

Draw Steel in Star Wars

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Draw Steel has been reskinned for Star Wars. **The mechanics are the same. The names and flavour are not.** All eleven classes and all twelve ancestries are open to players. See [Classes](#) and [Ancestries](#).

Magic becomes the Force, psionics or technology

The mechanics stay the same, and the description is yours to shape. Draw Steel's magic becomes the Force, psionics or technology.

Your reading of your own abilities is open in many cases, but not all. A fire spell could be an ancient Force power, a flamethrower strapped to your wrist, or both. Some abilities are tied to the setting, such as the ion focus of Inquisitors and Wardens, or anything that names the Force outright. If you are unsure, ask the Director.

Ion damage replaces holy damage

In core Draw Steel, holy damage is part of the identity of the classes that became the Inquisitor and the Warden. Here that role belongs to **ion**.

Inquisitors and Wardens are the ion specialists. Force users among them learn **ionize**, a technique for commanding electrical energy: overload droids, turrets and machinery, or shape a crackling barrier. Others get the same effect from ion-charged gear and hard training.

Class tags

Each class is tagged with how it can be played:

Tag	Meaning
Force	Your powers can be the Force.
Technology	Or the same powers can be gadgets, gear and training.
Ion specialist	Ion damage is a signature of the class.
Counter-Force	Trained to counter the supernatural.

Weapons

You do not need to use a gun. In this era Jedi are far more common, and a lightsaber can block a blaster bolt, so blasters are less dependable than you might expect. The Old Republic also has better technology: vibro weapons made from materials that can turn a lightsaber aside, and personal energy shields that soak up bolts.

The result is a mixed battlefield, with melee and ranged fighting in nearly every battle. Pick any class and play it however you like. A ranged character is exciting in this setting, and the Director encourages it. See [Weapons and Technology](#).

Droids

Droids are playable. See the Droid entry on the [Ancestries](#) page.

The Force

The Force is not a class. See [The Force, Titles, Perks and Kits](#).

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