

STATISTICS FOR OBJECTS (SE page 151)

OBJECT	DR ¹	HIT POINTS	DAMAGE THRESHOLD	STRENGTH (BREAK DC ²)
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, Medium (blaster rifle)	5	10	15	20 (20)
Weapon, Large (heavy blaster rifle)	10	10	17	25 (25)
Weapon, Huge (E-Web)	10	20	30	30 (30)

1 Lightsabers ignore an object's damage reduction.

2 The DC of the Strength check to disable the object.

OBJECT	DR ¹	HIT POINTS	DAMAGE THRESHOLD	STRENGTH (BREAK DC ²)
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)
Ultrahigh 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 (5 cm thick)	5	25	10	10 (15)
Metal door or airlock (5 cm thick)	10	50	30	50 (35)
Blast door (50 cm thick)	10	750	40	70 (45)

STATISTICS FOR SUBSTANCES (SE page 152)

SUBSTANCE	DR	HIT POINTS
Paper (filmsiplast, durasheet)	—	1
Rope (syntherope, liquid cable)	—	1 per cm of thickness
Soft plastic (synthmesh, synthleather)	—	1 per cm of thickness
Glass (duraplex, plastex)	—	1 per cm of thickness
Ice or delicate crystal	—	1 per cm of thickness
Ceramic (ceramisteel)	—	1 per cm of thickness
Hard plastic (duraplast, plasteel)	2	2 per cm of thickness
Wood (synthwood or any natural variety)	5	5 per cm of thickness
Light metal (transparisteel)	5	5 per cm of thickness
Stone (permacrete, ferrocrete)	10	5 per cm of thickness
Metal (durasteel, quadanium steel)	10	10 per cm of thickness
Heavy metal (duranium, lanthanide)	10	15 per cm of thickness
Exotic metal (neutronium, Mandalorian steel)	20	20 per cm of thickness

RESTRICTED OBJECTS (SE page 119)

RESTRICTION	LICENSE	BLACK MARKET	SKILL	TIME
RATING	FEE ¹	COST	DC	REQUIRED
Licensed	5%	×2	10	1 day
Restricted	10%	×3	15	2 days
Military	20%	×4	20	5 days
Illegal	50%	×5	25	10 days

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

WEAPON RANGES (SE page 129)

TYPE OF RANGED WEAPON	POINT BLANK (NO PENALTY)	SHORT (–2 ATTACK)	MEDIUM (–5 ATTACK)	LONG (–10 ATTACK)
Heavy weapons	0–50 squares	51–100 squares	101–250 squares	251–500 squares
Pistols	0–20 squares	21–40 squares	41–60 squares	61–80 squares
Rifles	0–30 squares	31–60 squares	61–150 squares	151–300 squares
Simple weapons ¹	0–20 squares	21–40 squares	41–60 squares	61–80 squares
Thrown weapons ²	0–6 squares	7–8 squares	9–10 squares	11–12 squares

1 Includes bows, slings, and energy balls hurled from atlatls and cestas.

2 Includes grenades and thrown melee weapons such as spears and lightsabers.

STAR WARS

ROLEPLAYING GAME

ACTIONS

ACTION NAME	TYPE
Activate item	Swift
Aid another	Standard
Aim	2 swift actions
Attack an object	Standard
Attack with a melee/ranged weapon	Standard
Catch a second wind	Swift
Charge	Standard
Coup de grace	Full round
Disarm	Standard
Draw/holster concealed item	Standard
Draw/holster weapon	Move
Drop an item	Swift
Fall prone	Swift
Fight defensively	Standard
Full attack	Full round
Grab/grapple	Standard
Manipulate item	Move
Recover	3 swift actions
Run	Full round
Stand up from prone	Move
Switch weapon mode	Swift
Withdraw	Move

COMBAT MODIFIERS

CONDITION OF TARGET	MODIFIER
Disabled/Unconscious	Target is considered helpless
Flanked	You gain a +2 on melee attacks against the target
Flat-footed	Target is denied Dexterity bonus to Reflex Defense
Has concealment	You take a -2 penalty to attack rolls/-5 penalty to Perception checks against the target
Has cover	Target gains +5 cover bonus to Reflex Defense
Has improved cover	Target gains +10 cover bonus to Reflex Defense
Has total concealment	You take a -5 penalty to attack rolls/-5 penalty to Perception checks against the target
Has total cover	Target cannot be attacked
Helpless	Target is prone and denied Dexterity bonus to Reflex Defense
Prone	You gain a +5 bonus to melee attacks/-5 penalty to ranged attacks against the target

CONDITION TRACK (SE page 149)

Normal state (no penalties)
-1 step ↑ +1 step
-1 penalty to all defenses; -1 penalty on attack rolls, ability checks, and skill checks
-1 step ↓ +1 step
-2 penalty to all defenses; -2 penalty on attack rolls, ability checks, and skill checks
-1 step ↓ +1 step
-5 penalty to all defenses; -5 penalty on attack rolls, ability checks, and skill checks
-1 step ↓ +1 step
Move at half speed; -10 penalty to all defenses; -10 penalty on attack rolls, ability checks, and skill checks
-1 step ↓ +1 step
Helpless (unconscious or disabled)

VEHICLE ACTIONS

ACTION NAME	TYPE
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

SIZE

SIZE	EXAMPLE	REFLEX DEFENSE MOD	FIGHTING SPACE
Fine	Insect	+10	<1 square
Diminutive	Grenade	+5	<1 square
Tiny	Mouse droid	+2	<1 square
Small	Jawa	+1	1 square
Medium	Human	+0	1 square
Large	Speeder bike	-1	2x2 squares
Huge	Landspeeder	-2	3x3 squares
Gargantuan	ARC-170	-5	4x4 squares
Colossal	Space transport	-10	6x6+ squares

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VEHICLE WEAPON RANGES (SE page 148)

WEAPON TYPE	CHARACTER SCALE (IN SQUARES)				STARSHIP SCALE (IN SQUARES)			
	POINT BLANK	SHORT	MEDIUM	LONG	POINT BLANK	SHORT	MEDIUM	LONG
Blaster cannon	0-120	121-240	241-600	601-1,200	0-1	2	3-4	5-8
Ion cannon	0-300	301-600	601-1,500	1,501-3,000	0-2	3-4	5-10	11-20
Laser cannon	0-150	151-300	301-750	751-1,500	0-1	2	3-5	6-10
Missile or torpedo	0-450	451-900	901-2,250	2,251-4,500	0-3	4-6	7-15	16-30
Point-defense ¹	0-150	151-300	301-750	751-1,500	0-1	2	3-5	6-10
TraCTOR beam ¹	0-150	151-300	301-750	751-1,500	0-1	2	3-5	6-10
Turbolaser ¹	0-600	601-1,200	1,201-3,000	3,001-6,000	0-4	5-8	9-20	21-40

¹ This weapon can be mounted only on a vehicle of Colossal (frigate) size or larger.

SAMPLE SKILL DCS

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

COMPUTER ATTITUDE STEPS (SE page 76)

ATTITUDE	THE COMPUTER . . .	CHECK MOD
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 nonsecret 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 nonsecret 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 previous commands). You may add any equipment bonus provided by the computer to your Use Computer checks.	-

CLIMB CHECK DCS (SE page 64)

DC	EXAMPLE WALL OR SURFACE
0	Slope too steep to walk up; knotted rope with a wall to brace against.
5	Rope with a wall to brace against or a knotted rope, but not both.
10	Surface with ledges to hold onto and stand on, such as a very rough wall.
15	Surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree; an unknotted rope.
20	Uneven surface with some narrow handholds and footholds.
25	Rough surface, such as a natural rock wall or a brick wall.
25	Overhang or ceiling with handholds but no footholds.
-	Perfectly smooth, flat, vertical surfaces cannot be climbed.
-10*	Climbing inside an air duct or other location where you can brace against two opposite walls (reduces normal DC by 10).
-5*	Climbing a corner where you can brace against perpendicular walls (reduces normal DC by 5).
+5*	Surface is slippery (increases normal DC by 5).

* These modifiers are cumulative; use any that apply.

ATTITUDE STEPS (SE page 71)

ATTITUDE	THE CREATURE . . .	CHECK MOD
Hostile	Takes risks to harm you, usually attacking on sight	-10
Unfriendly	Wishes you ill but won't go out of its way to harm you	-5
Indifferent	Regards you as neither a threat nor an ally and probably doesn't attack you	-2
Friendly	Wishes you well but won't take life-threatening risks on your behalf	+0
Helpful	Takes risks to help you	-

DECEPTIONS (SE page 68)

DECEPTION	CHECK MODIFIER	DESCRIPTION
Simple	+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.
Moderate	+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.
Difficult	-5	A difficult deception is a little hard to believe, puts the target at some kind of risk, or undergoes scrutiny.
Incredible	-10	An incredible deception is hard to believe, presents a sizable risk to the target, or requires passing intense scrutiny.
Outrageous	-20	An unlikely deception is almost too unlikely to consider or requires material you just don't have.

PERCEPTION DCS

SIZE	DC	SIZE	DC	SIZE	DC
Colossal	-15	Large	0	Tiny	15
Gargantuan	-10	Medium	5	Diminutive	20
Huge	-5	Small	10	Fine	25

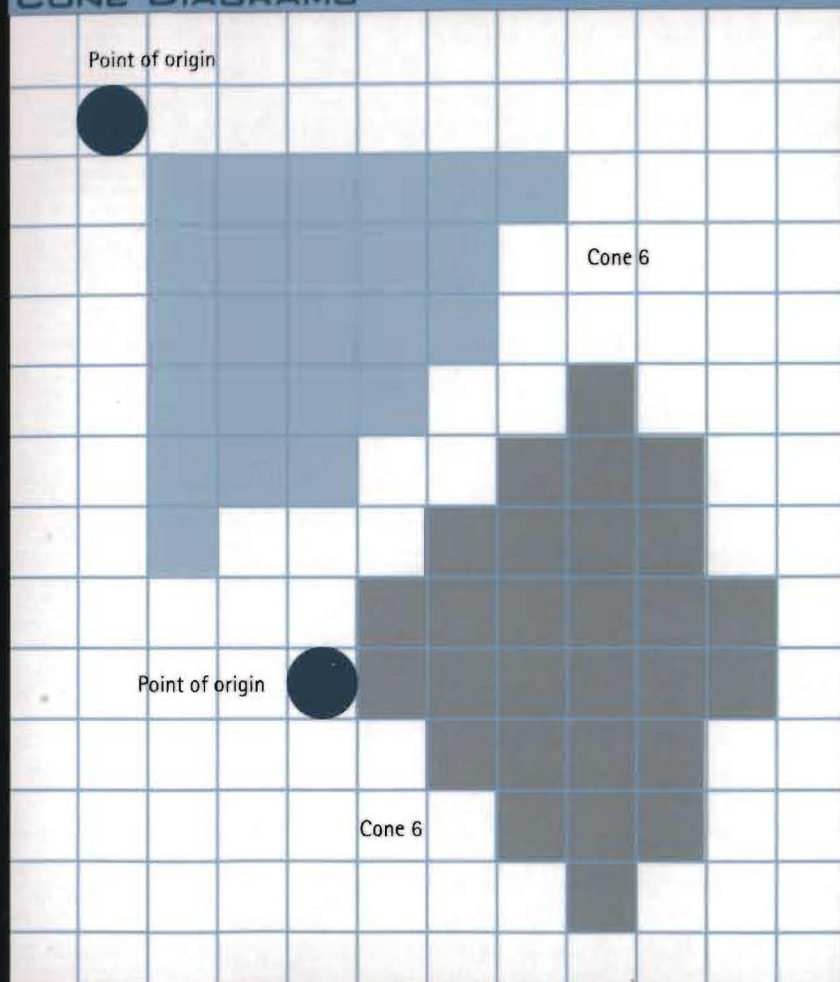
GATHER INFORMATION DCS

INFORMATION	DC	TIME
General	15	1 minute
Specific	20	10 minutes
Private	25	1 hour
Secret	30	8 hours

TREAT INJURY DCS

TASK	DC
First aid	15
Surgery (heal damage)	20
Surgery (install cybernetics)	20
Revivify	25

CONE DIAGRAMS



FORCE POWERS

NAME	TIME	TARGET	SPECIAL
Battle Strike	Swift	You	—
Dark Rage	Swift	You	Dark Side
Farseeing	Full Round	One target you have met	—
Force Disarm	Standard	One target within 6 squares and line of sight	—
Force Grip	Standard	One target within 6 squares or line of sight	—
Force Lightning	Standard	One target within 6 squares and line of sight	Dark Side
Force Slam	Standard	One target within 6 squares and line of sight	—
Force Stun	Standard	One target within 6 squares or line of sight	—
Force Thrust	Standard	One target within 12 squares and line of sight	—
Mind Trick	Standard	One target within 12 squares and line of sight	Mind-affecting
Move Object	Standard	One target within 6 squares or line of sight	—
Negate Energy	Reaction	One energy attack against you	—
Rebuke	Reaction	One Force power directed at you	—
Sever Force	Standard	One Force-using creature with a Dark Side Score of 1+ within 12 squares and line of sight	Light Side
Surge	Free	You	—
Vital Transfer	Standard	One creature touched	Light Side

FORCE POINTS (SE page 93)

CHARACTER LEVEL	NUMBER OF DICE ROLLED
1st–7th	1d6
8th–14th	2d6*
15th or higher	3d6*

* Count only the highest die result.

EXPERIENCE POINT AWARDS (SE page 248)

CHALLENGE LEVEL	XP AWARD ¹	CHALLENGE LEVEL	XP AWARD ¹	CHALLENGE LEVEL	XP AWARD ¹
0	0	7	1,400	14	2,800
1	200	8	1,600	15	3,000
2	400	9	1,800	16	3,200
3	600	10	2,000	17	3,400
4	800	11	2,200	18	3,600
5	1,000	12	2,400	19	3,800
6	1,200	13	2,600	20	4,000

¹ Divide the XP award by the number of heroes in the party to determine how many XP each hero receives. Heroes receive one-tenth XP for anything with a Challenge Level equal to or less than their character level – 5.









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