship. Mastering this power allows a free activation once a day.

Surge [On Turn; Commit]: as *Swifter than the Sun* (p. 30) or *Contempt of Distance* (p. 53, treat it as jumping and without the need of an attack at the end). Mastering this power allows a free turn of use once a day.

VEHICLES

Godbound has no vehicles rules, so I plundered another Sine Nomine game: *Star Without Numbers* (p. 48). Here are a few modifications:

- Vehicle combat works the same as character combat;
- A piloting-related Fact will grant a +4 bonus to a ship's AC, but such a Fact is not required to pilot anything in the Star Wars setting;
- Shields function like extra HP, but, once gone, require the pilot to spend an action making an Int check to recharge them;
- Capital ships' shields are immune to weapons from fighters to patrol boats;
- Fighters can fly inside capital ships' shields to attack the hull directly; this is a -8 piloting check;
- Torpedoes and missiles ignore shields;
- Point-defense batteries and large numbers of starfighters may be treated as Mobs.

These are quick and dirty stats for the more iconic vehicles in the Star Wars universe.

Landspeeder: Speed 2, Armor 4, HP 5

Speeder bike: Speed 2, Armor 3, HP 2

AT-AT: Speed 2, Armor n/a, HP 11, laser cannons x2 (3d10 damage)

TIE fighter: Speed 5, Shields 0, HP 2, AC 4, laser cannons x2 (1d6 damage)

X-wing: Speed 4, Shields 2, HP 4, AC 2, laser cannons x4 (1d6 damage), proton torpedoes (1d10 damage)

YT-1300: Speed 2, Shields 0, HP 4, AC 6, laser cannons (1d4 damage)

Millennium Falcon: Speed 4, Shields 3, HP 6, AC 4, laser cannons x2 (1d6 damage), concussion missiles (1d10 damage)

Star Destroyer: Speed 3, Shields 12, HP 40, AC 6, laser battery (1d4 damage, functions like a Mob), turbolasers (3d8 damage)

FOES

Sample enemies for you to throw at your players, plucked from *Godbound*'s foe and the *Ancalia* gazetteer's knight sections (p. 145 and 62, respectively). Although Force points are not listed for most, assume every sentient foe has at least one point for use in receiving healing.

Stormtrooper, battle droid: AC 7, HD 1, Attack +1, blaster 1d6 damage, Move 30', Save 15, Morale 8

Clone trooper: AC 6, HD 1, Attack +2, blaster 1d6 damage, Move 30', Save 15, Morale 9

ARC trooper: AC 5, HD 2, Attack +4, blaster 1d8 damage, Move 30', Save 14, Morale 10

Fallen Jedi: AC 3, HD 6, Attack +8, lightsaber 1d10+2 damage, Move 30', Save 15, Morale 10, Force 3

Rancor: AC 6, HD 12, Attack +10 x 2, 1d10+2 damage, Move 40', Save 9, Morale 9

DARTH VADER

This proof-of-concept write-up of the Dark Lord of the Sith showed me that the idea of using *Godbound* to run Star Wars was feasible. The attributes were taken from Saga and the rest is basically found in this file. Some of the traits listed don't exist yet, like the *Lightsaber Form* Talent. I'll try to include it in a new iteration of *Forcebound*.

DARTH VADER (Episode IV) Heroic Mortal 9

Str 16 (+2) [5]
Dex 16 (+2) [5]
Con 17 (+2) [4]
Int 14 (+1) [7]
Wis 14 (+1) [7]
Cha 15 (+1) [6]

HP: 30

AC: 0

BAB: +9 (lightsaber +11 x3/1d10+2)

Force points: 5

Dark Side: 14

SAVES

Hardiness 5
Evasion 5
Spirit 6

FACTS

Raised as a slave in Tatooine
Mechanical genius
Strong in the Force
Ace pilot
Chosen One
Mentored by Obi-Wan
Full of fear and hate
In love with Padmé
Palpatine's protégé
Tempted by the Dark Side
Dark Lord of the Sith
Cyborg body

TALENTS

Force-sensitive
Professional expertise: pilot
Jedi Training: Padawan
Lightsaber Form: Djem So
Jedi Training: Knight
Hardened Combatant
Heroic Flurry of Blows

Jedi Training: Master
Desperate Strike
Toughness

FORCE POWERS

Farseeing
Force Grip
Force Push
Lightsaber Defense
Negate Energy
Surge

CYBERWARE (3 integration points from Con 18)

Prosthetic Limb
Full-Body Hardening