

Special Combat Rules**Area Attack** – p.155

Make a single atk. If result is ≥ 10 , compare with the Ref. Def. of all targets in the AoE. Those hit take full dmg, missed take half dmg. Natural 20s auto-hit, but do not deal 2x dmg. Targets with cover take no damage if the result fails to overcome their Ref. Def. (-5 applies)

Autofire – p.156

Make a single atk at -5 and compare with the Ref. Def. of all targets in the 2sq x 2sq AoE. Those hit take full dmg, missed take half dmg. Consumes 10 shots/bullets.

Burst Radius & Splash Weapons – p.155

Same as Area Attack above; Center of burst/grenade must be on a crosshair of squares on game mat grid.

Statistics for Objects – p. 151

	DR	HP	Dmg Thr	Strength (Break)
Manufactured Objects				
Fine (comlink)	-	1	5	1 (10)
Diminutive (datapad)	-	1	5	1 (10)
Tiny (computer)	-	2	5	1 (10)
Small (storage bin)	2	3	6	4 (12)
Medium (desk)	5	5	10	10 (15)
Large (bed)	5	10	20	10 (15)
Huge (conference table)	10	10	35	20 (20)
Gargantuan (small bridge)	10	20	55	40 (30)
Colossal (house)	10	30	85	80 (50)

Tools and Weapons

Computer Console	-	5	10	10 (15)
Weapon, Tiny (hold-out blaster)	5	2	10	10 (15)
Weapon, Small (Blaster Pistol)	5	5	12	15 (17)
Weapon, Med. (Blaster Rifle)	5	10	15	20 (20)
Weapon, Large (Heavy Blast Rifle)	10	10	17	25 (25)
Weapon, Huge (E-Web)	10	20	30	30 (30)

Bindings

Mesh Tape	-	1	15	20 (20)
Liquid Cable	-	2	19	28 (24)
Syntherope	-	4	20	30 (25)
Chain	10	5	26	32 (26)
Binder Cuffs	10	20	25	40 (30)

Locks

Cheap	-	1	5	1 (10)
Average	2	5	10	10 (15)
Good	5	10	15	20 (20)
High Security	10	120	30	50 (35)
Ultra-high Security	20	150	35	60 (40)

Barriers

Metal bars (2 cm thick)	10	30	25	40 (30)
Permacrete wall (30 cm thick)	10	150	30	50 (35)
Metal wall or hull (15 cm thick)	10	150	35	60 (40)
Wooden door (5cm thick)	5	25	10	10 (15)
Metal door / Airlock (5 cm thick)	10	50	30	50 (35)
Blast door (50 cm thick)	10	750	40	70 (45)

Weapon Ranges – p.129

Weapon Type	Pt. Blk (0)	Short (-2)	Med (-5)	Long (-10)
Thrown	6	8	10	12
Pistols & Simple	20	40	60	80
Rifles	30	60	150	300
Heavy	50	100	250	500

Examples of Actions – p.150

Standard:	Move:	Swift:	Full-Round:
• Attack	• Move	• Activate an item	• Coup de Grace
• Aid Another	• Draw or Holster	• Aim (x2)	• Full Attack
• Suppress	• Weapon	• Catch a Second Wind	• Run
• Charge	• Disarm	• Drop an Item	
• Defensively	• Fight	• Fall Prone	
• Grab	• Grapple	• Recover (x3)	
		• Switch Weapon Mode	

Second Wind – p.146

Once per day, If you are reduced to $\frac{1}{2}$ your max HP, you can catch a second wind as a swift action. This heals $\frac{1}{4}$ your max HP total or a total equal to your Con score, whichever is greater.

Condition Track – p.148**Normal state (no penalties)**-1 step \updownarrow +1 step

-1 penalty to all defenses;

-1 penalty on attack rolls, ability checks, and skill checks

-1 step \updownarrow +1 step

-2 penalty to all defenses;

-2 penalty on attack rolls, ability checks, and skill checks

-1 step \updownarrow +1 step

-5 penalty to all defenses;

-5 penalty on attack rolls, ability checks, and skill checks

-1 step \updownarrow +1 step

Move at half speed; -10 penalty to all defenses;

-10 penalty on atk rolls, ability checks, and skill checks

-1 step \updownarrow +1 step

Helpless (unconscious or disabled)

Damage from Falling Objects – p. 254

Object Size	Example(s)	Atk. Bonus	Dmg	Str Check DC
Tiny	Blaster, Datapad	-5	1d4	-
Small	Blaster Rifle	-2	1d6	-
Med.	Locker, Heavy Armor	+0	2d6	5
Large	Speeder Bike	+2	4d6	10
Huge	Landspeeder	+5	8d6	15
Gargantuan	Starfighter	+10	12d6	20
Colossal	AT-AT	+20	20d6	25

Statistics for Substances – p. 152

	DR	HP Per CM
Paper (flimsiplast, durasheet)	-	1
Rope (syntherope, liquid cable)	-	1
Soft Plastic (synthmesh, synthleather)	-	1
Glass (duraplex, plastex)	-	1
Ice or delicate crystal	-	1
Ceramic (ceramisteel)	-	1
Hard Plastic (duraplast, plasteel)	2	2
Wood (synthwood or any natural wood)	5	5
Light Metal (transparisteel)	5	5
Stone (permacrete, ferrocrete)	10	5
Metal (durasteel, quadanium steel)	10	10
Heavy Metal (duranium, lanthanide)	10	15
Exotic Metal (neutronium, Mandalorian Steel)	20	20

Environmental Hazards**+vs Fort***Effect on hit or miss***Acid & Corrosive Atmosphere** – p.253

+5 2d6 acid damage – on miss takes half. This attack occurs every round until the acid is washed off or treated.

Toxic Atmosphere – p.253

+5 1d6 damage & -1 persistent step on condition track. – on miss takes half damage and does not move down on the condition track.

Vacuum – p.253

+20 1d6 damage & -2 persistent step on condition track. – on miss takes no damage but moves down -1 step. Cannot move up until out of vacuum. Unconscious creatures take cumulative 1d6 damage per round of exposure.

Extreme Heat or Cold – p.254

+5 2d6 temp & -1 persistent step on condition track – on miss takes half damage and does not move down on the condition track.

Fire – p.255

+5 1d6 fire damage – on miss takes half.

Smoke – p.256

+5 2d6 temp & -1 persistent step on condition track – on miss takes half damage and does not move down on the condition track. Grants concealment.

Falling Damage – p.255

When a creature, droid, object or vehicle falls, make an attack roll +20 vs. its Fort Defense. If successful, the subject takes 1d6 / 3 meters fallen (max 20d6). If the attack fails, they take half. The subject always lands prone.

Exception: Those trained in Acrobatics can reduce the damage by 3m (DC 15) and 3 additional meters for every 10 they clear above 15. If the check succeeds and they take no damage, they land on their feet.

Lava – common sense

Jedi, *Please!* You die. No Save. Avoid the Lava next time. Hand Player a new character sheet and the Core Rulebook.

Skills - page #		(Key Ability)	Use Untrained?	AC Penalty?
Trained Only	Acrobatics - p.62	(DEX)	Yes	Yes
	Cross Difficult Terrain			
	Fall Prone			
	Reduce Falling Damage (DC15; treat fall as if it were 3m shorter. Every 10 above DC, subtract another 3m from total for determining damage)			
	Stand Up from Prone			
	Tumble			
Gain +5 to Ref. Def. when fighting defensively				
	Climb - p.63	(STR)	Yes	Yes
Deception Check Modifiers	Deception - p.64	(CHA)	Yes	No
	Simple	+5		
	Moderate	+0		
	Difficult	-5		
	Incredible	-10		
Outrageous	-20			
	Endurance - p.66	(CON)	Yes	Yes
	Gather Info - p.67	(CHA)	Yes	No
	Initiative - p.68	(DEX)	Yes	Yes
	Jump - p.68	(STR)	Yes	Yes
Fields of Study	Knowledge - p.68	(INT)	Yes	No
	Bureaucracy: Business procedure, 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, 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.			
	Expert Knowledge – Has a chance to know something that is not common knowledge, specific to their field of study. This is any knowledge with a DC higher than 15.			
	Trained Only			

Skills - page #		(Key Ability)	Use Untrained?	AC Penalty?
Requires Tool Kit	Mechanics - p.68	(INT)	No	No
	Handle Explosives – Set Detonator			
	Handle Explosives – Place Device			
	Jury-Rig			
	Recharge Shields			
	Regulate Power			
	Repair Object			
	Disable Device			
	Handle Explosives – Disarm Explosive Device			
	Modify Droid			
Repair				
Repair Droid				
	Perception - p.70	(WIS)	Yes	No
	Persuasion - p.71	(CHA)	Yes	No
Attitude Steps	Attitude	The Creature is...		
	Hostile	Takes risks to harm you, usually AoS		
	Unfriendly	Wishes you ill but won't go out of its way		
	Indifferent	Regards you in a neutral manner		
	Friendly	Wishes you well, but won't risk their life		
Helpful	Takes risks to help you			
Intimidate Modifiers	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 - p.71	(DEX)	Yes	No
T.O	Engage the Enemy			
	Increase Vehicle Speed			
	Ride - p.72	(DEX)	Yes	Yes
	Stealth - p.72	(DEX)	Yes	Yes
	Survival - p.73	(WIS)	Yes	No
T.O	Track – DC by type of ground:			
	Soft: DC 10 – Firm: DC 20 – Hard: DC 30			
Circumstances & DC Modifier	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 (& moves at ½ speed)	+5		
	Largest creature being tracked:			
	Huge or bigger	-10		
	Large	-5		
	Medium	+0		
Small	+5			
Tiny or Smaller	+10			

Skills - page #		(Key Ability)	Use Untrained?	AC Penalty?
	Swim - p.74	(STR)	Yes	Yes
	Treat Injury - p.74	(WIS)	Yes	No
Trained Only	First Aid (req. Medpac) – Full round action – DC 15			
	Target gains HP equal to its lvl + 1/total >15. Medical kit provides +2 to check.			
	<i>Maximum of one application per 24 hour period.</i>			
	Install a Cybernetic Prosthesis (req. Feat)			
	Perform Surgery (req. Surgery Kit)			
	Revivify (req. Medical Kit)			
	Treat Disease (req. Medical Kit)			
	Treat Poison (req. Medical Kit)			
	Treat Radiation (req. Medical Kit)			
		Use Computer - p.75	(INT)	Yes
Trained Only	Access Information (req. computer attitude of indifferent or better)			
	Astrogate			
	Disable or Erase Program (req. comp. attitude of helpful)			
	Improve Access (Roll Computer Use vs. the computer's Will Defense; Apply applicable mods:			
	Current Computer Attitude		Modifier	
	Hostile		-10	
	Unfriendly		-5	
	Indifferent		-2	
	Friendly		+0	
	Issue Routine Cmd. (req. comp. attitude of ≥ Friendly)			
Reprogram Droid (req. Tool Kit)				
Computer Attitude Steps	Attitude	The Computer treats you as...		
	Hostile	A hostile intruder and attempts to trace your location and isolate your connection.		
	Unfriendly	An unauthorized user and blocks your access to its programs and info.		
	Indifferent	A guest or visitor and grants you access to non-secret programs and info. (as long as this does not conflict with prev. commands)		
	Friendly	An authorized user and grants you access to any programs and non-secret information (as long as this does not conflict with prev. commands). You may add any equipment bonus provided by the computer to your Use Comp. checks.		
	Helpful	Owner/Admin, granting you access to all of its programs and info (even if doing so overrides previous commands). You may add any equipment bonus provided by the computer to your Use Computer checks.		
		Use the Force - p.77	(CHA)	Yes
Trained Only	Activate Force Power			
	Force Trance			
	Move Light Object (up to 5kg)			
	Sense Force			

Slicing Systems – by Gary Sarli*Computer Will Defense = 15 + Int modifier*

Int	Example of / Types of Computers
12-13	Datapad, most civilian vehicles (non-starship)
14-15	Portable computer, most military vehicles and civilian starships
16-17	Desktop computer, most military starships (non-capital ship)
18-19	Local/Minor server, most military capital ships
20-29	Moderate/regional server
30+	Major/Galactic server, major secure system

Currently, no computers have an INT above 40 -- that represents cutting-edge AI supercomputers with the best security protocols.

Type of system	Starting Attitude
Secure System (e.g. Secret/Classified data)	Hostile
Private System with no strict sec. protocols	Unfriendly
Informational to the public (e.g. a Holonet)	Indifferent

← See the Computer Use for changing attitudes

Using Force Points – p.92*Unless noted, you can only spend one Force point per round.*

As a free action, add d6 to any single atk, skill or ability check
 1st – 7th = 1d6 | 8th – 14th = 2d6* | 15th – 20th = 3d6*
 *=Only count the highest die roll.

If a force user, use to return a spent Force power to your active suite.

If reduced to 0 HP and would be killed, use as a reaction to avoid death and instead fall unconscious

As a Swift action to lower your Dark Side Score by 1.

Trade Goods – p.118

Commodity:	Cost	Commodity:	Cost
Animal, common	100	Gems, exotic (1g)	10,000
Animal, exotic	2,000	Holovid	10
Animal, livestock	500	Metal, common. (1 m ton)	2,500
Art, common	100	Metal, semi-prec. (1kg)	200
Art, quality	1,000	Metal, precious (1kg)	10,000
Art, precious	10,000	Ore, common (1 m ton)	1,500
Bacta, 1 liter (1kg)	100	Spice, common (1kg)	1,500
Food, common (1kg)	10	Spice, exotic (1 gram)	20
Food, quality (1kg)	20	Textiles, common(1m)	5
Food, exotic (1kg)	50	Textiles, quality (1m)	20
Fuel, 1 liter (1kg)	50	Textiles, exotic (1m)	100
Gems, semiprecious (1g)	100	Water, 1 liter (1kg)	1
Gems, precious (1g)	1,000		

Light Sources – p.257

Item	Light	Duration
Candle	1 Square	12 hours
Torch	3 Squares	2 hours
Fusion Lantern	6 squares	24 hours
Glow Rod	3 sq./beam 6sq long x 1sq high	6 hours

Astrogation Details – SotG p.12

Age of Astrogation Data	DC
Less than 1 day	10
At least 1 day but less than 1 std. week (5 days)	15
At least 1 week but less than 1 std. month (35 days)	20
At least 1 month but less than 1 std. year (368 days)	25
At least 1 year old	30

Hyperspace Mishaps – SotG p.13

D20	Result
1-5	Starship passes too close to a supernova, overloading internal computer systems with solar radiation. All Use Computer checks aboard the starship take a -5 penalty until all persistent conditions are removed. At least it wasn't lava.
6-10	Starship skirts the edge of a black hole, causing the intense gravity to warp the vessel's structural integrity. The starship's armor bonus is reduced by -5 until all persistent conditions are removed.
11-15	Starship nearly collides with a massive gas giant, corroding the ship's hull plating and causing the ship to take an additional 10% of its total HP in dmg.
16-19	Starship flies through a super-dense cluster of stars, the stress of which causes the ship's hyperdrive to burn. Hyperdrive is destroyed.
20	Reroll on the above table twice.

System Damage – SotG p.13*Whenever a starship is disabled, roll a d20:*

D20	Result*
1-10	No system damage.
11-15	Starship becomes "used" – SotG p.10
16	Communications/sensors destroyed
17	Weapons destroyed
18	Hyperdrive destroyed
19	Sublight engines destroyed
20	Life support destroyed; 2d12 hours of LS left

* If a result is not applicable, roll twice and apply both results.

Space Periodic Damage – SotG p.34

Hazard	Frequency	Dmg Dealt
Rare & Light	1d4+1 rounds	3d10x2
Often & Light	Every other round	3d10x2
Frequent & Light	Every round	3d10x2
Rare & Mod.	1d4+1 rounds	6d10x2
Often & Mod.	Every other round	6d10x2
Frequent & Mod.	Every round	6d10x2
Rare & Severe	1d4+1 rounds	3d10x5
Often & Severe	Every other round	3d10x5
Frequent & Severe	Every round	3d10x5

Travel in Realspace – SotG p.11

Distance	Time Req.
Surface of planet to orbit	1-5 min
Orbit to safe hyperspace jump dist.	1 min
Planetary orbit to planet's moon	10-30 min
Planetary orbit to another planet in same system	2-6 H
Planetary orbit to outer edge of system	12-24 H

Starship Weapon Ranges – p.168

Weapon Type	Pt. Blk (0) / Short (-2) / Med (-5) / Long (-10)
Character Scale (in Squares)	
Blaster Cannon	120 / 240 / 600 / 1,200
Laser Cannon, Point Defense, Tractor Beam	150 / 300 / 750 / 1,500
Ion Cannon	300 / 600 / 1,500 / 3,000
Missile/torpedo	450 / 900 / 2,250 / 4,500
Turbolaser	600 / 1,200 / 3,000 / 6,000

Starship Scale (in Squares)

Blaster Cannon	1 / 2 / 4 / 8
Laser Cannon, Point Defense, Tractor Beam	1 / 2 / 5 / 10
Ion Cannon	2 / 4 / 10 / 20
Missile/torpedo	3 / 6 / 15 / 30
Turbolaser	4 / 8 / 20 / 40

Docking, Fuel & Maintenance – SotG p.14**Average Docking Fees (actual fees can vary)**

20 credits / day. Long-term storage available in some places (~200 / month). It takes ~8 hours to ready a stored ship for flight.

Refueling

For starships of ≤Colossal size, 1 day's worth of fuel (1kg) costs ~50c. Multiply those costs by 100 for every size category greater than Col.

A starship uses 1 unit (kg/100kg/etc.) of fuel doing the following:

1 day of flight in Realspace / Hyperspace

1 hour in Atmosphere / Combat

1 jump to Lightspeed

Restocking Consumables Cost:

~10 credits X number of people on board X days of operation
 Cost in credits shown for common quality. See trade goods for better.

Routine Maintenance

After 20 jumps, a starship needs to undergo routine maintenance. This costs the same as about 4 days of fuel (200 credits for a ship ≤Colossal size). If it does not receive maintenance after 20 jumps, roll twice when checking system damage.

Crew Quality – p.174

Crew Quality	Atk Bonus	Check Mod.	CL Mod.
Untrained	-5	+0	-1
Normal	+0	+5	+0
Skilled	+2	+6	+1
Expert	+5	+8	+2
Ace	+10	+12	+4

STAR WARS PLAYER AID

SKILLS AND COMMON USES

(AP=Armor Penalty | *Trained Only Uses are Italicized*)

Acrobatics (Dex, AP, p.62)

- Balance
- *Cross Difficult Terrain*
- Escape Bonds
- *Fall Prone as Free Action*
- *Reduce Falling Damage*
- *Stand Up From Prone as Swift Action*
- *Tumble*

Climb (Str, AP, p.63)

- Climb Surface
- Accelerated Climbing
- Catching Yourself When Falling
- Making Handholds and Footholds

Deception (Cha, p.64)

- Deceive
- Create Diversion to Hide
- Feint

Endurance (Con, AP, p.65)

- Force March
- Ignore Hunger
- Ignore Thirst
- Run
- Sleep in Armor
- Swim/Tread Water

Gather Information (Cha, p.67)

- Learn News and Rumors
- Learn Secret Information
- Locate Individual

Initiative (Dex, AP, p.68)

- Start Battle
- Avoid Feint

Jump (Str, AP, p.68)

- Long Jump
- High Jump
- Jump Down

Knowledge (Int, p.68)

- Common Knowledge (DC 10)
- *Expert Knowledge* (DC 15+)

Mechanics (Int, p.68)

- *Disable Device*
- *Handle Explosives*
- *Jury-Rig*
- *Modify Droid*
- *Recharge Shields*
- *Regulate Power*
- *Repair*
- *Repair Droid*
- *Repair Object*

Perception (Wis, p.70)

- Avoid Surprise
- Eavesdrop
- Hear Noise
- Notice Targets
- Search
- Sense Deception
- Sense Influence

Persuasion (Cha, p.71)

- Change Attitude
- Haggle
- Intimidate

Pilot (Dex, p.71)

- Avoid Collision
- Dogfight
- *Engage the Enemy*
- *Increase Vehicle Speed*
- Ram

Ride (Dex, AP, p.72)

- Ride Mount
- Control Mount in Battle
- Fast Mount or Dismount
- Guide with Knees
- Leaps
- Soft Fall
- Stay in Saddle
- Use Mount as Cover

Stealth (Dex, AP, p.72)

- Sneak
- Conceal Item
- Create a Diversion to Hide
- Pick Pocket
- Sleight of Hand
- Snipe

Survival (Wis, p.73)

- Basic Survival
- Endure Extreme Temperatures
- Know Direction
- *Track*

Swim (Str, AP, p.74)

- Swim

Treat Injury (Wis, p.75)

- First Aid
- Long-Term Care
- *Perform Surgery*
- Heal Damage
- Install a Cybernetic Prosthesis
- *Revivify*
- *Treat Disease*
- *Treat Poison*
- *Treat Radiation*

Use Computer (Int, p.76)

- Access Information
- *Astrogate*
- *Disable or Erase Program*
- *Improve Access*
- Issue Routine Command
- *Reprogram Droid*

Use the Force (Cha, p.77)

(Requires Force Sensitivity Feat)

- *Activate Force Power*
- *Force Trance*
- *Move Light Object*
- Search Your Feelings
- *Sense Force*
- Sense Surrounding
- Telepathy

FORCE POINTS USES

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Unless otherwise noted, you can only spend one Force point per round.

- You may spend a Force point as a free action to add a number of dice, depending upon level, to any single attack roll, skill check, or ability check (1st-7th level = 1d6 | 8th-14th level = 2d6 | 15th-20th level = 3d6). Roll and add the *highest* die result.
- Some Talents, Force techniques, Force secrets, and Force powers require you to spend a Force point.
- Return a *spent* Force power to your active suite of powers (See Force powers, page 95), by spending a force point.
- If reduced to 0 hit points and would be killed, you can spend a Force point as a reaction to avoid death and instead fall unconscious.
- Spend a Force Point as a swift action to lower your Dark Side Score by one.

DESTINY POINT USES

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Spending a Destiny point does not take an action and grants one of the following benefits:

- Automatically score a critical hit (no attack roll required).
- Automatically cause an attack made against you to miss (even once the attack is resolved).
- Act out of turn (thus changing your position in the initiative order).
- Take damage that would otherwise harm another character within your reach.
- Increase the effect of some Force power (as noted in their descriptions).
- Use some applications of Force secrets (as noted in their descriptions).
- Immediately gain 3 Force Points (see Force Points, page 92).

STAR WARS PLAYER AID

ACTIONS IN COMBAT

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In every round of combat you may take a **standard action**, a **move action** and a **swift action** *in any order*.

- You may take a **move action** or a **swift action** in place of a **standard action**, but not the other way around.
- You may take a **swift action** in place of a **move action**, but not the other way around.
- You may take a **full-round action** in place of all other actions in a round.

Therefore, a round could consist of:

- a **standard action**, a **move action** and a **swift action** *in any order*; or
- two **move actions**, and a **swift action** *in any order*; or
- a **standard action** and two **swift actions** *in any order*; or
- three **swift actions**; or
- a **full-round** action.

Some actions take such a negligible amount of time that they can be performed in addition to other actions, or happen out of turn:

- Free actions** may be taken out of turn and in any number. They include: shouting to friends, taunting foes, winking, etc. Free actions cannot be performed with flat-footed or the GM rules them inappropriate.
- Reactions** are instantaneous responses to other actions. You may make reactions even if it is not your turn.

DAMAGE AND HIT POINTS

Page 145-149

Damage Threshold: When a creature takes damage equal to or greater than its damage threshold (but not enough to take it to 0 HP) it moves -1 step on the condition track.

0 Hit Points: A creature reduced to 0 hit points moves -5 steps on the condition chart and is disabled/unconscious.

Death: If the damage from an attack knocks a creature to 0 HP and is greater than its damage threshold, the creature is killed (droids/items and vehicles are destroyed). Otherwise, the creature moves -5 steps on the condition chart and is disabled/unconscious.

Second Wind: A creature that has taken at least one-half of its total HP may take a swift action once per day to rejuvenate itself. The creature heals ¼ of its total hit points (round down) or a number of points equal to its Constitution score, whichever is *greater*.

CONDITIONS

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Normal
⇕
-1 penalty to all defenses
-1 penalty on attack rolls, ability checks, and skill checks
⇕
-2 penalty to all defenses
-2 penalty on attack rolls, ability checks, and skill checks
⇕
-5 penalty to all defenses
-5 penalty on attack rolls, ability checks, and skill checks
⇕
Move at half speed
-10 penalty to all defenses
-10 penalty on attack rolls, ability checks, and skill checks
⇕
Helpless
(unconscious or disabled)

Recovery: A creature may take a series of three swift actions to recover, improving its condition by +1. It may take these actions over consecutive rounds, but cannot improve Persistent Conditions in this way.

Persistent Conditions: These conditions cannot be recovered from except in certain circumstances, as related by the condition.

TYPES OF ACTIONS

Page 150-155

Standard Actions

- Attack with Melee Weapon
- Attack with Ranged Weapon
- Aid Another
- Attack an Object
- Charge
- Disarm
- Fight Defensively
- Grab
- Grapple

Move Actions

- Move
- Draw or Holster Weapon
- Manipulate an Item
- Stand Up
- Withdraw

Swift Actions

- Activate an Item
- Aim (2 Swift Actions in Same Round)
- Brace (Autofire-Only Weapons, 2 Swift Actions Imm. Before Firing)
- Catch a Second Wind
- Drop an Item
- Fall Prone
- Recover (3 Swift Actions)
- Switch Weapon Mode

Full-Round Actions

- Coup de Grace
- Full Attack
- Run

VEHICLE COMBAT ACTIONS

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Standard Actions

- Aid Another
- Attack with Melee Weapon
- Attack with Ranged Weapon
- Attack with Vehicle Weapon (Gunner Only)
- Attack Run (Pilot Only)
- Dogfight (Pilot Only)
- Fight Defensively (Pilot Only)

Move Actions

- Move (Pilot Only)

Swift Actions

- Aim (2 Swift Actions, Gunner Only)
- Full Stop (Pilot Only)
- Increase Vehicle Speed (Pilot Only)
- Raise or Lower Shields (System Operator Only)
- Recharge Shields (3 Swift Actions, System Operator Only)
- Reroute Power (3 Swift Actions, Engineer Only)

Full-Round Actions

- All-Out Movement (Pilot Only)
- Full Attack (Gunner Only)
- Ram (Pilot Only)

Reactions

- Avoid Collision (Pilot Only)

RANGES

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

ACTION! A STAR WARS CHEAT SHEET

SWIFT ACTIONS

Activate an Item

Aim • 2 Swift in 1 round

You ignore all cover bonuses to the target's Reflex Defense. You lose aim if you take another action before attacking, or if you lose line of sight. **Careful Shot** gives a +1 to attack rolls if you aim.

Deadeye gives you an additional die of damage when you aim.

Catch a Second Wind

Once a day you may catch your second wind: you heal 1/4 your maximum hit points, or your Con in hit points, whichever is more. **Extra Second Wind** gives you another use of this action each day.

Drop an Item

Fall Prone

Acrobatics (DC 15) to fall prone as a free action.

Recover • 3 Swift

Move up one step on the condition track. You may spend the 3 swift actions across multiple rounds.

Switch Weapon Mode

Set blasters to stun!

MOVE ACTIONS

Move

Draw or Holster Weapon

Quick Draw lets you do this as a swift action.

Manipulate an Item

Getting an item out of a closed container is 2 move actions: one to open the container and another to get the item. Holsters, bandoliers and utility belts are **not** closed containers.

Stand Up

Acrobatics (DC 15) to stand up as a swift action.

Withdraw

The first square you move out of does not provoke attacks of opportunity.

STANDARD ACTIONS

Attack

Using a melee weapon in **two hands**: add twice your Strength modifier to damage.

Using an **improvised weapon**: -5 on your attack roll. Use a **ranged weapon**: -2 at short range, -5 at medium range, -10 at long range.

Aid Another

To aid a **skill check**, roll your own skill (DC 10) to add +2.

To aid an **attack roll**, pick a foe and make an attack (Reflex Defense 10) to add +2 to a single ally's attack roll on that foe. To **suppress an enemy**, make an attack roll (Reflex Defense 10) to subtract -2 from that foe's next attack roll.

Attack an Object

Charge

Move at least 2 squares, make a melee attack, +2 on attack roll, -2 to Reflex Defense.

Allies **do not** block a charge; difficult terrain or foes **do**.

Disarm

The target gets no armor or natural armor, but has a +10 bonus to Reflex Defense. If he is holding the weapon in two hands, you are -5. If you miss, the foe gets a free disarm attempt on you.

Improved Disarm gives you a +5 on your attack roll and the foe does not get a free disarm attempt if you miss.

Ranged Disarm lets you disarm with a ranged attack.

Fight Defensively

Take a -5 attack penalty to gain +2 to Reflex Defense. Or make **no** attacks and gain +5 to Reflex Defense.

Acrobatics improves this:

you get +5 to your Reflex Defense if you take a -5 penalty on attack rolls, or a +10 to your Reflex Defense if you make **no** attacks.

Grab

Target gets no armor or natural armor, but you have a -5 attack penalty; grabbed foes have a -2 attack penalty (unless they use a light or natural weapon) and cannot move. Breaking a grab is a standard action and automatically clears 1 grabber for every level you have. **Trip** or **Pin** allows you to make a more effective Grapple attack.

FULL ROUND ACTIONS

Coup de Grace

Target must be helpless and adjacent to you. No attack rolls is required. You score a critical hit for double damage; targets reduced to 0 hit points are killed. Unconscious or disabled targets are also automatically killed.

Full Attack

To make multiple attacks in one round you must a) wield two weapons, b) wield a double weapon, c) use a special ability that grants multiple attacks. To **Attack with Two Weapons** or **Attack with a Double Weapon** take a -10 on both attack rolls. **Dual Weapon Mastery** reduces this penalty. **Double Attack** to attack twice at -5 each time. **Triple Attack** to attack three times at -10 each time.

Run

Move four times your speed in a straight line, or three times if you are carrying a heavy load. You lose your Dexterity bonus to Reflex Defense. **Endurance** allows you to run for longer periods.

Star Wars Saga – 6 Player Encounter Chart

Encounter Difficulty +0			Encounter Difficulty +1			Encounter Difficulty +2			Encounter Difficulty +3		
(x / 3) - 2 = (ED)			(x / 3) - 2 = (ED +1)			(x / 3) - 2 = (ED +2)			(x / 3) - 2 = (ED +3)		
APL	Max CL	Total CL	APL	Max CL	Total CL	APL	Max CL	Total CL	APL	Max CL	Total CL
1	4	9	1	4	12	1	4	15	1	4	18
2	5	12	2	5	15	2	5	18	2	5	21
3	6	15	3	6	18	3	6	21	3	6	24
4	7	18	4	7	21	4	7	24	4	7	27
5	8	21	5	8	24	5	8	27	5	8	30
6	9	24	6	9	27	6	9	30	6	9	33
7	10	27	7	10	30	7	10	33	7	10	36
8	11	30	8	11	33	8	11	36	8	11	39
9	12	33	9	12	36	9	12	39	9	12	42
10	13	36	10	13	39	10	13	42	10	13	45
11	14	39	11	14	42	11	14	45	11	14	48
12	15	42	12	15	45	12	15	48	12	15	51
13	16	45	13	16	48	13	16	51	13	16	54
14	17	48	14	17	51	14	17	54	14	17	57
15	18	51	15	18	54	15	18	57	15	18	60
16	19	54	16	19	57	16	19	60	16	19	63
17	20	57	17	20	60	17	20	63	17	20	66
18	21	60	18	21	63	18	21	66	18	21	69
19	22	63	19	22	66	19	22	69	19	22	72
20	23	66	20	23	69	20	23	72	20	23	75

APL (*Average Party Level*): This is the average of all of the character levels within the party.

ED (*Encounter Difficulty*): This is the overall difficulty of the encounter and the number is based off of the current average of levels of party members. Normally having an encounter that is equal to the APL or APL +1, however you can raise that difficulty further to APL +2 or +3. It is suggested that the ED not go beyond APL +4.

CL (*Challenge Level*): The measurement of difficulty for a particular enemy creature.

Max CL (*Maximum Challenge Level*): This is the suggested maximum challenge level that any single enemy should have within the encounter.

Total CL (*Total Challenge Levels*): This is the total number of CL's that should be used in this encounter, normally spread out over 2 to 6 enemies.

Star Wars Saga – 5 Player Encounter Chart

Encounter Difficulty +0			Encounter Difficulty +1			Encounter Difficulty +2			Encounter Difficulty +3		
(x / 3) - 1 = (ED)			(x / 3) - 1 = (ED +1)			(x / 3) - 1 = (ED +2)			(x / 3) - 1 = (ED +3)		
APL	Max CL	Total CL	APL	Max CL	Total CL	APL	Max CL	Total CL	APL	Max CL	Total CL
1	4	6	1	4	9	1	4	12	1	4	15
2	5	9	2	5	12	2	5	15	2	5	18
3	6	12	3	6	15	3	6	18	3	6	21
4	7	12	4	7	18	4	7	21	4	7	24
5	8	15	5	8	21	5	8	24	5	8	27
6	9	18	6	9	24	6	9	27	6	9	30
7	10	21	7	10	27	7	10	30	7	10	33
8	11	24	8	11	30	8	11	33	8	11	36
9	12	27	9	12	33	9	12	36	9	12	39
10	13	30	10	13	36	10	13	39	10	13	42
11	14	33	11	14	39	11	14	42	11	14	45
12	15	36	12	15	42	12	15	45	12	15	48
13	16	39	13	16	45	13	16	48	13	16	51
14	17	42	14	17	48	14	17	51	14	17	54
15	18	45	15	18	51	15	18	54	15	18	57
16	19	48	16	19	54	16	19	57	16	19	60
17	20	51	17	20	57	17	20	60	17	20	63
18	21	54	18	21	60	18	21	63	18	21	66
19	22	57	19	22	63	19	22	66	19	22	69
20	23	60	20	23	66	20	23	69	20	23	72

APL (*Average Party Level*): This is the average of all of the character levels within the party.

ED (*Encounter Difficulty*): This is the overall difficulty of the encounter and the number is based off of the current average of levels of party members. Normally having an encounter that is equal to the APL or APL +1, however you can raise that difficulty further to APL +2 or +3. It is suggested that the ED not go beyond APL +4.

CL (*Challenge Level*): The measurement of difficulty for a particular enemy creature.

Max CL (*Maximum Challenge Level*): This is the suggested maximum challenge level that any single enemy should have within the encounter.

Total CL (*Total Challenge Levels*): This is the total number of CL's that should be used in this encounter, normally spread out over 2 to 6 enemies.

Star Wars Saga – 4 Player Encounter Chart

Encounter Difficulty +0			Encounter Difficulty +1			Encounter Difficulty +2			Encounter Difficulty +3		
(x / 3) = (ED)			(x / 3) = (ED +1)			(x / 3) = (ED +2)			(x / 3) = (ED +3)		
APL	Max CL	Total CL	APL	Max CL	Total CL	APL	Max CL	Total CL	APL	Max CL	Total CL
1	3	3	1	3	6	1	3	9	1	3	12
2	4	6	2	4	9	2	4	12	2	4	15
3	5	9	3	5	12	3	5	15	3	5	18
4	6	12	4	6	15	4	6	18	4	6	21
5	7	15	5	7	18	5	7	21	5	7	24
6	8	18	6	8	21	6	8	24	6	8	27
7	9	21	7	9	24	7	9	27	7	9	30
8	10	24	8	10	27	8	10	30	8	10	33
9	11	27	9	11	30	9	11	33	9	11	36
10	12	30	10	12	33	10	12	36	10	12	39
11	13	33	11	13	36	11	13	39	11	13	42
12	14	36	12	14	39	12	14	42	12	14	45
13	15	39	13	15	42	13	15	45	13	15	48
14	16	42	14	16	45	14	16	48	14	16	51
15	17	45	15	17	48	15	17	51	15	17	54
16	18	48	16	18	51	16	18	54	16	18	57
17	19	51	17	19	54	17	19	57	17	19	60
18	20	54	18	20	57	18	20	60	18	20	63
19	21	57	19	21	60	19	21	63	19	21	66
20	22	60	20	22	66	20	22	66	20	22	69

APL (*Average Party Level*): This is the average of all of the character levels within the party.

ED (*Encounter Difficulty*): This is the overall difficulty of the encounter and the number is based off of the current average of levels of party members. Normally having an encounter that is equal to the APL or APL +1, however you can raise that difficulty further to APL +2 or +3. It is suggested that the ED not go beyond APL +4.

CL (*Challenge Level*): The measurement of difficulty for a particular enemy creature.

Max CL (*Maximum Challenge Level*): This is the suggested maximum challenge level that any single enemy should have within the encounter.

Total CL (*Total Challenge Levels*): This is the total number of CL's that should be used in this encounter, normally spread out over 2 to 6 enemies.

Star Wars Saga – 3 Player Encounter Chart

Encounter Difficulty +0			Encounter Difficulty +1			Encounter Difficulty +2			Encounter Difficulty +3		
(x / 3) +1 = (ED)			(x / 3) +1 = (ED +1)			(x / 3) +1 = (ED +2)			(x / 3) +1 = (ED +3)		
APL	Max CL	Total CL	APL	Max CL	Total CL	APL	Max CL	Total CL	APL	Max CL	Total CL
1	3	-	1	3	3	1	3	6	1	3	9
2	4	3	2	4	6	2	4	9	2	4	12
3	5	6	3	5	9	3	5	12	3	5	15
4	6	9	4	6	12	4	6	15	4	6	18
5	7	12	5	7	15	5	7	18	5	7	21
6	8	15	6	8	18	6	8	21	6	8	24
7	9	18	7	9	21	7	9	24	7	9	27
8	10	21	8	10	24	8	10	27	8	10	30
9	11	24	9	11	27	9	11	30	9	11	33
10	12	27	10	12	30	10	12	33	10	12	36
11	13	30	11	13	33	11	13	36	11	13	39
12	14	33	12	14	36	12	14	39	12	14	42
13	15	36	13	15	39	13	15	42	13	15	45
14	16	39	14	16	42	14	16	45	14	16	48
15	17	42	15	17	45	15	17	48	15	17	51
16	18	45	16	18	48	16	18	51	16	18	54
17	19	48	17	19	51	17	19	54	17	19	57
18	20	51	18	20	54	18	20	57	18	20	60
19	21	54	19	21	57	19	21	60	19	21	63
20	22	57	20	22	60	20	22	66	20	22	66

APL (*Average Party Level*): This is the average of all of the character levels within the party.

ED (*Encounter Difficulty*): This is the overall difficulty of the encounter and the number is based off of the current average of levels of party members. Normally having an encounter that is equal to the APL or APL +1, however you can raise that difficulty further to APL +2 or +3. It is suggested that the ED not go beyond APL +4.

CL (*Challenge Level*): The measurement of difficulty for a particular enemy creature.

Max CL (*Maximum Challenge Level*): This is the suggested maximum challenge level that any single enemy should have within the encounter.

Total CL (*Total Challenge Levels*): This is the total number of CL's that should be used in this encounter, normally spread out over 2 to 6 enemies.

Star Wars Saga – 2 Player Encounter Chart

Encounter Difficulty +0			Encounter Difficulty +1			Encounter Difficulty +2			Encounter Difficulty +3		
(x / 3) +1 = (ED)			(x / 3) +1 = (ED +1)			(x / 3) +1 = (ED +2)			(x / 3) +1 = (ED +3)		
APL	Max CL	Total CL	APL	Max CL	Total CL	APL	Max CL	Total CL	APL	Max CL	Total CL
1	3	-	1	3	-	1	3	3	1	3	6
2	4	-	2	4	3	2	4	6	2	4	9
3	5	3	3	5	6	3	5	9	3	5	12
4	6	6	4	6	9	4	6	12	4	6	15
5	7	9	5	7	12	5	7	15	5	7	18
6	8	12	6	8	15	6	8	18	6	8	21
7	9	15	7	9	18	7	9	21	7	9	24
8	10	18	8	10	21	8	10	24	8	10	27
9	11	21	9	11	24	9	11	27	9	11	30
10	12	24	10	12	27	10	12	30	10	12	33
11	13	27	11	13	30	11	13	33	11	13	36
12	14	30	12	14	33	12	14	36	12	14	39
13	15	33	13	15	36	13	15	39	13	15	42
14	16	36	14	16	39	14	16	42	14	16	45
15	17	39	15	17	42	15	17	45	15	17	48
16	18	42	16	18	45	16	18	48	16	18	51
17	19	45	17	19	48	17	19	51	17	19	54
18	20	48	18	20	51	18	20	54	18	20	57
19	21	51	19	21	54	19	21	57	19	21	60
20	22	54	20	22	57	20	22	60	20	22	66

APL (*Average Party Level*): This is the average of all of the character levels within the party.

ED (*Encounter Difficulty*): This is the overall difficulty of the encounter and the number is based off of the current average of levels of party members. Normally having an encounter that is equal to the APL or APL +1, however you can raise that difficulty further to APL +2 or +3. It is suggested that the ED not go beyond APL +4.

CL (*Challenge Level*): The measurement of difficulty for a particular enemy creature.

Max CL (*Maximum Challenge Level*): This is the suggested maximum challenge level that any single enemy should have within the encounter.

Total CL (*Total Challenge Levels*): This is the total number of CL's that should be used in this encounter, normally spread out over 2 to 6 enemies.