

The d20SE Submission Guidance

What is the d20SE Project?

The d20SE Project is an attempt to compile conversions, modifications and player creations into a series of PDF style “books” for use by any gamer in the d20 Saga Edition Universe. We provide a standard word .doc format for you to follow and you contribute. Credit is given by each entry in the d20SE.

How do I make the conversions?

Either follow the WizO d20 approved method, here:

<http://gmsarligames.com/catalog/sagaconversion.php>

Or read through the threads for user’s tips on Converting from d20 or d6:

<http://boards1.wizards.com/>

What do I include?

Simply, whatever information that fits the format. There is a **Notes** section for random errata and special rules at the bottom of each entry. Try to keep each entry to one page. And we would like a simple picture to include with each entry. Feel free to send us the highest resolution image attached and we will edit it as needed.

Where/How do I submit it?

Email all submissions to:

d20se.project@yahoo.com

Put them in .zips or .doc format. Images can be in .gif or .jpg. Other normal image extensions are also acceptable.

What is the format?

Included in the .zip file is a template to use. Keep the fonts as they are 10pt Arial for everything except the title of the craft which is 12pt Arial. If you don’t have the data, put in N/A, none or ?? where appropriate.

How can I help?

Other than submitting your creations or conversions, we are in need of editors and section heads. Just contact the d20SE Project via email to volunteer.

What are the different databooks? (italicized not yet started)

- **Starships** All manner of spaceships. Currently under construction.
- **Creature Compendium** The non-sentient creatures of the Galaxy. Includes predators, herd animals, beasts of burden. In progress.
- **Vehicles** Land, Air, and Sea Craft. In progress.
- ***Alien Addendum*** Any sentient being not covered by the Alien Anthology.
- ***Gear Guide*** Gadgets, weapons, armor. You wanna buy it, we got it.
- ***Planetarium*** Systems, sectors and planets. Even a few Asteroids. Locations galore.

- **Droids, Droids, Droids** Need we say more.
- **Big Book of Thugs** Generic thugs for every occasion
- **Seedy Locations** Cantinas, Swoop Gangs, and Undercities.
- **Bases, Hideouts and Getaways** Everyplace you'd rather be.
- **Most Wanted** A bounty hunter or operative's guide to the most wanted personas of every era.

Era When the item in question exists.

UW: Unification Wars. The founding of the Old Republic, some 25,000 years before The Phantom Menace.

KoR: Knights of the Old Republic Era, some 5,000-1,000 years before The Phantom Menace. Includes the Great Hyperspace War, the Great Sith War, Mandalorian Wars, Jedi Civil War, and New Sith War. The Era essentially ends with the Battle of Russan.

RoE: Rise of the Empire. This is the Era of the prequel films, essentially starting with the Stark Hyperspace War and ending with Order 66.

Reb: Rebellion. This is the era of the classic trilogy, extending from the birth of Luke and Leia and the founding of the Rebel Alliance to the defeat of the Empire at Endor.

NR: New Republic. This covers the timeframe from the formation of the New Republic, shortly after the Battle of Endor, to the peace accords between the New Republic and the Imperial Remnant.

NJO: New Jedi Order. Begins with the invasion of the Yuuzhan Vong and ends when the Vong relocate to Zonoma Sekot.

Leg: Legacy. Begins 150 years after the end of the Yuuzhan Vong invasion. Includes the rise of the New Sith, fall of the Galactic Federation of Free Alliances, and the rise of the New Empire.

Some items are available from a given era on. Such items will have a + after their Era abbreviation. Thus, an item with RoE+ will be available any time after the Rise of the Empire era. Some items, however, were only available in certain eras. Cortosis-laced vibroblades, for example, fell out of use after the Battle of Russan. Those weapons would only be available in the Knights of the Old Republic era, and so would have a KoR listed as their era. (ref by Erik Bjelke)

Rarity How hard it is to find.

Prevalent: Available basically everywhere. If the planet your on has any contact with the galaxy at large, you can find it.

Common: Available in nearly every well-developed area. While it might not be in the local store at Anchorhead, you can probably find it in Mos Eisley.

Uncommon: Available in most well-developed worlds. It may not be available on Tatooine, but you can probably find it on Naboo.

Rare: Available on only select worlds. You can't find it on Naboo, but you can find it on Corellia, Mon Calamari, and Coruscant.

Specialized: Available only on its world of origin. You can only find it on Kashyyyk. (ref by Erik Bjelke)

Contributor Your name or Community ID.

Restriction Who can use it legally.

Legal: Ownership/use of the item is perfectly legal most everywhere in the galaxy. No one will mind if you use your datapad or consult your protocol droid.

Licensed: A license must be obtained to own or operate the item, and the license is easy to obtain. You have to be able to find your way to the building and spell your name to drive a landspeeder.

Restricted: Only specifically qualified individuals and organizations may normally own or use the item. It takes many tests and background checks to purchase a blaster.

Military: Only members of the military may own or use the item. Civilians can't legally fly X-Wings, carry rocket launchers, or own battle droids.

Illegal: No one is legally allowed to own or use the item. Disruptors and neuronic whips are barbaric instruments outlawed since the formation of the Old Republic. (ref by Erik Bjelke)

Notes Random errata and special rules, information that affects gameplay.

History A brief blurb about the history of the ship. I recommend just doing a little cut-n-paste from starwars.wikia.com

Included are some samples.

Geonosian Hydra, Three-Headed



CL 11 Huge beast 12 Init +7
Homeworld Geonosis
Contributor Zenzei
Senses Darkvision; Perception +6
Defenses Ref 17(flat-footed 16) Fort 18 Will 10
Natural Armor 8
HP 150 DR 5 Threshold 30
Immune N/A
Speed 6 squares, climb 6 squares
Base Atk +9; Grp +27

Melee

3 bites

Atk +17 Dmg 2d6+14

Ranged

spit

Atk +10 Dmg 2d6+6

Fighting Space 3x3

Reach 2 squares

Atk Options Cleave, Crush, Pin, Power Attack, Spit

Abilities

Str 26 Dex 12 Con 26 Int 2 Wis 10 Cha 10

Feats Cleave, Crush, Pin, Power Attack,
Skill Focus (Jump)

Skills Climb +19, Jump +34

Special

Damage Reduction 5 (SECR p.158)

Wing-aided jump Geonosian hydra has wings that don't allow it to fly but grant it +10 bonus to jump checks.

Spit If hydra hits with this burning adhesive the target moves down one step on condition track.

History

The Geonosian Hydra is a massive carnivorous predator resembling a hybrid between insect and dragon. It's native to Geonosis but has been exported by Hutt crimelords to number of other wasteland worlds, such as Tatooine. In combat the hydra bites fiercely with its powerful mandibles and picks up the prey, it then shakes its head violently causing massive injuries. Those lucky few who have survived an encounter with hydra claim it also can spit slimy adhesive that burns like strong acid.

Storm IV Cloud Car



CL 6

Era RoE+

Domain Air

Base Model Storm IV Cloud Car

Manufacturer Bispin Motors

Init +9; **Senses** Perception +6

Defense

Ref 16 (flat-footed 11) **Fort** 18; +3 armor

HP 80 **DR** 10 **SR** -- **Threshold** 28

Base Atk +2; **Grp** +20

Weapons

Ranged

Double blaster cannons (gunner)

Atk +4 (-1 autofire) **Dmg** 5d10

Size Huge **Airspeeder**

Contributor darthvour

Rarity Uncommon

Restriction Licenced

Cost 20,000 (10,000 used) Cr

Speed (Scale)

Player 16 squares (max. velocity 1,000km/h)

Starship 4 squares (Atmospheric)

Fighting Space (Scale)

Player 3x3 sq

Starship 1 sq

Crew Cover total

Abilities

STR 26 **DEX** 20 **CON** -- **INT** 14

Crew 2 (Skilled); **Passengers** None

Cargo none; **Consumables** 2 Days

Carried Craft none

Skills Initiative +9, Perception +6, Pilot +9, Use Computer +6

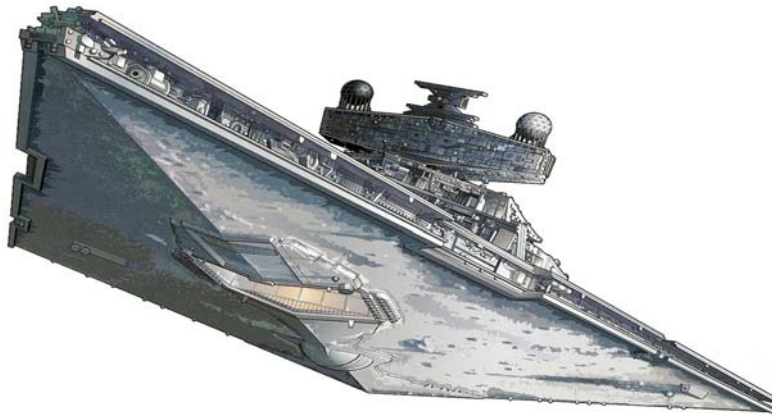
Payload None

Notes

Atk Options autofire (blaster cannons)

History

Imperial II-class Star Destroyer



CL 22

Era Reb+

Base Model Imperial II-class Star Destroyer

Manufacturer Kuat Drive Yards

Init -2; **Senses** Perception +6

Defense

Ref 20 (flat-footed 18) **Fort** 61; +18 armor

HP 2900 **DR** 20 **SR** 175 **Threshold** 261

Base Atk +0; **Grp** +45

Weapons

Ranged

(3)Dual Heavy Turbolaser Turret (Gunner) (HP 198)

Atk +8 **Dmg** 8d10x5 – Loc on Command Tower
(-12 against targets smaller than Colossal)

(1)Dual Heavy Ion Cannon Turret (Gunner) (HP 198)

Atk +8 **Dmg** 8d10x5 (Ion) – Loc on 1st Terrace
(-12 against targets smaller than Colossal)

(1)Quad Heavy Laser Cannon (Gunner) (HP 165)

Atk +8 **Dmg** 8d10x5 – Loc in each side trench
(-12 against targets smaller than Colossal)

(4)Octuple Turbolaser Battery(Gunner) (HP 198)

Atk +8 **Dmg** 8d10x5– Loc Broadside or Front Barbettes
(-7 against targets smaller than Colossal)

Abilities

STR 112 **DEX** 14 **CON** -- **INT** 22

Crew 36,810(Skilled); **Passengers** 9700

Cargo 36k mtons; **Consumables** 6 Years

Carried Craft

(1) TIE Wing; (15) Delta-class stormtrooper transports; (5)

Assault Gunboats; (1) Gamma-Class Assault Transport;

(8)Lambada-class Shuttles, Skipray Blastboats

Notes

Apply a -20 penalty on attacks against targets smaller than Colossal size

Imperial Wing

3 TIE Fighter (by Endor 1 TIE was phased out in favor of 1 more Interceptor)

1 TIE Interceptor

1 TIE Bomber or TIE/gt (bomber)

1 TIE/rc and TIE/fc (2 flights rc and 1 flight fc)

History

The class began with the prototype Imperial II known as Empire, commanded by Admiral Feyet Kiez. The vessel was more powerful than later vessels of the line and is said to have amassed a reputation similar to that of Executor. The first operational ships of this class began to appear in service several months after the Battle of Yavin.

Many participated at the Battle of Hoth, in which at least one (Tyrant) was disabled by the Rebel's v-150 Planet Defender. During the final years of the Galactic Empire under Emperor Palpatine's rule, this starship was instrumental in the implementation of the Tarkin Doctrine.

This class remained in service for a significant length of time, despite more advanced starship designs being available. These warships were considered advanced or simply extremely powerful even during the Yuuzhan Vong War, being used for both offensive and defensive roles in critical missions.

Size Colossal Capitol Ship (1600m)

Contributor Sith_Interceptor

Rarity Rare

Restriction Imperial Military

Cost est 3.8 Billion Cr

Speed (Scale)

Player N/A

Starship 3 squares

Fighting Space (Scale)

Player N/A

Starship 2x2

Crew Cover total

(6) Point Defense Laser Battery(Gunner)

Atk +13(+8 autofire) **Dmg** 2d10x2 – Loc All Arcs

(2) Point Defense Ion Battery(Gunner)

Atk +13(+8 autofire) **Dmg** 3d10x2 – Loc All Arcs

(5) Tractor Beam Projectors (Gunner)

Atk +8 **Dmg** ---

(-12 against targets smaller than Colossal)

*numbers represent weapons that can be brought to bear on a given ship/fire arc and not total complement of an ISD

Skills Initiative -3, Mechanics +6, Perception +6,

Pilot -2 , Use Computer +6

Payload type/if any

Hyperdrive x1 (Backup x8), Nav Computer