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### Notes:

- I tried to put the DC & time it takes for each skill application to help the GM.
- I changed some of the names of the skill applications for easy reference and comprehension
- Reorganized actions in combat to alphabetical order
- I separated Climb, Jump, and Swim into their own skills, since not everyone combines them into one "Athletics" skill

### Abbreviations:

- +1 CT = Move 1 step up the Condition Track
- -1 persistent CT = Move 1 persistent step down the Condition Track
- LOS = line of sight
- 2-h = 2-handed
- Ref, Fort = Reflex, Fortitude
- Mod = modifier
- AoO = Attack of Opportunity
- SR = Shield Rating
- Sizes: F = Fine, D = Diminutive, T = Tiny, S = Small, M = Medium, L = Large, H = Huge, G = Gargantuan, C = Colossal, CF = Colossal (Frigate), CC = Colossal (Cruiser), CS = Colossal (Station)
- Page references in parenthesis:
  - No abbrev = Core Rulebook
  - SotG = Starships of the Galaxy
  - S&V = Scum & Villiany
  - CW = Clone Wars Campaign Guide
  - FU = The Force Unleashed Campaign Guide
  - LE = Legacy of the Force Campaign Guide
  - KOTOR = Knights of the Old Republic Campaign
  - JATM = Jedi Academy Training Manual

# Star Wars Saga Combat & Skills Summary v2.1

Updated July 2, 2009

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| Defender:                  | Reflex mod:  |
|----------------------------|--|
| Has partial cover          | +5   |
| Has improved cover         | +10  |
| Used a charge attack       | -2   |
| Is prone                   | +5 vs ranged / -5 vs melee                           |
| Is fighting defensively    | +2 (+5 if trained in Acrobatics)                     |
| Is using full defense      | +5 (+10 if trained in Acrobatics)                    |
| Is helpless                | DEX of 0 (-5)  |
| Is running                 | Loses dex bonus                                      |
| Is flat-footed / surprised | Loses dex bonus                                      |
| Is balancing               | Loses dex bonus (unless trained in Acrobatics)       |
| Is climbing                | Loses dex bonus (attacker also gets +2 attack bonus) |

## Attack / Defense Modifiers Overview:

| Attacker is using:  | Attack roll mod:                          |
|---|---|
| Aim   | Ignore cover                              |
| Attack a foe with partial concealment / total concealment | -2 / -5                                   |
| Attack a helpless opponent                                | +5 (melee)                                |
| Attack a climbing opponent                                | +2  |
| Auto-fire   | -5  |
| Burst fire (+2 dice dmg; consumes 5 shots instead of 10)  | -5  |
| Charge (-2 Ref)   | +2  |
| Disarm  | -10 (-15 if 2-h weapon)                   |
| Double attack / Triple attack                             | -10 / -15                                 |
| Duel wield (2 weapons or double weapon)                   | -10                                       |
| Extended range: short / medium / long                     | -2 / -5 / -10                             |
| Fight defensively   | -5  |
| Flank (melee only)  | +2  |
| Grab  | -5  |
| Grapple   | Same as unarmed attack                    |
| Improvised or untrained weapon                            | -5  |
| Is aided by another character                             | +2  |
| Is grabbed  | -2 (unless using natural or light weapon) |
| Is prone  | -5 melee                                  |
| Ranged attack into a melee                                | -5  |

## Surprise Round (149)

- Occurs only if some are unaware of opponents (Perception check may be required)
- Everyone is flat-footed (lose DEX to Ref) until acts
- Combatants aware of their opponents roll initiative and take 1 single action (move/std/swift, no full-round)
- Combatants who have not yet acted roll initiative and join combat

## Actions In Combat (150)

- Move Actions (153)
- Standard Actions (150)
- Swift Actions (153)
- Full-round Actions (154) (Replaces all actions, cannot span multiple rounds)
- Free actions (144) (Can be used even if not your turn; cannot be used if flat-footed)
- Reactions (144) (Can be used even if not your turn)

### Activate an item (swift) (153)

- Start vehicle, turn on computer, light a lantern

### Aid another (standard) (151)

- Aid another skill/ability check: Make DC10 same skill/ability check to grant +2 bonus to ally. Can't take 10.
- Aid another attack: Attack against Ref 10 to grant ally +2 on next attack vs. that target
- Suppress enemy: Attack against Ref 10 to give opponent -2 on next attack

### Aim (2 consecutive swift actions) (154)

- To ignore cover (cannot use with area attack)

## Attack (standard) (150)

- Attack w/ 2-h melee, add 2x STR (cannot use with weapons smaller than your size)
- Improvised weapons (chairs, bottles) -5 attack

## Area Attacks (155)

- Creatures hit take full damage, missed take half damage
- If your attack roll is less than 10, you automatically miss
- If roll natural 20, auto-hit all in area, but no x2 multiplier.
- **Autofire (156)** targets 2x2sq, -5 attack; consumes 10 shots (if target has cover relative to you, no damage if you miss)
- **Autofire-only weapon**, you can brace your weapon with 2 swift actions to take -2 penalty when using autofire or burst fire (only heavy weapons, rifles, & pistols w/ extended stock)
- **Grenades & explosives**, must determine the “burst radius,” ie, the corner (crosshairs) of a square (if target has cover relative to burst radius, no damage if attack misses)
- **Splash weapons** damage targets adjacent to target; adjacents take half damage if hit, no damage if miss (if target has cover relative to burst radius, no damage if attack misses)

## Shooting or Throwing Into a Melee (161)

- You take -5 attack penalty, unless you have Precise Shot

## Unarmed Attacks (163)

- Med character deals 1d4 + Str damage
- Small character deals 1d3 + Str damage

## Weapon Ranges (129)

| Weapon Type             | PB       | Short     | Med.      | Long       |
|-------------------------|----------|-----------|-----------|------------|
| <b>Range Penalties:</b> | <b>0</b> | <b>-2</b> | <b>-5</b> | <b>-10</b> |
| Heavy                   | 50       | 100       | 250       | 500        |
| Rifle                   | 30       | 60        | 150       | 300        |
| Pistol / Simple         | 20       | 40        | 60        | 80         |
| Thrown                  | 6        | 8         | 10        | 12         |

## Attack an Object (standard) (151)

- Unattended, immobile = Ref 5 + size mod (C-10, G-5, H-2, L-1, M+0, S+1, T+2, D+5, F+10)
- Unattended, moving = Ref 10 + size mod
- Held / carried / worn = Ref 10 + size mod + Ref of holder (not counting armor bonuses)
- Object reduced to 0 HP is disabled. If damage that reduced object to 0 exceeds threshold, object is destroyed.

| OBJECT                             | Ref Mod | DR | HP  | DT | STR (BREAK DC) |
|------------------------------------|---------|----|-----|----|----------------|
| <b>Manufactured Objects</b>        |         |    |     |    |                |
| Fine (comlink)                     | +10     | -  | 1   | 5  | 1 (10)         |
| Diminutive (datapad)               | +5      | -  | 1   | 5  | 1 (10)         |
| Tiny (computer)                    | +2      | -  | 2   | 5  | 1 (10)         |
| Small (storage bin)                | +1      | 2  | 3   | 6  | 4 (12)         |
| Med (desk)                         | +0      | 5  | 5   | 10 | 10 (15)        |
| Large (bed)                        | -1      | 5  | 10  | 20 | 10 (15)        |
| Huge (conference table)            | -2      | 10 | 10  | 35 | 20 (20)        |
| Gargantuan (small bridge)          | -5      | 10 | 20  | 55 | 40 (30)        |
| Colossal (house)                   | -10     | 10 | 30  | 85 | 80 (50)        |
| <b>Tools and Weapons</b>           |         |    |     |    |                |
| Computer console                   | +1      | -  | 5   | 10 | 10 (15)        |
| Wpn, Tiny (hold-out blaster)       | +2      | 5  | 2   | 10 | 10 (15)        |
| Wpn, Small (blaster pistol)        | +1      | 5  | 5   | 12 | 15 (17)        |
| Wpn, Medium (blaster rifle)        | +0      | 5  | 10  | 15 | 20 (20)        |
| Wpn, Large (heavy blaster rifle)   | -1      | 10 | 10  | 17 | 25 (25)        |
| Wpn, Huge (E-Web)                  | -2      | 10 | 20  | 30 | 30 (30)        |
| <b>Bindings</b>                    |         |    |     |    |                |
| Mesh tape                          | +5      | -  | 1   | 15 | 20 (20)        |
| Liquid cable                       | +5      | -  | 2   | 19 | 28 (24)        |
| Syntherope                         | +5      | -  | 4   | 20 | 30 (25)        |
| Chain                              | +5      | 10 | 5   | 26 | 32 (26)        |
| Binder cuffs                       | +5      | 10 | 20  | 25 | 40 (30)        |
| <b>Locks</b>                       |         |    |     |    |                |
| Cheap                              | +10     | -  | 1   | 5  | 1 (10)         |
| Average                            | +10     | 2  | 5   | 10 | 10 (15)        |
| Good                               | +10     | 5  | 10  | 15 | 20 (20)        |
| High security                      | +10     | 10 | 120 | 30 | 50 (35)        |
| Ultrahigh security                 | +10     | 20 | 150 | 35 | 60 (40)        |
| <b>Barriers</b>                    |         |    |     |    |                |
| Metal bars (2 cm thick)            | +5      | 10 | 30  | 25 | 40 (30)        |
| Permacrete wall (30 cm thick)      | -5      | 10 | 150 | 30 | 50 (35)        |
| Metal wall or hull (15 cm thick)   | -5      | 10 | 150 | 35 | 60 (40)        |
| Wooden door (15 cm thick)          | -2      | 5  | 25  | 10 | 10 (15)        |
| Metal door or airlock (5 cm thick) | -2      | 10 | 50  | 30 | 50 (35)        |
| Blast door (50 cm thick)           | -2      | 10 | 750 | 40 | 70 (45)        |

## **Attacks of Opportunity (reaction) (155)**

- 1 per round (unless have Combat Reflexes)
- Cannot use if flat-footed, or if target has cover
- Can only make with melee weapons, natural weapons, pistols, carbines, weapons with folded stock, or Martial Arts
- Can avoid with Withdraw or Tumble
- Provoking actions:
  - Making unarmed attack w/o martial arts
  - Aiming
  - Loading weapon
  - Picking up item
  - Retrieving stored item
  - Moving out of threatened sq
  - Using skill that distracts you (GM discretion)
- You do not provoke AoO if you make an involuntary move (ex: Bantha Rush, Move Object)

## **Charge (standard) (Melee only) (152)**

- Move your speed (min 2sq) in straight line gives +2 attack, -2 Ref until start of your next turn.
- Can charge through allies; difficult terrain (double movement cost)
- Cannot charge through low objects or enemies (If trained in Acrobatics, DC 25 to charge through low objects & difficult terrain at half speed, DC 35 to charge thru at normal speed. If fail, cannot attack at the end of your move)

## **Climb at half speed (full-round) (63)**

- Climb at full speed with -5 penalty

## **Coup de grace (full-round) (154)**

- Cannot use against vehicles or objects
- Use melee weapon (or ranged weapon if adjacent) against helpless foe
- Auto-critical
- Foe reduced to 0 HP dies / is destroyed

## **Disarm (standard) (152)**

- Make melee attack at -10
- If opponent holds 2-h weapon, attack at -15
- If successful, weapon drops in opponent's space (or you can take weapon if you're unarmed)
- If disarm fails, opponent can make free attack against you (unless you have Improved Disarm feat or are using Ranged Disarm talent)
- If trained in Acrobatics, can make DC 20 check as free action to catch the item after you have disarmed an opponent (must have 1 hand free)

## **Draw or Holster Weapon (move) (153)**

- Draw/holster weapon (if you are proficient in weapon's use, you may draw & activate weapon with 1 move action, ex: lightsaber)

## **Drop an item (swift) (154)**

- In your space or adjacent square

## **Fall prone (swift) (154)**

- if trained in Acrobatics, can fall prone as free action with DC15

## **Feint (standard) (66)**

- Deception check vs target's Initiative check to make target lose dex bonus to Ref for your first attack made in the next round
- -5 penalty to non-humanoids or creatures with INT lower than 3

## **Fight Defensively (standard) (152)**

- -5 attack, +2 Ref for 1 round (if trained in Acrobatics, -5 attack, +5 Ref) NOTE: When using fight defensively as a standard action, you cannot make an attack on your turn (unless you get another standard action)
- Full defense, making no attacks (no AoO's either) grants +5 dodge to Ref (if trained in Acrobatics, then +10 Ref)

## **Full attack (full-round) (154)**

- If making more than 1 attack, penalties accrue and last for all attacks until start of your next turn
- Attack with 2 weapons or both ends of double weapon at -10

## **Grab (standard) (152)**

- Can grab max one size larger than self, max 1 target
- Make -5 unarmed attack (no damage)
- Grabbed opponent cannot move and takes -2 attacks unless uses natural or light weapon
- Break grab is standard action and automatically clears one grabber per character level

## **Grapple (standard) (153)**

- Can only grapple with Pin or Trip feat
- Can grapple max one size larger than self, max 1 target
- Make unarmed attack
- If hit, make opposed grapple checks (1d20 + BAB + STR or DEX + size mod C+20, G+15, H+10, L+5, M+0, S-5, T-10, D-15, F-20)
- If succeed, target is grappled
- Can do automatic damage with light weapon OR use feat (see feat description)

## **Manipulate an Item (move) (153)**

- Pick up item
- Load weapon
- Open door
- Move heavy object
- Retrieve stored item from closed container (requires 2 move actions)

## **Move & Movement Types (move) (153)**

- **Move** your speed (diagonal move costs 2 sq)
- **Climb** at ¼ speed (or climb at ½ speed at -5)
- **Ride** at mount's speed
- **Stand up from prone** (if trained in Acrobatics, can stand as swift action with DC15)

## **Move Through Difficult Terrain (move) (153)**

- Difficult terrain or low objects costs double (large creatures pay double if any part of their space moves thru difficult terrain)
- If trained in Acrobatics, can make DC 15 to move at normal speed thru difficult terrain

## **Move Through Occupied/Threatened Squares (move) (161)**

- You can attempt to Tumble thru enemy's fighting space or threatened space with Acrobatics DC 15 (trained only); each threatened or occupied square counts as 2sq of movement
- You can move thru ally's squares, unconscious enemies, and enemies that are 3x larger or smaller than you.

## **Recover (3 swift actions) (154)**

- To move +1 CT (can be spread across consecutive rounds)
- Cannot recover if suffering persistent condition)

## **Run (full-round) (155)**

- Move 4x speed in straight line (3x if wearing heavy armor or carrying heavy load)
- Lose DEX to Ref
- Can run for rounds = CON score
- After that, Endurance DC10, +1 per round spent continuing to run
- If fail, -1 persistent condition (remove by resting # of rounds = rounds spent running; can only move speed while resting)

## **Second Wind (swift) (154)**

- Heroic characters only
- If reduced to ½ max HP or less, catch second wind as swift action.
- Heals ¼ max HP or HP = CON score
- Can use only once per day and once per encounter

## **Squeezing (move) (162)**

- Large or larger creatures can squeeze thru openings or hallways that are at least half as wide as them, provided they end their movement in an area they can normally occupy
- Big droids and vehicles can't squeeze unless they can compress their frames
- Cannot squeeze thru enemies

## **Stand Up From Prone (move) (153)**

- If trained in Acrobatics, can stand up from prone as swift action with DC15

## **Switch weapon mode (swift) (154)**

- Lethal ↔ Stun; Single ↔ Autofire

## **Withdraw (move) (153)**

- Withdraw at half speed, treating 1 square as no-threat (cannot withdraw if you need more than 1 square to exit threatened space)

## **Damage (145)**

- 1-h melee or thrown = weapon + ½ heroic level + STR
- 2-h melee (no weapons smaller than your size) = weapon + ½ heroic level + STRx2
- Ranged = weapon + ½ heroic level

## **Falling Damage (255)**

- Make attack 1d20+20 vs Fort.
- If attack succeeds, subject takes 1d6 damage for every 3m (2sq) fallen, max 20d6 damage
- If attack fails, subject takes half damage
- Falling character lands prone
- If trained in Acrobatics, can reduce falling damage

## **Critical Hits (145)**

- Natural 20 always a critical hit.
- All targets subject to critical hits, even inanimate objects

## **Defenses (145)**

- Ref = 10 + heroic level or armor + DEX + class + natural armor + size mod (C-10, G-5, H-2, L-1, M+0, S+1, T+2, D+5, F+10)
- Fort = 10 + heroic level + CON\* + class + equipment  
\*Nonliving targets (ex: droids) without CON scores use STR instead
- Will = 10 + heroic level + WIS + class
- Damage threshold = Fort + size mod (L+5, H+10, G+20, C+50)

## Damage threshold (146)

- If damage taken equals or greater than threshold, -1 CT

## 0 Hit Points (146)

- Move -5 condition and fall unconscious
- If damage that reduced you to 0 HP equals or exceeds damage threshold, character dies or droid / object / vehicle is destroyed (cannot be repaired)
- Can spend a FP to avoid death and fall unconscious or avoid destruction and be disabled

## Unconscious (147)

- After 1 min, make DC10 CON check
- If success, +1 CT, gain HP = level, act normally on next turn (starting prone)
- If fail, remain unconscious for 1 hour, condition becomes persistent (can't heal naturally, can't use recover) until surgery or 8 consecutive uninterrupted hours rest
- Make another check every hour to regain consciousness
- If fail by 5 or more or if roll 1 on this check, you die
- If take damage equal to or exceed threshold, you die
- If subjected to coup-de-grace, you die
- If receive healing, +1 CT and act normally on next turn (starting prone)
- For droids: If repaired, +1 CT and act normally on next turn (starting prone)
- For objects, devices, vehicles: If repaired, +1 CT

## Natural Healing (148)

- Once per day, with 8 consecutive uninterrupted hours rest regain HP = level and remove debilitating conditions
- If tended by another, regain additional HP = level
- Cannot heal naturally with a persistent condition

## Conditions (148)

### Removing Conditions (148)

- Use recover action, 3 swift actions, can be spread across consecutive rounds
- Once per day, with 8 consecutive uninterrupted hours rest removes debilitating conditions

### Persistent Conditions (149)

- Ex: poison, disease
- Cannot use Recover or heal naturally
- Remove by satisfying requirements stated in its description

## Conditions (149)

|    |  |
|----|--|
| 0  | Normal   |
| -1 | -1 penalty to all defenses<br>-1 penalty on attack rolls, ability checks, and skill checks                         |
| -2 | -2 penalty to all defenses<br>-2 penalty on attack rolls, ability checks, and skill checks                         |
| -3 | -5 penalty to all defenses<br>-5 penalty on attack rolls, ability checks, and skill checks                         |
| -4 | Move at half speed<br>-10 penalty to all defenses<br>-10 penalty on attack rolls, ability checks, and skill checks |
| -5 | Helpless<br>(unconscious or disabled)  |

## Special Combat Rules (155)

### Concealment (156)

- -2 attack
- May apply for fog, smoke, poor lighting, tall grass, foliage, etc (multiple sources of concealment do not stack)
- To determine concealment, draw line from a corner of your sq to all corners of target's sq. If any line passes thru sq or border that provides concealment, target has concealment. In melee, target only has concealment if his space is completely within effect.

### Total Concealment (157)

- -5 attack; cannot attack opponent, but can attack a sq you think he occupies.
- May apply for total darkness or if blinded
- Notice a target at -10 with Perception

### Cover (157)

- +5 cover bonus to Ref
- May apply for trees, low walls, vehicles, characters, droids etc (multiple sources of cover do not stack)
- Area attacks that miss deal no damage
- To determine cover, draw line from a corner of your sq to all corners of target's sq. If any line passes thru sq or barrier that provides cover, target has cover. Target does not have cover if line runs along or touches the edge of a wall or other sq that would provide cover
- Adjacent enemy never has cover.
- **Large or larger creatures:** Choose any 1 sq it occupies to determine if opponent has cover against its melee attacks. If making melee attack against large creatures, pick any 1 sq it occupies to determine cover
- Cannot make AoO's against targets with cover



### **Improved Cover (158)**

- +10 cover bonus to Ref
- May apply for peering around a corner or thru an aperture
- Attacking thru an aperture or slit may impose penalties if using inappropriate melee weapon

### **Total Cover (158)**

- Cannot attack opponent with total cover

### **Encumbrance & Speed (159)**

- Wearing medium or heavy armor or heavy load reduces your speed to  $\frac{3}{4}$  normal (6→4, 4→3)
- Wearing heavy armor or heavy load, running restricted to 3x speed.
- Flying characters cannot fly with heavy load

### **Flanking (melee only) (159)**

- +2 flanking attack bonus

### **Helpless Opponents (159)**

- Bound, sleeping, unconscious
- A target can be considered helpless if he's adjacent to you, is unaware of you, is not in combat, cannot use his Dex bonus to Ref, and has not taken reasonable precautions (bodyguards, or has his back to a wall)
- Gain +5 melee to attack helpless target (no ranged bonuses)
- Helpless target treats his Dex as if it were 0 (-5 modifier)

### **Ion Damage (159)**

- Subtract  $\frac{1}{2}$  ion damage from target's HP
- Droids, vehicles, electronic devices, cybernetically enhanced creatures:
  - If ion damage reduces target's HP to 0, target is unconscious or disabled
  - If ion damage (before being halved) exceeds DT, target moves -2 CT.

### **Line of Sight (160)**

- Draw a line from any point in your sq to any point in target's sq. If that line doesn't go thru a sq that provides total cover or total concealment, you have LOS.
- A line that nicks a corner or runs along a wall doesn't provide LOS
- Creatures do not block LOS
- **Line of effect** works like LOS, except that it ignores total concealment

### **Prone Targets (161)**

- Take -5 on melee attacks
- Attacking a prone target grants +5 melee, but -5 ranged

- Can give you total cover if behind a low wall (GM's discretion)

### **Reach (161)**

- A fine, diminutive, or tiny creature must move into your sq to attack you (provokes an AoO from you)
- You can make melee attack into your own space, but not a ranged attack

### **Shield Rating (SR) (161)**

- You suffer any remaining damage not absorbed by SR
- If you take damage greater than your SR, your SR is reduced by 5.
- You can add 5 SR to your damaged shield by using 3 swift actions (can be used in consecutive rounds) to make DC 20 Mechanics check (for droids, it's DC 20 Endurance check)

### **Special Initiative Actions (161)**

#### **Delay (161)**

- Take no action to act on a later Initiative count. This reduced initiative is your new count
- If multiple delaying characters want to act on the same initiative count, then the character with the higher initiative modifier goes first.

#### **Ready (162)**

- You can ready as a standard action.
- Specify the standard, swift, or move action you will take and the circumstances under which you will take it. Then, any time before your next turn, you may take the readied action as a reaction in response to those circumstances (assuming they occur).
- The count on which you took your readied action becomes your new initiative count.

#### **Stunning (162)**

- Unless otherwise noted, the stun setting for a blaster or autofire weapon has a max range of 6 sq
- Only creatures can be stunned; droids, vehicles, and objects are immune
- Weapons with stun setting do same dice damage as regular
- Subtract  $\frac{1}{2}$  stun damage from target's HP
- If stun damage reduces target's HP to 0, target is unconscious or disabled
- If stun damage (before being halved) exceeds DT, target moves -2 CT.
- A creature thus knocked unconscious doesn't die if it rolls a natural 1 on its CON check or fails the check by 5.
- A weapon can only be on one alternate setting other than its default setting (such as autofire or stun) at a time.

## Skills (57)

- If you fail by 5 or more, usually bad consequences

### Sample Skill DC's

| TASK DIFFICULTY   | DC | EXAMPLE   |
|-------------------|----|---|
| Very easy         | 0  | Notice a large creature   |
| Easy              | 5  | Climb a knotted rope  |
| Medium            | 10 | Gather local news and rumors  |
| Tough             | 15 | Perform first aid   |
| Challenging       | 20 | Sabotage an electronic device   |
| Formidable        | 25 | Escape binder cuffs   |
| Heroic            | 30 | Jump a 10-meter chasm   |
| Superheroic       | 35 | Climb an overhanging balcony in the rain                                |
| Nearly impossible | 40 | Convince a Sith Lord that you are his trusted lieutenant's replacement. |

### Average Skill Bonuses

| SKILL BONUS    | SKILL LEVEL  |
|----------------|--|
| +0 and lower   | Common citizen; no significant training            |
| +1 to +5       | Has some natural aptitude or training              |
| +6 to +10      | Among the best in the city or on the continent     |
| +11 to +15     | Among the best on the planet or in the system      |
| +16 to +20     | Among the best in the sector                       |
| +21 to +25     | Among the best in the region (Core, Mid-Rim, etc.) |
| +26 and higher | Among the best in the galaxy                       |

### Opposed Checks (58)

- If there is a tie, character with higher skill modifier wins. If these are the same, roll again

### Rerolling (feat or species trait) (59)

- You must declare you are using this option before effects are resolved

### Favorable & Unfavorable Circumstances (59)

- Give the skill user a +2 circumstance bonus to represent circumstances that improve performance, such as having the perfect tool for the job, getting help from another character, or possessing unusually accurate information.
- Give the skill user a -2 circumstance penalty to represent circumstances that hamper performance, such as being forced to use improvised tools or possessing misleading information.

- Reduce the DC by 2 (or assign penalties to an opposed check) to represent circumstances that make the task easier, such as having a friendly audience or performing work that doesn't have to be perfect.
- Increase the DC by 2 (or add bonuses to an opposed check) to represent circumstances that make the task harder, such as having a hostile audience or performing work that must be flawless.

### Cooperation (61)

- Each helper makes a skill check DC 10 (can't take 10) to give "leader" of effort +2 bonus.
- Skill check need not be the same skill
- Number of helpers limited by GM

### Armor Check Penalty (61)

- If wearing armor you're not proficient with, you take -2 for light, -5 for med, -10 for heavy

## Acrobatics (can't take 10 or 20) (62)

### Balance (62)

| Narrow Surface               | Acrobatics DC |
|------------------------------|---------------|
| 8-15 cm wide                 | 10            |
| 4-7 cm wide                  | 15            |
| Less than 4 cm wide          | 20            |
| Slippery or unstable surface | +5            |

- Move at half speed
- Considered flat-footed unless you're trained
- Fail means you fall prone and must check DC 15 to catch ledge or wire
- If take damage while balancing, make Acrobatics check DC = damage to avoid falling

### Catch Item You Disarmed (Trained Only) (S&V 19)

- DC 20 as free action to catch the item after you have disarmed an opponent (must have 1 hand free)

### Cross Difficult Terrain (Trained Only) (63)

- DC 15 to move at normal speed thru difficult terrain (instead of half speed)

### Escape Bonds / Escape Artist (63 / S&V 19)

| Situation                  | Acrobatics DC              | Time   |
|----------------------------|----------------------------|--|
| Escape ropes               | 1d20 + opponent's Dex + 10 | 1 min  |
| Escape net                 | 15                         | Full-round   |
| Escape binder cuffs        | 25                         | 1 min  |
| Escape from grapple        | Grapppler's grapple check  | Full-round   |
| Wriggle thru tight space   | 20                         | Move   |
| Reduce time (trained only) | +10                        | 1 min → 5 rounds<br>Full-round → Standard<br>Standard → Move |

### Fall Prone / Stand Up From Prone (Trained Only) (63)

- DC 15 fall prone as free action instead of swift
- DC 15 to stand up from prone as swift instead of move

### Fight Defensively (63 / 152)

- If trained in Acrobatics, gain +5 dodge bonus to Ref when fighting defensively (instead of +2)

### Long Falls (KOTOR 30)

- DC 20 to land on a target near a square you would normally land in. You can adjust your target by 1sq for every 60m fallen.
- Favorable or unfavorable circumstance adjustments may apply (ex: amount of wind; baggy clothing)

### Low, High, & Zero Gravity Environments (Trained Only) (FU 29)

- DC 20 to negate the -2 attack roll penalties in low & high gravity environments.
- DC 20, swift action to lessen the attack & skill penalties from zero gravity from -5 to -2

### Nimble Charge (Trained Only) (S&V 19)

- DC 25 to charge through low objects & difficult terrain at half speed
- DC 35 to charge thru difficult terrain at normal speed
- If fail, cannot attack at the end of your move

### Reduce Falling Damage / Falling Objects Damage (Trained Only) (63)

- DC 15 treat fall as if it was 3m (2sq) shorter when determining damage
- For every 10 points you beat DC, subtract additional 3m (2sq)
- If you make check and take no damage from fall, you land on your feet
- DC 15 take half damage from falling object

### Tumble (Trained Only) (63)

- DC 15, tumble thru threatened square or enemy's fighting space as part of your move without provoking AoO
- Each threatened or occupied square counts as 2sq of movement

### Climb (can take 10 only) (63)

| EXAMPLE WALL OR SURFACE  | DC  |
|--|-----|
| Slope too steep to walk up; knotted rope with a wall to brace against.   | 0   |
| Rope with a wall to brace against or a knotted rope, but not both.   | 5   |
| Surface with ledges to hold on to and stand on, such as a very rough wall.   | 10  |
| Surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree; an unknotted rope.                 | 15  |
| Uneven surface with some narrow handholds and footholds.   | 20  |
| Rough surface, such as a natural rock wall or a brick wall.  | 25  |
| Overhang or ceiling with handholds but no footholds.   | 25  |
| Perfectly smooth, flat, vertical surface cannot be climbed.  | —   |
| Climbing inside an air duct or other location where one can brace against two opposite walls   | -10 |
| Climbing a corner where you can brace against perpendicular walls  | -5  |
| Surface is slippery  | +5  |
| Accelerated climbing to climb at full speed as full-round or half speed as move action   | +5  |
| For each extreme circumstance (high altitude, weather, temperature, unusual climbing surfaces). Negate the penalty by using specialized climbing gear. (FU 29) | +5  |

- With each successful Climb check, you can advance up, down, or across a slope or a wall or other steep incline (or even a ceiling with handholds). A slope is considered to be any incline of less than 60 degrees; a wall is any incline of 60 degrees or steeper.
- You can climb at half your speed as a full-round action. You can climb at ¼ of your speed as a move action.
- A failed Climb check indicates that you make no progress, and a check that fails by 5 or more means that you fall from whatever height you have already attained.
- **Catching Yourself When Falling:** Climb check (DC = the wall's DC + 20) to do so. A slope is relatively easier to catch yourself on (DC = the slope's DC + 10).
- **Making Handholds and Footholds:** You can make your own handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per meter. As with any surface with handholds and footholds, a wall with pitons in it has a DC of 15. In the same way, a climber with an ice axe or similar implement can cut handholds or footholds in an ice wall.
- **Special:** Someone using a rope can haul a character upward (or lower the character) by means of sheer strength. Formula is Strength score squared x 0.5. Result is kg you can lift

## Climbing & Combat

- While climbing, opponents get a +2 bonus on attack rolls against you and you lose any Dex bonus to Ref
- If you take damage while climbing, make a Climb check against the DC of the slope or wall. Failure means you fall from your current height.

## Climbing in Low or High Gravity (KOTOR 30)

- Low-gravity: DC is halved, movement doubled
- High-gravity: DC doubled, movement halved (min. 1sq)

## Deception (can take 10 only) (64)

### Alternate Story (trained only) (S&V 19)

- To attempt a second Deception check to convey deceptive information or create a deceptive appearance when you fail the first, at -10 penalty

### Cheat (trained only) (S&V 19)

- To use your Deception check instead of your Wisdom when gambling.
- When gambling against others, they get to make a Perception check; if it exceeds your Deception check, you're caught
- When gambling against the house, your Deception must beat the local security (DC 15 for common, DC 25 for good, DC 35 or higher for best); if fail, you're caught

## Deceptive Appearance: Disguise or Forgery (64)

- Opposed by target's Perception check
- To rush and create deception in less time, -10 penalty, create in 1 step faster time (minimum of Simple)

| Type of disguise or forgery | Time to create disguise or forgery |
|-----------------------------|------------------------------------|
| Simple                      | 1 min                              |
| Moderate                    | 10 mins                            |
| Difficult                   | 1 hour                             |
| Incredible                  | 1 day                              |
| Outrageous                  | 2 weeks                            |

## Deceptive Information: Bluff (64)

- Must overcome target's Will of any who understand you
- See table below for time it takes to convey deceptive information & your check modifier
- To rush and convey deceptive information in less time, -10 penalty, create in 1 step faster time (minimum of Simple)
- If creating multiple deceptions, such as forgery and deceptive information, must succeed target's Perception check and Will def with your Deception roll.
- Failure by 10 or less means target was unwilling to go along with it
- Failure by 11+ means target sees thru deception

| Deception  | Time to Convey  | Check Modifier | Description  |
|------------|-----------------|----------------|--|
| Simple     | 1 stndrd action | +5             | A simple deception works in the target's favor or matches the target's expectations, and it requires nothing you don't have on hand. Simple deceptions include convincing a junk dealer to buy some stolen droids; disguising yourself as someone nonspecific of similar size, species, and gender; and creating a false ID that will pass casual inspection but not careful scrutiny.                     |
| Moderate   | Full-rnd action | +0             | A moderate deception is believable and doesn't affect the target much one way or the other, and you have most of the props you need. Moderate deceptions include convincing a suspicious guard that you're not a thief; disguising yourself as a member of another species or gender; and creating a false ID good enough to pass visual scrutiny but not electronic screening.                            |
| Difficult  | 1 min or more   | -5             | A difficult deception is a little hard to believe, puts the target at some kind of risk, or undergoes scrutiny. Examples include convincing a group of thugs that you're willing and able to beat them in a cantina fight, forging starship transponder codes, impersonating an officer well enough to give troops orders, and creating false official documents good enough to pass electronic screening. |
| Incredible | 1 min or more   | -10            | An incredible deception is hard to believe, presents a sizable risk to the target, or requires passing intense scrutiny. Incredible deceptions include convincing a reputable starship dealer to buy a stolen Imperial shuttle, impersonating someone well enough to convince an old friend, and forging false credits.  |
| Outrageous | 1 min or more   | -20            | An unlikely deception is almost too unlikely to consider or requires material you just don't have. Outrageous deceptions include Impersonating a Jedi (without any Force sensitivity) well enough to fool another Jedi, claiming to be the Emperor in disguise and giving orders to stormtroopers, and forging important documents with no proper tools or examples to work with.                          |

## **Create a Diversion to Hide or Hide an Item (64 / FU 29)**

- Standard action vs all targets' Will to attempt Stealth check while targets are aware of you (to hide an item, see Conceal Item in Stealth)

## **Feign Haywire (Droids Only) (FU 29)**

- Full-round action vs all targets' Will to make targets flat-footed against you.
- If you take any action, targets are no longer flat-footed at the end of your turn.

## **Feint (cannot take 10) (66)**

- Standard action vs target's Initiative check to make target lose dex bonus to Ref for your next attack made before end of your next turn
- -5 penalty to non-humanoids or creatures with INT lower than 3

## **Innuendo (trained only) (S&V 19)**

- To transmit a secret message to another trained in Deception
- DC 10 for simple messages
- DC 15-25 for complex messages
- Any who see and hear message can use Perception to beat the DC and figure it out
- Subject to circumstance penalties (ex: loud noise, dim lighting, distance)

## **While Piloting a Vehicle (SotG 18)**

- To feint or create a diversion to hide while piloting vehicle (feint makes target flat-footed against your first attack only, not those of your gunners)
- Add vehicle's size & Dex modifiers to your Deception check; take a -5 penalty if you're not trained in Pilot

## **Endurance (66)**

### **Force March (66)**

- Each hour of walking after 8 hours, make DC 10 Endurance check (+2 per hour after the first)
- If fail, -1 persistent CT, remove by resting for 8h

### **Hold Breath (66)**

- Can hold breath for # of rounds = CON score.
- After this, make DC 10 Endurance check (+2 per round after the first) to continue holding breath
- If fail, must breathe or -1 CT. If unable to breathe after falling unconscious, you die

### **Ignore Hunger (66)**

- Can go without food for # days = CON modifier (min 1)

- After this, make DC 10 Endurance check (+2 per day after the first)
- If fail, -1 persistent CT, remove by eating

## **Ignore Thirst (66)**

- Can go without water for # hours = 3x CON score
- After this, make DC 10 Endurance check (+2 per day after the first)
- If fail, -1 persistent CT, remove by drinking 1L water (x10 for every size larger than M, div. by 10 every size smaller than M)

## **Run (66)**

- Full round action, move 4x speed (3x if heavy armor or heavy load)
- Lose Dex bonus to Ref
- Can run for # of rounds = CON score
- After this, make DC 10 Endurance check (+1 per round after the first) to continue running
- If fail, -1 persistent CT, remove by resting for # of rounds = rounds spent running (while resting, can only move your speed)

## **Sleep in Armor (66)**

- DC 10 for light armor, DC 15 for med, DC 20 for heavy
- If fail, -1 persistent CT, remove by sleeping for 8h

## **Swim (66)**

- DC 15 each hour (DC 10 if treading water, ie, staying afloat) (+2 per hour after the first)
- If fail, -1 persistent CT, remove by resting for amount of time = time spent swimming (while resting, cannot swim or tread water)

## **Gather Information (can take 10 only) (67)**

- Each check = 1d6 hours time spent
- With Persuasion, can reduce monetary cost to Gather Info by 50% (see Haggle under Persuasion); generally DC 25 for "Indifferent" attitude

## **Analyze Data Gathered (Trained Only) (FU 30)**

- DC 15 to analyze data after using Gather Information to add +10 bonus to original check
- You get +10 competence bonus for complete info, or -5 to -10 penalty for incomplete or unreliable info

## Find a Black Market Object (119)

- Must pay item's cost multiplied & wait required time

| Restriction Rating | Black Market Cost | Gather Info DC | Time Required |
|--------------------|-------------------|----------------|---------------|
| Licensed           | x2                | 10             | 1 day         |
| Restricted         | x3                | 15             | 2 days        |
| Military           | x4                | 20             | 5 days        |
| Illegal            | x5                | 25             | 10 days       |

- Subject to circumstance bonus (ex: if on Smuggler's Moon) or penalty
- You can make a Persuasion check instead of Gather Info to bribe an official
- You can make a Deception check instead of Gather Info to fabricate or steal a false identity
- If fail by 5 or more, someone notices your poking around and comes to capture, interrogate, or silence you

## Find a Good Score (trained only) (S&V 19)

- 1 hour; DC = 10 + character level to find illicit profitable work, gaining +10% more than normal credit payout
- Use job generator **S&V 78**
- Fail by less than 5 means you find work at normal pay rate.
- Fail by 6-10 means you find work at 90% pay rate
- Fail by 11+ means you find no work

## Identify an Item's Function (S&V 20)

- DC 20, +1 additional fact / info for every 5 points over the DC

## Learn News and Rumors (67)

- DC 10 for major news & popular rumors
- DC 20 & 50cr in bribes for detailed unclassified facts of news story or determining veracity of rumor

## Secret Information (67)

- DC 25 and 5000cr bribes for classified info, Ex: classified reports, blueprints
- DC 30 or higher and 50,000cr or more for top secret information. Ex: Death Star blueprints.
- If fail by 5 or more, someone notices your poking around and comes to investigate, arrest, or silence you

## Locate Individual (67)

- DC 15 if relatively easy to locate
- DC 25 and 50cr bribes if he's trying to hide his presence/activities

## Quick Intel (Trained Only) (S&V 20)

- +10 DC to halve the time required to Gather Information (must declare this use before rolling)

# Initiative (can take 10 only) (68)

## Start Battle (68)

- When piloting vehicle, must apply vehicle's size modifier to your check

| Vehicle Size                 | Vehicles' Initiative, Pilot, & Ref modifier |
|------------------------------|---|
| Colossal (all types) (ships) | -10   |
| Gargantuan (X-wing)          | -5  |
| Huge (AT-ST)                 | -2  |
| Large (speeder bike)         | -1  |

## Avoid Feint (68)

- Oppose opponent's Deception check with your Init check. Must meet or beat his check to avoid feint.

# Jump (can take 10, can take 20 if there's no danger in falling) (68)

- Distance covered by long jump or high jump counts against your max movement in a round.
- **Long jump** DC = distance (in meters) x3. DC is doubled without minimum 4sq running start
- **High jump** DC = distance (in meters) x12. DC is doubled without minimum 4sq running start. DC halved if using a pole vault
- **Jump down** DC 15 to treat fall as 3m (2sq) shorter for determining falling damage. For every 10 points by which you beat the DC, you can subtract an additional 3m from the fall.

# Knowledge (can take 10 only) (68)

- DC 10 for common knowledge
- DC 15-25 for expert knowledge, trained only.
- *Bureaucracy*: Business procedures, legal systems and regulations, and organizational structures
- *Galactic lore*: Planets, homeworlds, sectors of space, galactic history, and the Force
- *Life sciences*: Biology, botany, genetics, archaeology, xenobiology, medicine, and forensics
- *Physical sciences*: Astronomy, astrogation, chemistry, mathematics, physics, and engineering
- *Social sciences*: Sociology, psychology, philosophy, theology, and criminology
- *Tactics*: Techniques and strategies for disposing and maneuvering forces in combat
- *Technology*: function and principle of technological devices, as well as knowledge of cutting edge theories and advancements.

## Knowledge (Bureaucracy) (118)

### Getting a Licence

- Must pay fee required (percentage of object you're trying to get)
- Make check vs DC below (can't take 10 or 20) & wait required time

| Restriction Rating | License Fee <sup>1</sup> | Knowledge Bureaucracy DC | Time Required |
|--------------------|--------------------------|--------------------------|---------------|
| Licensed           | 5%                       | 10                       | 1 day         |
| Restricted         | 10%                      | 15                       | 2 days        |
| Military           | 20%                      | 20                       | 5 days        |
| Illegal            | 50%                      | 25                       | 10 days       |

<sup>1</sup> The license fee is given as a percentage of the licensed object's base cost.

- If fail, must wait required time before trying again

## Knowledge (Tactics) (can take 10 only) (CW 27)

### Anticipate Enemy Strategy (Trained Only) (CW 27)

- DC = target's Will (must be within LOS), move action to anticipate if a target will attack, who it intends to attack, if it will move, or use special strategies

### Battlefield Tactics (Trained Only) (CW 27)

- DC 20, 3 swift actions on consecutive rounds to grant extra standard actions to other characters if you are commanding a unit in mass combat (see "Mass Combat" CW 95)

## Mechanics (can take 10 or 20) (68)

- Characters that are untrained in Mechanics can still aid another

### Biotech Adaptation (Trained Only, requires tool kit) (LE 31)

- **Graft Technology:** DC 25 & 1 hour to treat a biotech device as a non-biotech device of the same type for purposes of Mechanics and Use Computer checks (but does not allow use of the Tech Specialist feat)
- **Mechanical Enhancements:** DC 25 & 1 hour to connect a device to a piece of biotech that has been "grafted" (see above). You can now treat a biotech device as though it also had the traits of the device you have enhanced it with. You can only enhance a biotech device with another device of its size or smaller.

### Build Object (Trained Only, requires tool kit) (FU 30)

- See FU 30

### Device: Booby Trap (Trained Only, requires tool kit) (S&V 20)

- To install booby trap to damage next person who uses item (using your base attack bonus vs Ref)
- See Disable Device table for sabotage DC's
- For every 1d4 damage you want the trap to deal, increase DC +5.

### Device: Disable Device (Trained Only, requires security kit) (68)

- Full-round action

| Device                         | DC | Examples  |
|--------------------------------|----|---|
| Simple                         | 15 | Sabotage mechanical device, jam a blaster, bypass mechanical lock               |
| Tricky                         | 20 | Sabotage electronic device, bypass basic electronic lock                        |
| Complex                        | 25 | Disarm electronic security system, bypass complex electronic or mechanical lock |
| To leave no trace of tampering | +5 |   |

- If fail by 5 or more, something goes wrong, ex: trap is sprung, device not disabled (but you think it is)

### Device: Jury-Rig (Trained Only, cannot take 20) (70)

- DC 25, full-round action to make temporary repairs to disabled mechanical or electronic device to +2 CT and grant 1d8 HP (At the end of scene or encounter, it moves -5 CT and becomes disabled again.)
- +5 bonus with tool kit

### Device or Vehicle: Recharge Shields (Trained Only) (70)

- DC 20, 3 swift actions on same or consecutive turns to restore SR 5

### Device or Vehicle: Regulate Power (Trained Only) (70)

- DC 20, 3 swift actions to +1 CT

### Device or Vehicle: Repair (Trained Only) (70)

- DC 20, 1 hour to repair damaged or disabled object, restoring 1d8 HP & removing persistent conditions
- If you are repairing damaged vehicle while on board, you take penalty on Mechanics = CT penalty of vehicle

### Droids: Modify Droid (Trained Only, requires tool kit) (70 / 197)

- To attach new equipment to droids
- Encumbrance rules apply when adding new equipment
- To add, remove, or replace droid's system:

| System   | DC  | Time to complete |
|--|---|------------------|
| Locomotion   | 25 Mechanics  | 1 day            |
| Processor  | 20 Use Computer & 20 Mechanics  | 1 day            |
| Appendage  | 20 Mechanics  | 1 hour           |
| Accessory  | 15 Mechanics  | 1 hour           |
| Tool, weapon, or instrument mounted on appendage             | 15 Mechanics (DC 20 to install weapon on 1 <sup>st</sup> , 2 <sup>nd</sup> , 3 <sup>rd</sup> , 5 <sup>th</sup> degree droids) | 10 mins          |
| Self-modification (locomotion, appendage, or accessory only) | You take -5 penalty; cannot replace or install a processor on yourself  |                  |

### Droids: Repair Droid (Trained Only, requires tool kit) (70)

- DC 20, 1 hour to repair damaged or disabled droid
- Restores HP = droid's level & removes persistent conditions
- Droid repairing itself takes -5 penalty

### Explosives: Handle Explosives (Trained Only) (69)

- DC 10 full-round to set/connect detonator to explosive. Fail means explosive doesn't go off. Fail by 10+ means it goes off during installation
- Make explosive difficult to disarm DC = DC to disarm - 5 (must declare this use and set the DC before setting the explosive; minimum DC 10)
- To place explosive to damage vehicle or structure, GM makes check secretly: Result 15 ignores DR, result 25 deals double damage, result 35 deals triple damage. (All other targets within burst radius take normal damage)

### Explosives: Disarm Explosive (Trained Only, requires security kit) (69)

- DC 15 unless device was set with higher disarm check
- If fail by 5+, explosive detonates with you adjacent to it

### Hot Shot (Trained Only, requires tool kit) (S&V 20)

- To overload an energy weapon to deliver +3 damage
- 1 hour, DC 20 +5 for every size above tiny
- Attack roll of natural 2-5 disables weapon; if natural 1, weapon explodes dealing modified damage to you and half damage to all adjacents

### Improvised Connection (requires tool kit) (LE 32)

- DC 20 & 1 hour to connect electronic devices or computers without proper cables, using improvised materials.

### Refit Antequated Vehicle or Weapon (Trained Only) (LE 31)

- Refit an antiquated vehicle or weapon with modern technology, applying the refitted template to the base vehicle or weapon
- Costs 20% of base value of vehicle or weapon for raw materials

| Size of Object     | Time to Refit |
|--------------------|---------------|
| Medium or smaller  | 1 day         |
| Large              | 2 days        |
| Huge               | 5 days        |
| Gargantuan         | 10 days       |
| Colossal           | 20 days       |
| Colossal (Frigate) | 60 days       |
| Colossal (Cruiser) | 180 days      |
| Colossal (Station) | 360 days      |

- If multiple characters trained in Mechanics work on the refit simultaneously, divide the amount of time taken by number of characters (to a max of 20 characters, minimum of 1 day)

## Perception (can take 10 or 20) (70)

### Avoid Surprise (70)

- Make check as reaction to avoid surprise at start of battle (see Notice Targets)

### Notice Targets (70)

- Reaction if target is within LOS
- Actively looking for hidden enemies is standard action, opposed by target's Stealth check
- If target not sneaking, DC based on size, C=-15, G=-10, H=-5, L=0, M=5, S=10, T=15, D=20, F=25
- Take -5 penalty for every 10sq of distance between you and target.
- Take -5 penalty if target has concealment or cover / -10 penalty if total concealment or total cover
- To notice if target has concealed weapons or objects, opposed by target's Stealth check. If you win check by 5+, you tell what kind of object/weapon is hidden. Gain +10 bonus if physically search target, full-round action; can only be used on willing, pinned, or helpless target

### Listen / Eavesdrop (70)

- DC 10 to detect and identify distant and ambient noises
- DC 10 to eavesdrop; DC 15 in noisy areas; DC 25 in very loud areas



## Search (70)

- Full-round action to examine 1sq area
- DC 15 (or more if well-hidden) to find hidden compartments, secret doors, traps, etc

## Quick Search (Trained Only) (S&V 20)

- Take a -10 penalty to search a 5-square area or 5-cubic-meter volume of goods as a full-round action

## Sense Deception (70)

- Reaction, opposed by opponent's Deception check

## Persuasion (can take 10 only) (71)

- If fail, cannot retry on same target for 24h

### Bribery (FU 31)

| Risk   | DC  |
|--|-----|
| Request is within official's regular duties                    | 10  |
| Request is outside official's duties, but within his ability   | 20  |
| Request is outside official's duties, and not easily concealed | 30  |
| Request is personally dangerous to official                    | +15 |
| Bribery amount is double the going rate                        | -10 |
| Bribery amount is quadruple the going rate                     | -15 |
| Bribery amount is ten times the going rate or higher           | -20 |

## Sense Influence (71)

- DC 20, full-round action to sense if target under the influence of a mind-affecting effect

## Long-Range Spotter (Trained Only; requires electrobinoculars) (CW 27)

- To use Perception (DC 10) to aid another on an attack roll made by an ally or allied vehicle
- Must be able to see target, target must be at least 50sq from you & ally, ally must be able to hear & understand you

## Starship-Scale Perception (SotG 18)

- You take -10 penalty for every 1sq of range (rather than 10sq)

## Improvised (Nonverbal) Communication (FU 31)

- DC = [20] - [target's Int modifier] to communicate simple concepts with someone who doesn't understand your language or to communicate nonverbally with another

## Haggle (71)

- To add or reduce 50% to sell price or a Gather Information check; check table for DC; target will not pay more for common items that can easily be obtained

## Change Attitude (71)

- Your check vs target's Will to improve attitude by 1 step (target must have INT of 2+ and be within LOS)
- -5 if target cannot understand your language

| ATTITUDE    | THE CREATURE ...   | Your Persuasion check mod to change current attitude | Haggle DC |
|-------------|--|--|-----------|
| Hostile     | Takes risks to harm you, usually attacking on sight                        | -10  | Can't     |
| Unfriendly  | Wishes you ill but won't go out if its way to harm you                     | -5   | 30        |
| Indifferent | Regard you as neither a threat nor an ally and probably doesn't attack you | -2   | 25        |
| Friendly    | Wishes you well but won't take life-threatening risks on your behalf       | +0   | 20        |
| Helpful     | Takes risks to help you  |  | 15        |

## Intimidate (71)

- Full-round action vs Will to force 1 creature with INT 1+ to back down, surrender a possession, reveal a piece of info, or flee for a short time.
- You must be visible to target
- Cannot force target to endanger his life or allies' lives
- If fail, cannot retry on same target for 24h
- After success, target becomes 1 step more hostile when you are no longer a threat

| SITUATION  | MODIFIER |
|--|----------|
| Target is helpless or completely at your mercy       | +5       |
| Target is clearly outnumbered or disadvantaged       | +0       |
| Target is evenly matched with you                    | -5       |
| You are clearly outnumbered or disadvantaged         | -10      |
| You are helpless or completely at the target's mercy | -15      |

## Pilot (can take 10 only) (71)

- Must apply vehicle size mod to check

| Vehicle Size                 | Vehicles' Initiative, Pilot, & Ref modifier |
|------------------------------|---|
| Colossal (all types) (ships) | -10   |
| Gargantuan (X-wing)          | -5  |
| Huge (AT-ST)                 | -2  |
| Large (speeder bike)         | -1  |

### Vehicle Actions Overview:

| Action                       | Time            |
|------------------------------|-----------------|
| All-out movement             | Full round      |
| Attack run                   | Standard        |
| Attack with a vehicle weapon | Standard        |
| Avoid collision              | Reaction        |
| Dogfight                     | Standard        |
| Full stop                    | Swift           |
| Increase vehicle speed       | Swift           |
| Move                         | Move            |
| Raise/lower shields          | Swift           |
| Ram                          | Full round      |
| Recharge shields             | 3 swift actions |
| Reroute power                | 3 swift actions |

### Avoid Collision (173)

- DC 15 as a reaction to reduce or negate collision damage
- Cannot avoid if intentionally ramming
- If succeed, all targets involved in collision take half damage.
- If succeed in starship scale, no collision occurs

### Dogfight (171)

- Standard action, engage dogfight against adjacent enemy airspeeder or starfighter (starship scale)
- You take -5 penalty, opposed by enemy's Pilot check
- At success, you and target are engaged in dogfight

### Engage Enemy (trained only)

- Can make Pilot check in place of Initiative when starting combat

### Fly Casual (Trained Only) (S&V 20)

- Use Deception instead of Pilot to give a deceptive appearance

### Increase Vehicle Speed (trained only) (can't take 10) (72)

- DC 20 swift action
- If fail, speed doesn't increase, vehicle -1 CT
- If succeed, speed increases by 1sq until start of your next turn. Every 5 points over, speed increases +1sq.

### Ram (172)

- Full-round to ram target

## Ride (can take 10 only) (72)

- Move action, unless otherwise noted

| RIDING TASK             | Description   | DC  |
|-------------------------|---|-----|
| Guide with knees        | To use 2 hands in combat. If fail, can use only 1 hand.                                     | 10  |
| Stay in saddle          | Reaction to avoid falling when mount bolts or rears unexpectedly or when you take damage.   | 10  |
| Use mount as cover      | Reaction to use mount as cover. You can't attack. If fail, don't get cover                  | 15  |
| Soft fall               | Reaction to avoid taking 1d6 falling damage   | 15  |
| Leap                    | Use lower of mount's Jump skill or your Ride skill. DC 15 required to stay in saddle.       | 15  |
| Control mount in battle | For animals untrained for battle only. Move action. If fail, can do nothing else that round | 20  |
| Fast mount or dismount  | Swift. If fail, move action.  | 20* |

\*Armor check penalty applies

## Stealth (can take 10 only) (72)

### Sneak (72)

- Opposed by Perception check

| Circumstance   | Your Stealth check mod |
|--|------------------------|
| Favorable circumstances (room with many hiding places) | +2                     |
| Unfavorable circumstances (floor littered with debris) | -2                     |
| You're moving more than your speed in a round          | -5                     |
| You're moving more than 2x your speed in a round       | -10                    |
| You are size:  | Your Stealth check mod |
| -Fine  | +20                    |
| -Diminutive  | +15                    |
| -Tiny  | +10                    |
| -Small   | +5                     |
| -Med   | +0                     |
| -Large   | -5                     |
| -Huge  | -10                    |
| -Gargantuan  | -15                    |
| -Colossal  | -20                    |

### Conceal Item on Self (72)

- Standard action to conceal item or weapon on your person (item must be at least 1 size smaller than you)
- Opposed by opponent's Perception check (opponent gets +10 on his check if physically searching you. This can be done only if you are willing, pinned, or helpless)

| Size of item             | Your Stealth check mod |
|--------------------------|------------------------|
| 1 size smaller than you  | -5                     |
| 2 sizes smaller than you | +0                     |
| 3 sizes smaller than you | +5                     |
| 4 sizes smaller than you | +10                    |

- Drawing concealed item is a standard action

### Conceal Large Item (FU 31)

- To conceal a large item (same size as you or larger) inside a room or compartment
- Perception check vs your Stealth check to find it; observer gets +10 bonus if he is in same sq or adjacent to item; you may get +5 to +20 bonus for using special hiding compartments

### Create a Diversion to Hide (73)

- Must be able to reach a hiding place in a move action
- Make a Deception check as standard action vs all targets' Will def to attempt Stealth check while targets are aware of you

### Drop (S&V 20)

- To deposit small concealed item (bug a person / poison a drink). Must beat Perception checks to avoid notice

### Pick Pocket (73)

- Opposed by [target's Perception check + 5] to take hand-sized object, standard action
- If fail by 5+, cannot take item and target notices

### Sleight of Hand (73)

- Opposed by target(s)'s Perception check, standard action
- To palm hand-sized object or perform minor action without being noticed

### Snipe (73)

- Must be at least 2sq away from target
- Must have successfully used Stealth to hide from target
- Make a ranged attack from hiding and then hide again
- Make Stealth check at -10 penalty as move action
- If succeed, remain hidden, if fail, location revealed

### Starship Stealth (SotG 18)

- Use as Stealth, vs Use Computer of ship trying to find you
- Add your vehicle's size & Dex modifiers, and take a -5 penalty if you're not trained in Pilot

- Can hide against hull of enemy ship at least 2 sizes larger, provided you make a Deception check to create a diversion to hide

## Survival (Can take 10; can take 20 if no danger of failure) (73)

### Basic Survival (73)

- DC 15 to survive and be fed in the wild for 24h.
- For every 2 points above check, provides food & water for 1 additional person

### Create Defensive Position (Trained only) (CW 28)

- DC 20, 10 mins to prepare an area 20sq x 20sq
- Take no penalty to Perception checks to notice targets while sleeping (instead of -10 penalty)
- All opponents take -5 to Stealth checks made within area
- All allies gain +2 Ref when within area

### Endure Extreme Temperatures (Requires Field Kit) (73)

- Once per day, DC 20 to ignore attack rolls of extreme temperatures for the next 24h

### Extended Survival (Trained only) (FU 31)

- DC 20 to find shelter/campsite and survive for more than 48h, reducing the DC for Basic Survival by 5 during days spent at campsite

### Know Direction (73)

- DC 10 to know which direction is north

### Track (Trained only) (73)

| SURFACE / CIRCUMSTANCE                               | DC  |
|--|-----|
| Soft ground (snow, ash, mud)                         | 10  |
| Firm ground (fields, woods, dusty floors, carpet)    | 20  |
| Hard ground (bare rock, concrete, metal deck plates) | 30  |
| Every 3 creatures in the group being tracked         | -1  |
| Every day since the trail was made                   | +1  |
| Every hour of rain since the trail was made          | +1  |
| Fresh snow cover since the trail was made            | +5  |
| Poor visibility                                      | +5  |
| Tracked target hides trail (and moves at half speed) | +5  |
| <b>Largest creature being tracked:</b>               |     |
| -Huge or bigger                                      | -10 |
| -Large   | -5  |
| -Medium  | +0  |
| -Small   | +5  |
| -Tiny or smaller                                     | +10 |

- Make new check every time tracks become difficult to follow or when terrain or circumstances change

## Swim (can take 10 only) (74)

| SITUATION    | DC |
|--------------|----|
| Calm water   | 10 |
| Rough water  | 15 |
| Stormy water | 20 |

- Can move ¼ speed as move action or half speed as full-round
- If fail check, make no progress
- If fail by 5+, you go underwater and must hold breath (see Hold Breath under Endurance)

## Treat Injury (Can take 10 only) (74)

### Biotech: Biotech Repair (Requires a Biotech tool kit) (LE 32)

- To perform First Aid, Heal Damage, Revivify, Treat Disease, Treat Poison, and Treat Radiation on a bioengineered creature or biotech object.
- You take -5 penalty if you don't have the Biotech Specialist feat.

### Biotech: Temporary Mending (LE 32)

- DC 20 & full-round to heal 1d8 HP & +2 CT to a damaged or disabled biotech object or vehicle
- You gain +5 bonus if you have a biotech tool kit.
- You take -5 penalty if you don't have the Biotech Specialist feat.

### First Aid (Requires a Medpac) (74)

- DC 15 full-round, to heal HP = target level, +1 HP for every point over 15. If succeed, cannot retry on same target for 24h
- You take -5 penalty to treat yourself

### Long-Term Care (74)

- Tend creature for 8h, it regains additional HP = its level.
- Can tend 1 creature if untrained, 6 creatures if trained

### Perform Surgery (Trained Only, Requires a surgery kit) (74)

- DC 20 & 1h to heal HP = [its CON mod (min. 1)] x [its level] and remove all persistent conditions
- If fail, target takes damage = its DT
- DC 20 to install cybernetic prosthesis (must have Cybernetic Surgery feat)
- You take -5 penalty to treat yourself

### Revivify (Trained Only, Requires a medical kit) (75)

- DC 25 to revive creature within 1 round of its death
- Using a medpac gives +2 bonus
- Success means target is alive but unconscious

### Treat Disease (Trained Only, Requires a medical kit) (75)

- Check disease for DC, requires 8h
- Success cures persistent conditions caused by disease
- Can treat max 6 creatures at a time

### Treat Poison (Trained Only, Requires a medical kit) (75)

- Check poison for DC; full-round action
- Success cures persistent conditions caused by disease

### Treat Radiation (Trained Only, Requires a medical kit) (75)

- Check radiation type for DC, requires 8h
- Success cures persistent conditions caused by radiation
- Can treat max 6 creatures at a time

## Use Computer (Can take 10 or 20) (75)

### Access & Reprogram Electronic Device (LE 32)

- To access info from electronic device, must connect it (wired or wireless) to a computer whose attitude is indifferent or better (full-round action)
- See "Information" table below for DC

### Access Information (Requires computer attitude of indifferent or better) (75)

- DC 10 to connect to network from remote computer

| INFORMATION (example)          | DC | TIME REQUIRED        |
|--------------------------------|----|----------------------|
| General                        | 15 | 1 minute (10 rounds) |
| Specific (date of birth)       | 20 | 10 minutes           |
| Private (private comm channel) | 25 | 1 hour               |
| Secret* (credstick code)       | 30 | 1 day (8 hours)      |

\*Secret information can only be accessed by a "helpful" computer

### Backtrail (Trained Only) (S&V 20)

- DC 25 to identify last person to use computer & info they sought. Apply computer attitude modifiers.

### Copy or Reprogram Code Cylinder or Access Card (LE 32)

- To reprogram code cylinder or access card to accept new codes, or copy codes to another cylinder.
- Requires 10 minutes and must be physically connected to a computer whose attitude is indifferent or better

| Security Level              | DC |
|-----------------------------|----|
| Administrative (civilian)   | 20 |
| Encrypted military          | 30 |
| Encrypted Imperial military | 35 |

### Cover Tracks (Trained Only) (S&V 20)

- Increase all Use Computer check DC's +5 to conceal your presence & how you used computer to give -5 penalty to any who try to determine your identity & what you did

### Disable or Erase Program (Trained only) (Requires computer attitude of helpful) (76)

- DC 15 and 10 mins

### Improve Access (Trained only) (Cannot take 20) (76)

- Vs computer's Will to improve its attitude, see table
- If succeed, you shift computer attitude by 1 step
- If fail by 5+, computer becomes 1 step worse and it notifies administrator of attempted access
- If fail on "hostile" computer (or if computer became hostile), it notifies security of your location. If failed by 5+, you cannot improve its attitude for next 24h

| Computer Attitude | The Computer...  | Your Use Computer check mod to change current attitude |
|-------------------|--|--|
| Hostile           | Treats you as a hostile intruder and attempts to trace your location and isolate your connection.  | -10  |
| Unfriendly        | Treats you as an unauthorized user and blocks your access to its programs and information.   | -5   |
| Indifferent       | Treats you as a guest or visitor and grants you access to non-secret programs and information (as long as this does not conflict with previous commands)   | -2   |
| Friendly          | Treats you as an authorized user and grants you access to any programs and non-secret information (as long as this does not conflict with previous commands). You may add any equipment bonus provided by the computer to your Use Computer checks.    | +0   |
| Helpful           | Treats you as if you are its owner or administrator, granting access to all of its programs and information (even if doing so overrides with previous commands). You may add any equipment bonus provided by the computer to your Use Computer checks. |  |

### Issue Routine Command (Requires computer attitude of friendly or better) (76)

- Check not necessary for simple commands (edit, print, etc).
- In case of conflicting commands, computer follows order of user whose has better computer attitude. If tied, make opposed checks.

### Reprogram Droid (Trained Only, requires tool kit) (76)

- DC = droid's Will, takes 10 mins
- Reprogram droid to obey new master, copy or erase its memory, change its trained skills

### Vehicles & Starships: Astrogate (Trained Only) (76 / Sotg 19)

- DC 10, 1 minute to plot course
- DC 30, 1 hour if no data to work with
- DC +5 to reduce travel time by 1 day; if travel time is 1 day, reduce to half (minimum 1 hour). For every +5 DC you add, reduce again. (Decision to use this must be made before rolling)

| Situation                             | Check Mod |
|---------------------------------------|-----------|
| Using nav computer                    | +5        |
| Without nav computer*                 | -10       |
| No holonet access                     | -5        |
| Attempt to make check in 1 full-round | -10       |

*\*No penalty if have current data stored in astromech droid or received it from another ship*

- Success means arrived at destination in days = 1d6 x ship's hyperdrive multiplier
- If fail, roll again against same DC. If 2<sup>nd</sup> roll succeeded, you caught the error and can try again.
- If 2<sup>nd</sup> roll failed, ship -1 persistent CT (until maintenance performed) and takes damage = [5% of total HP] x [every point by which check failed]. Then arrive at destination in double the expected time. If ship is disabled, it drops out of hyperspace in random location.

### Vehicles & Starships: Use Communications (Sotg 19)

- DC 5 & swift action to hail a vehicle (DC 0 if other vehicle is using same encryption codes as you). The other vehicle can open comm as reaction.
- DC 5 & move action for both vehicles to open secure communications. The higher check result sets DC to intercept comm
- DC 20 & standard action to intercept comm between 2 vehicles that are taking no precautions; if they are, then DC is set by their Use Computer
- +10 DC if they are using matching encryption codes
- If you fail by 10 or less, you can identify the type of encryption protocols being used.

## Vehicles & Starships: Use Sensors (Sotg 19)

- As Perception
- DC 10 identifies vehicle size & if shields are active
- DC 15 reveals exact make of starship & number of weapons (but not weapon type)
- On starship-scale, you take -5 penalty for every 10sq between you & target, and -5 penalty if trying to detect a ship that's powered down
- If a vehicle moves within 30sq, you may make a Use Computer check as reaction, otherwise it's a move action.

## Use the Force (Can take 10 only) (77)

### Activate Force Power (Trained Only)

### Breath Control (Trained Only) (KOTOR 30 / JATM 10)

- DC 15, you can hold your breath for number of rounds = 2x your CON score before needing to make Endurance checks

### Force Trance (Trained Only) (77)

- DC 10, full-round action
- Each hour, gain HP = level
- 4 consecutive hours heals you fully
- Can go ten times as long as normal without air, food or water

### Place Other in Force Trance (Trained Only) (CW28 / JATM 10)

- DC 15, full-round action, willing, adjacent targets only
- Only force-user can bring adjacent ally out of trance
- See Force Trance

### Move Light Object (Trained Only) (77 / CW 28/ JATM 10)

- DC 10, move action to move an object weighing up to 5 kg a distance of 6 squares
- DC 15, stndrd action vs Ref to hurl object, 1d6 damage
- Catch thrown weapon / grenade; DC = opponent's attack roll. Action must be readied before weapon is thrown. Success = move object 6sq (after which a grenade explodes)

### Search Your Feelings (77)

- DC 15, full-round action to determine whether a particular action will yield favorable or unfavorable results to you in the immediate future (next 10 mins)

### Sense Force (Trained Only) (77)

- DC 15, full-round action to sense force-users within 100km. Another Force-user within range can try to conceal her presence by making an opposed UtF check.
- Can also specify that you are attempting to sense only Force-users with a Dark Side Score of 1 or higher.

- Range 1km to sense location strong in the dark side
- Range 10,000 light years to sense relative, companion, or close friend in mortal danger or great pain
- Automatically sense disturbances in the Force (destruction of an entire populated planet or the distress of a whole order of allies) DC 15, full-round action to determine direction and distance

### Sense Surroundings (77)

- DC 15, swift action to ignore the effects of cover and concealment when making Perception checks
- Increase the DC by 5 (except Miraluka) if this ability is used against targets with total cover.

### Telepathy (77)

| Telepathy Distance                      | DC |
|---|----|
| Same planet                             | 15 |
| Same system                             | 20 |
| Same region/quadrant of the galaxy      | 25 |
| Different region/quadrant of the galaxy | 30 |

- Standard action to exchange emotions or a single thought, such as "Go!", "Help!", or "Danger!"
- The target must have an Intelligence of 2 or higher
- Against an unwilling target, you must make a UtF check against the target's Will or the base skill DC, whichever is higher