

STAR WARS
FORCE
AND DESTINY
SYSTEM CHEAT SHEET

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BASIC MECHANICS

DICE POOLS

◆ = higher of Skill / Characteristic
 upgrade to ◆ = lower of Skill / Characteristic

◆ = difficulty

Advantage: + ■

Disadvantage: + ■

UPGRADE ◆ to ◆: If no ◆, then add ◆.

UPGRADE ◆ to ◆: If no ◆, then add ◆.

DOWNGRADE: Reverse upgrade, ignore if no ◆ or ◆ available.

OPPOSED CHECKS

◆ = higher of Skill / Characteristic
 upgrade to ◆ = lower of Skill / Characteristic

◆ = higher of opposing Skill / Characteristic
 upgrade to ◆ = lower of opposing Skill / Characteristic

ASSISTED CHECKS

(usually limited to 1 assistant)

SKILLED ASSIST: Use best Skill & best Characteristic.

UNSKILLED ASSIST: + ■

SYMBOLS

Boost Dice ■

Ability Dice ◆

Proficiency Dice ◆

Setback Dice ■

Difficulty Dice ◆

Challenge Dice ◆

Force Dice ◻

Light Side ○

Dark Side ●

Success ✨

Advantage 🌀

Triumph ☉

Failure ▼

Threat ☠

Despair ☠

CHARACTERISTICS

Agility, Brawn, Cunning, Intellect, Presence, Willpower

1 = Weak

2 = Average

3 or 4 = Above Average

5 or 6 = Exceptional

OUTCOME

▼ cancels ✨

✨ = success

▼ = failure

🌀 cancels ☠

🌀 = positive consequence (even on failure)

☠ = negative consequence (even on success)

☉ = 1 success + triumph effect

☠ = 1 failure + despair effect

COMPETITIVE CHECKS

Character with most ✨ succeeds.

Tie goes to most ☉, then most 🌀.

Draw = GM decision or new check.

DESTINY POINTS

FORM DESTINY POOL: Roll ◻ per character.

○ = +1 light side Destiny Point

● = +1 dark side Destiny Point

Flip 1 ○ Destiny to ● Destiny per Dark Side Force User.

+1 ○ Destiny per Light Side Paragon.

1 Destiny = Upgrade ◆ or ◆

1 Destiny = Player introduces retcon / deus ex machina

(limit 1 ○ Destiny and 1 ● Destiny per check)

DIFFICULTY

DIFFICULTY LEVEL

DICE

EXAMPLE

Simple

-

Routine task; outcome rarely in question.

Easy

◆

Picking a primitive lock, tending minor cuts, finding food/shelter on lush planet.

Average

◆◆

Picking a typical lock, stitching small wound, finding food/shelter on temperate planet.

Hard

◆◆◆

Picking a complicated lock, setting broken bones / suturing large wounds, finding food/shelter on rugged planet.

Daunting

◆◆◆◆

Picking an exceptionally sophisticated lock, performing surgery / grafting implants, finding food/shelter on barren desert planet.

Formidable

◆◆◆◆◆

Picking a lock with no comprehensible mechanism, cloning a new body, finding food/shelter on planet with no breathable atmosphere.

Impossible

◆◆◆◆◆◆ + 1 Destiny Point

Only attempted at GM's discretion. Cannot spend Destiny Points on the check.

COMBAT

INITIATIVE

COOL: If character is aware/ready for combat.

VIGILANCE: If combat is unexpected.

Tie goes to 🕒, then PC over NPC.

🕒 = +1 maneuver in first round

🕒 = -1 maneuver in first round

Initiative order determines PC/NPC slots. Specific results for each PC/NPC don't matter.

TURN

- **Incidental:** Can perform any number per turn.
- **Action:** 1 action per turn.
- **Maneuver:** 1 free maneuver per turn.

RANGE BANDS

- **Engaged:** Close enough to attack in melee or use an item.
- **Short:** Several meters.
- **Medium:** Several dozen meters.
- **Long:** Farther than medium.
- **Extreme:** Farthest range at which two targets can interact.

INCIDENTALS

- Speaking.
- Dropping an item.
- Releasing someone you're holding.
- Shifting position / peeking around a corner.

ACTIONS

- **Maneuver:** Perform an additional maneuver.
- **Activate Ability / Force Power**
- **Skill Check**
- **Combat Check**

MANEUVERS

(2 strain = +1 maneuver, max. 2 maneuvers per turn)

AIM (1 maneuver):

- + 🟩 to next combat check; or
- Target specific item or hit location; suffer + ■■ to next combat check.

AIM (2 maneuvers):

- + 🟩🟩 to next combat check; or
- Target specific item or hit location; suffer + ■ to next combat check.

ASSIST: + 🟩 to character being assisted

GUARDED STANCE: + ■ to combat checks until end of next turn, +1 melee defense

INTERACT WITH ENVIRONMENT

- Moving large item
- Opening/closing door

MANAGE GEAR:

- Draw / holster weapon
- Ready / load weapon
- Take something from storage / put it away

MOUNT / DISMOUNT: ◆◆ for untrained animal

MOVE:

- 1 maneuver = moving within short range
- 1 maneuver = between engaged & short
- 1 maneuver = between short & medium
- 2 maneuvers = between medium & long
- 2 maneuvers = between long & extreme

PREPARATION: Required by certain abilities.

STAND / DROP PRONE: Prone characters are

- + ■ when making melee attacks
- + ■ when targeted by ranged attacks
- + 🟩 when targeted by melee attacks

TAKING COVER:

- +1 range defense
- + ■ to Perception checks

COMBAT CHECK

Ranged: Ranged (Light, Heavy) or Gunnery

Melee: Melee, Brawl, or Lightsaber

+ ■ = to target's Melee/Ranged Defense

Range	Difficulty
Melee	◆◆
Engaged with Ranged (Light)*	◆◆◆
Engaged with Ranged (Heavy)*	◆◆◆◆
Engaged with Gunnery*	n/a
Short	◆
Medium	◆◆◆
Long	◆◆◆◆
Extreme	◆◆◆◆◆

*target gains + 🟩 with melee attack response

WOUNDS: Weapon Damage + ✨ - Soak

DAMAGE

WOUNDS > WOUND THRESHOLD:

Incapacitated + Critical Injury

MAX. WOUNDS = Wound Threshold x 2

STRAIN > STRAIN THRESHOLD:

Incapacitated

CRITICAL INJURY: Roll 1d100 + 10 per injury

Critical Injuries remain until cured, even if short-term effect ends.

TWO-WEAPON COMBAT

COMBINED CHECK:

Use lower Skill / lower Characteristic vs. highest difficulty.

★ = Hit with primary weapon.

☉☉ / ☉ = Hit with secondary weapon.

UNARMED COMBAT

Brawl check

Base Damage = Brawl

Critical Rating: 5

Disorient 1 - Knockdown

IMPROVISED WEAPONS

Melee check + automatic ☉

Critical Rating: 5

☉☉ / ☉ = Improvised weapon breaks

PERSONAL SILHOUETTES

Silhouette 2 larger = -◆

Silhouette 2 smaller = +◆◆

Silhouette	Examples
0	Jawa, Ewok, astromech droid, smaller creature
1	Humans and most humanoid species
2	Dewback, tauntaun, most riding animals
3	Rancor, krayt dragon, other large creature
4	There are creatures even larger than those.

CONCEALMENT

Dice Added	Examples
+■	Mist, shadow, waist high grass.
+■■	Fog; darkness of early morning / late evening, shoulder-high grass
+■■■	Heavy Fog; thick and choking smoke; darkness of night; dense, head-high underbrush; thick grass.

ADVERSARIES

MINIONS

- Do not suffer strain
- Do not possess skill ranks.
- Critical injury immediately incapacitates.
- **Group Fighting:**
 - Wound threshold = WT x # of minions
 - WT in Damage = 1 minion defeated
 - +1 skill rank per minion

RIVALS

- Do not suffer strain.
- WT in Damage = Can be killed instantly

ONGOING EFFECTS

(durations from multiple effects stack)

DISORIENTED: +■ to all checks

IMMOBILIZED: Cannot perform maneuvers.

STAGGERED: Cannot perform actions until end of next turn.

FLYING

HOVER: Ignore difficult/impassable terrain. Must remain within medium range of ground.

AERODYNAMIC FLIGHT: Requires 1 maneuver per turn to maintain flight speed. Can move from long to short range in 1 maneuver.

RECOVERY

END OF ENCOUNTER: Discipline / Cool check.

- ★ = recover 1 strain

NATURAL REST:

- 1/night: Heal 1 wound + all strain
- 1/week: Resilience check vs. severity of Critical Injury, on success remove injury

BACTA TANK:

- *Wounded:* Heal 1 wound per hour
- *Incapacitated:* Heal 1 wound per 6 hours
- 1/day: Resilience check vs. severity of Critical Injury, on success remove injury

OIL BATH: Like Bacta Tank for droids. Cannot remove Critical Injuries.

STIMPACKS: Heal 5 wounds, -1 wound per additional stimpacked used without full night's rest.

EMERGENCY REPAIR PATCH: Heals 3 wounds for droid.

MEDICINE / MECHANICS SKILL

Recover ★ wounds and ☉ strain.
☉ heal + 1 wound or Critical Injury.

☉ = +1 strain

☉ = +1 wound

+◆◆ to treat your own wounds.

State of Health

Difficulty

Wounds ≤ ½ wound threshold

Wounds > ½ wound threshold

Wounds = wound threshold

Recover Critical Injury

(max. 1 check per week for treating critical injury)

◆

◆◆

◆◆◆

◆◆◆◆

Critical Injury severity

IMPROVISED WEAPONS

Size	Dam	Encum	Special	Examples
Small	Brawn + 1	1	-	Bottle, fist-sized rock, hydrosponder
Medium	Brawn + 2	3	Cumbersome 2	Two-handed rock, chair, holo vid screen
Large	Brawn + 3	4	Cumbersome 4	Shovel, large tree branch, table, crate

SUCCESSFUL ATTACK EFFECTS – PERSONAL COMBAT

Cost	Effect	Cost	Effect
☹ ≥ critical rating / ☹	1 critical injury	☹ / ☹	Suffer 1 strain
☹☹ (or as described) / ☹	Activate item quality	☹ / ☹	Loses benefit of prior maneuver
☹ / ☹	Recover 1 strain	☹☹ / ☹	Opponent immediately performs one free maneuver
☹ / ☹	+ 🟢 to next allied character's next check	☹☹ / ☹	+ 🟢 to target's next check
☹☹ / ☹	Perform immediate free maneuver	☹☹ / ☹	+ 🟣 to active or allied character's next check
☹☹ / ☹	+ 🟣 to target's next check	☹☹☹ / ☹	Fall prone
☹☹ / ☹	+ 🟢 to any allied character's next check	☹☹☹ / ☹	Initiative slot being used now last in initiative order
☹☹☹ / ☹	Negate target's defensive bonuses until end of round	☹☹☹ / ☹	Ranged weapon runs out of ammunition
☹☹☹ / ☹	Ignore environmental penalty until end of next turn	☹☹☹ / ☹	Upgrade 🟡 of any allied character's next check
☹☹☹ / ☹	Target is disabled instead of suffering wounds/strain	☹☹☹ / ☹	Tool / weapon being used is damaged
☹☹☹ / ☹	+ 1 melee or ranged defense until end of next turn	☹☹☹ / ☹	Ranged attack hits character engaged with target
☹☹☹ / ☹	Target drops weapon they're wielding		
☹	Upgrade 🟡 of target's next check		
☹	Upgrade 🟢 of any allied character's next check		
☹☹	Destroy a piece of equipment carried by target		

SUCCESSFUL ATTACK EFFECTS – VEHICLE COMBAT

Cost	Effect	Cost	Effect
☹ ≥ critical rating / ☹	1 critical hit	☹ / ☹	-1 speed
☹☹ (or as described) / ☹	Activate item quality	☹ / ☹	Lose benefit of prior maneuver
☹ / ☹	+ 🟢 to next allied character's next check	☹ / ☹	Suffer 1 system strain
☹☹ / ☹	Perform immediate free maneuver	☹☹ / ☹	Opponent immediately performs one free maneuver
☹☹ / ☹	+ 🟣 to target's next check	☹☹ / ☹	+ 🟢 to target's next check
☹☹ / ☹	+ 🟢 to any allied character's next check	☹☹ / ☹	+ 🟣 to active or allied character's next check
☹☹☹ / ☹	Temporarily damage component instead of damage	☹☹☹ / ☹	Initiative slot being used now last in initiative order
☹☹☹ / ☹	Ignore penalizing terrain / stellar phenomena until end of next turn	☹☹☹ / ☹	- 🟡 to checks made against vehicle for one turn
☹☹☹ / ☹	Perform one free Pilot Only maneuver	☹☹☹ / ☹	Weapon system suffers Component Hit Critical made
☹☹☹ / ☹	Break any enemy Aim or Stay on Target maneuvers	☹☹☹ / ☹	Upgrade 🟡 of any allied character's next check
☹	Upgrade 🟡 of target's next check	☹☹☹ / ☹	Ship suffers minor collision
☹	Upgrade 🟢 of any allied character's next check	☹☹☹ / ☹	Ship suffers major collision
☹	Lose a pursuing ship in an asteroid field		
☹	Destroy component instead of damage		

MORALITY

CONFLICT:

- Using ● to generate Force points.
- Performing narrative actions.
- Certain results from failed fear check.

END OF SESSION: Add 1d10 – Conflict to Morality.

DARK SIDE FORCE USER (Morality < 30)

- Remain DarkSide user until Morality > 70
- Generate Force points from ●.
- **Morality < 20:** -1 strain threshold, +1 wound threshold
- **Morality < 10:** -2 strain threshold, +2 wound threshold

LIGHT SIDE PARAGON (Morality > 70)

- **Morality > 80:** +1 strain threshold
- **Morality > 90:** +2 strain threshold

THE FORCE

COMMIT FORCE DICE: Commit ◻ to activate ongoing effect. Reduce Force Rating by # of ◻ committed.

or

FORCE POWER CHECK: Roll ◻ = Force Rating.

- ○ = Generate 1 Force Point
- ● = Can generate 1 Force Point + strain + Conflict

DARK SIDE CHECK: Roll ◻ = Force Rating.

- ● = Generate 1 Force Point
- ○ = Can generate 1 Force Point + flip Destiny Point

COMBINED POWER CHECK: Roll ◻ with normal skill check. Check must succeed and sufficient Force points generated.

RESISTING POWER CHECK: Forces a combined check opposed by the target.

FEAR

FEAR CHECK: Discipline or Cool (if mentally prepared)

- ▼ = +■ to all actions until end of encounter
- ⚙ = +1 strain per ▼
- ⚙⚙⚙ = Staggered for 1 turn
- ♠ = +♦ to all actions until end of encounter
- ♣ = +■ to any ally's next fear check
- ⚡ = Cancel penalties from previous fear checks
- ⚡ = No fear checks until end of encounter

MORALITY EFFECT

- ▼ = +1 conflict per ♦ of check instead of other negative effects (GM Option)
- ♠ = +1 conflict per ♦ of check in addition to other negative effects
- Conflict cannot be reversed by ⚡

TRIGGERING MORALITY

- Roll 1d100 at beginning of session. PC with morality closest to die roll is targeted for triggering morality in that session.
- Use Emotional Strength / Weakness.
- If morality was triggered, double loss or gain of morality at end of session.

Conflict Received	Action
1	Knowing Inaction: Choose not to intervene knowing that NPC or PC is going to do something bad. Lying for Personal Gain: Lie for selfish reasons. Resorting to Violence: Defaulting to violent solutions when other options are possible.
2	Coercion: Threaten someone with violence. Emotional Abuse: Say something cruel/petty to cause mental anguish.
2-3	Theft: Mitigated if theft is from the corrupt; it is enhanced if taking from someone who cannot afford it.
3-4	Unnecessary Destruction: Of objects, property, or other items.
4-5	Unprovoked Violence: Assaulting, beating, or attacking NPC or NPC for no reason.
6-7	Unnecessary Cruelty to Non-Sapient: Animals or animal-intelligence droids.
10	Torture
10+	Murder: Killing someone who is helpless and no threat.

Fear	Fear Check	Example
Minimal	♦	Somewhat overmatched in combat; minimally dangerous creature; minor threat to safety
Moderate	♦♦	Obviously overmatched in combat; dangerously aggressive creature; credible threat to safety; minimal threat to life
Very Afraid	♦♦♦	Battlefield combat; pack of aggressive creatures; major threat to safety; moderate threat to life
Mortally Afraid	♦♦♦♦	Terrifyingly intense combat; large and dangerous creature; overwhelming fear for life
Utterly Terrified	♦♦♦♦♦	Hopeless situation; combat against incomprehensible enemies; attacked by group of wampas; fear so crippling sanity cracks
Something with reputation for danger	+ ♦	Escaping disintegrating starship, negotiating under threat of violence
Something known to be dangerous and very rare	+ ♦♦	Confronting a Sith warrior or Inquisitor
Something known to be extremely dangerous and unique	+ ♦♦♦	Darth Vader

EQUIPMENT

BUYING ITEMS

LEGAL ITEM: Negotiation check.
BLACK MARKET: Streetwise check.

Rarity	Difficulty	Examples
0	-	Glow Rod
1	-	Long Range Comlink
2	◆	Medpac
3	◆	Scanner Goggles
4	◆◆	Blaster Pistol
5	◆◆	Blaster Rifle
6	◆◆◆	Cybernetic Limb
7	◆◆◆	Cortosis Gauntlets
8	◆◆◆◆	Thermal Detonator
9	◆◆◆◆	Dantari Crystal
10	◆◆◆◆◆	Lightsaber

Rarity Modifier	Circumstances
-2	Primary Core World (Coruscant, Duro, Corellia)
-1	Other Core World
-1	World on primary trade lane
+0	Colony or Inner Rim world
+0	Civilized world
+1	Mid-Rim world
+1	Recently settled world, out-of-the-way world
+2	Outer Rim world
+2	Frontier world
+3	Wild Space world
+4	Uncivilized world

SELLING ITEMS

★ = ¼ value
★★ = ½ value
★★★ = ¾ value

LEGAL ITEM: Negotiation check.
BLACK MARKET: Streetwise check.

(3+ ☒ or ☑ means the deal has gone sour (double cross, police, etc.)

TRADE

1. **ADJUST VALUE:** Multiply cost by the difference between item's rarity where it was bought and where it was sold.
2. **MAKE CHECK:** As per selling item.

ENCUMBRANCE

Encumbrance Threshold: 5 + Brawn

Carrying > ET = ■ to Agility/Brawn checks
Carrying > ET + Brawn = 1st maneuver costs 2 strain

LIFTING

Athletics check

Single Object ≤ ET = No difficulty
Single Object > ET = ◆ per extra encumbrance
Cannot lift object 5+ encumbrance over ET
Additional characters add Brawn to ET.

HIDDEN ITEMS

Searcher gains ■ per Encumbrance - 1 of largest hidden object.

ADVANTAGEOUS EQUIPMENT

If task can be accomplished without equipment, equipment adds + ■ to attempt.

REPAIRING GEAR

Mechanics check

Repair Required	Cost	Difficulty	Use Penalty
Minor	25% base cost	◆	+ ■
Moderate	50% base cost	◆◆	+ ◆
Major	100% base cost	◆◆◆	Unusable

(-10% cost per ☑)

ENVIRONMENT

DIFFICULT TERRAIN: x2 maneuvers to move

FALLING: Athletics / Coordination check (◆◆)

- ★ = -1 damage
- ☑ = -1 strain
- ☒ = Reduce fall by one range band

Range	Damage	Strain
Short	10	10
Medium	30	20
Long	Incapacitated, Critical Injury +50	30
Extreme	Incapacitated, Critical Injury +75	40

FIRE / ACID / CORROSIVE ATMOSPHERE

- Deal damage = rating per round.
- Some corrosive atmospheres only damage if inhaled.
- *Putting Out Fire:* Athletics check
 - *Hard Surface:* ◆◆
 - *Grass / Soft Ground:* ◆

Rating	Examples
1-2	Campfires, mildly caustic substance (industrial cleaner), air filled with ash from heavy fire
3-5	Flammable liquids / projectors, industrial acids, air contaminated by chemical leaks
6-9	Welding torches, weaponized acids, atmospheres with ammonia or chlorine
10+	Lava, blast furnaces, atmospheres of completely hazardous gases

GRAVITY: Affects Brawn / Coordination skills.

- *Heavy Gravity:* + ■■■■
- *Weaker Gravity:* + ■■■■
- *Zero Gravity:* All movement = difficult terrain.

SWIMMING: Difficult terrain.

- *Swift Current:* Athletics check

SUFFOCATION: 3 strain per round

- *Hold Breath:* Rounds = Brawn
- 1 Critical Injury per round of incapacitation

VACUUM: Suffocation + 3 wounds per round.

- 1 Critical Injury per round of incapacitation.

STARSHIP BASICS

SILHOUETTE ≤ 4

- *Defense Zones:* Forward / Aft
- 1 free starship maneuver per round
- 2 strain = second starship maneuver

SILHOUETTE 5+

- *Defense Zones:* Forward / Aft / Port / Starboard
- 1 free starship maneuver per round (max. 1)

FIRE ARCS: Forward / Aft / Port / Starboard

LIMITED AMMO: Starships can't reload with a maneuver. Must return to base or carrier ship.

STARSHIPS vs. CHARACTERS: Starship damage and armor is 10x stronger.

PLANETARY RANGE BANDS

Range	Planet	Space
Close	Everything within extreme personal range, up to several kilometers	Dogfighting range
Short	Several dozen kilometers; no line-of-sight weapons	Just outside of dogfighting range
Medium	50 kilometers	Few hundred kilometers
Long	100 to 200 kilometers	Several thousand kilometers
Extreme	Far edge of scanners	Beyond the range of capital ship weapons

STARSHIPS AND VEHICLES

STARSHIP MANEUVERS

ACCELERATE / DECELERATE (Pilot Only)

- Increase / decrease vehicle's speed by 1 (min. 0, max. speed rating)

FLY / DRIVE (Pilot Only)

- **Speed 0:** Cannot use this maneuver.
- **Speed 1:**
 - 1 maneuver = Within close range
 - 2 maneuvers = Between close and short
- **Speed 2-4:**
 - 1 maneuver = Within close range
 - 1 maneuver = Between close and short
 - 2 maneuvers = Between close and medium
- **Speed 5-6:**
 - 1 maneuver = Within close range
 - 1 maneuver = Between close and medium
 - 2 maneuvers = Between close and long

EVASIVE ACTION (Pilot Only; Silhouette 1-4, Speed 3+)

- Upgrade ♦
- + ♦ for all attacks made by ship
- Lasts until end of pilot's next turn

STAY ON TARGET (Pilot Only; Silhouette 1-4, Speed 3+)

- Upgrade ♦ on ship's combat checks
- Upgrade ♦ on combat checks targeting ship
- Lasts until end of pilot's next turn

PUNCH IT (Pilot Only; Silhouette 1-4)

- Go immediately to maximum speed
- Suffer 1 strain per point of speed increased

ANGLE DEFLECTOR SCREENS

- Reassign one ■ from defense zone to different defense zone

STARSHIP ACTIONS

BOOST SHIELDS (Mechanics ♦♦♦)

- ✨ = 1 strain, +1 defense to defensive zone (1 turn)

CO-PILOT (Piloting ♦♦)

- ✨ = -♦ to pilot's next piloting check

FIRE DISCIPLINE (Leadership ♦♦♦♦ / Discipline ♦♦♦♦)

- +■ to next crew member firing
- ✨ ✨ = Bonus applies to additional crew
- 🌀🌀 = +1 strain to target hit

GAIN ADVANTAGE (Pilot Only; Silhouette 1-4; Speed 4+)

- ✨ = ignore Evasive Action penalties & choose defense zone hit by attack
- *Cancel Advantage:* Make check at +♦ for each time they've used the maneuver successfully against you.

Difference in Speed	Piloting Difficulty
Same	♦♦
Initiating ship is faster	♦♦♦
Initiating ship is 1 slower	♦♦♦♦
Initiating ship is 2+ slower	♦♦♦♦♦

JAMMING (Computers ♦♦)

- ✨ = Target must make Computers check (♦♦) to use communications system
- ✨ ✨ = +♦ to target's Computers check
- 🌀 = +1 affected target

MANUAL REPAIRS (Athletics ♦♦♦♦ - 1/encounter)

- ✨ = -1 hull trauma
- ✨ ✨ = Additional -1 hull trauma

PLOT COURSE (Astrogation ♦♦ / Perception ♦♦♦♦)

- ✨ = Cancel ■ from difficult terrain

SCAN THE ENEMY (Perception ♦♦♦♦)

- ✨ = Learn target's weapons, mods, system strain, and hull trauma thresholds
- 🌀🌀 = Learn current system strain and hull trauma

SLICE ENEMY'S SYSTEMS (Computers ♦♦♦♦)

- ✨ = -1 defense in one defensive zone on target
- 🌀🌀 = +1 strain to target
- 🌀 = Disable target weapon system for 1 round

"SPOOF" MISSILES (Computers ♦♦♦♦ / Vigilance ♦♦♦♦)

- ✨ = +♦ for Guided weapons for 1 turn
- 🌀🌀 = +♦ for Guided weapons

VEHICLE COMBAT CHECK DIFFICULTY

Target Silhouette	Difficulty
2+ larger	◆
1 larger	◆◆
Same Size	◆◆◆
1 smaller	◆◆◆◆
2 smaller	◆◆◆◆◆
3 smaller	◆◆◆◆◆◆
4 smaller	◆◆◆◆◆◆◆

HULL TRAUMA: Weapon Damage + ☆ - Armor

DAMAGE

HULL TRAUMA > HULL TRAUMA THRESHOLD:
Critical Hit + Shut Down
(Mook Silhouette ≤ 3 = Explodes)

SYSTEM STRAIN > STRAIN THRESHOLD:
Speed = 0, Defense = 0, weapons inoperable

CRITICAL HIT: Roll 1d100 + 10 per hit
Critical Hits remain until repaired, even if short-term effect ends.

VEHICLE MINIONS

MULTIPLE SHIPS: Use normal minion rules.

GUNNERY MINIONS: Group multiple guns firing in the same arc on a single ship into a minion group (upgrading check if they have the Gunnery skill).

EMERGENCY REPAIRS

(to restore ship in shut down)

Mechanics ◆◆◆

☆ = -1 speed, -3 handling, weapons inoperable
Any hull trauma = Critical hit at +30

DAMAGE CONTROL

(Starship Action – 1/encounter)

Total System Strain	Mechanics Difficulty
System Strain < ½ strain threshold	◆
System Strain ≥ ½ strain threshold	◆◆
System Strain = strain threshold	◆◆◆
Repair Critical Hit	◆◆◆◆
☆	Critical Hit severity -1 strain

REPAIRING HULL TRAUMA

Slip / Drydock: 500 credits per trauma

Temporary Repairs: Mechanics ◆◆◆◆ or ◆◆◆◆◆◆
(GM should apply additional complications)

CHASE

Competitive Piloting Checks

☆ = +1 range band

+1 range band per difference in speed

CHASE END: When target engaged or close range

NON-VEHICLE CHASES: Athletics check against set difficulty. (Difficulty not specified.)

NAVIGATION HAZARDS

(Piloting Check)

◆ = higher of ½ Silhouette / Speed
upgrade to ◆ = lower of ½ Silhouette / Speed

▼ = -1 speed, fail to reach destination

■: Applies to all Piloting checks in hazardous conditions

HAZARD	SETBACK	PLANETARY EXAMPLE	SPACE EXAMPLE
Light	-	Flat, clear ground. Roads, firm fields, grassy plains. Clear skies, good weather. Light traffic.	Broad, loosely packed asteroid field.
Medium	■	Deep mud, standing water, trees, dense undergrowth, sand dunes. Windy weather. Heavy traffic.	Flying over high mountains on a moon, thicker asteroid field, nebula.
Dangerous	■ ■	Thick forests, flowing water, rocky hills. Violent storm. Wheeled vehicles typically cannot pass this type of terrain.	Fracturing comet, gas giant's ring system, dense and turbulent asteroid field.
Very Risky	■ ■ ■ +	Sheer cliff faces, deep swamps, semi-cooled lava, narrow canyon.	The Maw, near a deadly pulsar, asteroid tunnels.

SUBLIGHT TRAVEL

Trip Time	Example
5-15 minutes	Fly from orbit to safe hyperspace jump distance.
30-90 minutes	Fly from planet surface to moon.
6-12 hours	Fly from one planet to another planet in the same system.
12-72 hours	Fly from center of star system to farthest limits.

HYPERSPACE CALCULATION

Astrogration	Description
◆	Well-established route to nearby system.
+ ◆◆◆◆	No astromech droid or navicomputer.
+ ◆◆	Quick calculations made under pressure.
+ ◆◆	Ship lightly damaged.
+ ◆◆◆	Ship heavily damaged.
+ ◆◆◆	Outdated, corrupt, or counterfeit navigation charts / navicomputer data.
☆	Better exit point / less time calculating.
⌚	Reduce travel time.
⌚	Minimum calculation time.
⌚	Greatly reduce travel time.
⌚	Decrease accuracy / increase travel time.
⌚	Same as ⌚ or disastrous occurrence.

HYPERSPACE TRAVEL TIME

Distance	Average Duration (Class 1 Drive)
Within sector	10-24 hours
Within region	10-72 hours
Between regions	3 days to 1 week
Across galaxy	1-3 weeks

(multiplied by hyperdrive class)

CRITICAL INJURIES

d100	Severity	Result
01-05	◆	Minor Nick: 1 strain
06-10	◆	Slowed: Can only act during last allied initiative slot on next turn
11-15	◆	Sudden Jolt: Drop item in hand
16-20	◆	Distracted: Cannot perform free maneuver next turn
21-25	◆	Off-Balance: + ■ to next skill check
26-30	◆	Discouraging Wound: Flip light side Destiny Point to dark side (reverse for NPC)
31-35	◆	Stunned: Staggered until end of next turn
36-40	◆	Stinger: + ◆ to next check
41-45	◆◆	Bowled Over: Knocked prone, +1 strain
46-50	◆◆	Head Ringer: + ◆ to Intellect / Cunning checks until end of encounter
51-55	◆◆	Fearsome Wound: + ◆ to Presence / Willpower checks until end of encounter
56-60	◆◆	Agonizing Wound: + ◆ to Brawn / Agility checks until end of encounter
61-65	◆◆	Slightly Dazed: Disoriented until end of encounter
66-70	◆◆	Scattered Senses: Gains no ■ until end of encounter
71-75	◆◆	Hamstrung: Lose free maneuver until end of encounter
76-80	◆◆	Overpowered: Attacker may immediately attempt another free attack, using same pool as original attack
81-85	◆◆	Winded: Cannot voluntarily suffer strain until end of encounter
86-90	◆◆	Compromised: + ◆ until end of encounter
91-95	◆◆◆	At the Brink: 1 strain per action
96-100	◆◆◆◆	Crippled: One limb is impaired until healed/replaced. + ◆ to all checks using that limb.
101-105	◆◆◆◆	Maimed: One limb is permanently lost. Cannot perform actions with limb. All other actions + ■
106-110	◆◆◆◆	Horrific Injury: -1 penalty to random characteristic until injury is healed
111-115	◆◆◆◆	Temporarily Lame: Cannot perform more than 1 maneuver per turn until injury is healed
116-120	◆◆◆◆	Blinded: Cannot see. + ◆◆ to all checks. + ◆◆◆ to Perception and Vigilance.
121-125	◆◆◆◆	Knocked Senseless: Staggered until end of encounter.
126-130	◆◆◆◆◆	Gruesome Injury: Permanent -1 penalty to random characteristic
131-140	◆◆◆◆◆	Bleeding Out: Suffer 1 wound & 1 strain per turn until injury is healed. Suffer 1 Critical Injury per 5 wounds beyond wound threshold.
141-150	◆◆◆◆◆	The End is Nigh: Character dies after last Initiative slot of next round.
151+	-	Dead

1d10	Random Characteristic
1-3	Brawn
4-6	Agility
7	Intellect
8	Cunning
9	Presence
10	Willpower

VEHICLE CRITICAL HITS

d100	Severity	Result
01-09	◆	Mechanical Stress: +1 system strain
10-18	◆	Jostled: Small explosion or impact. Crew suffer +1 strain and are disoriented for 1 round.
19-27	◆	Losing Power to Shields: -1 defense in a defense zone until repaired. If no defense, -1 strain.
28-36	◆	Knocked Off Course: On next turn, pilot cannot execute any maneuvers and must make Piloting check to regain control (◆ = speed)
37-45	◆	Tailspin: All attacks from ship suffer +■ ■ and all crew immobilized until end of pilot's next turn.
46-54	◆	Component Hit: One component inoperable until end of next round.
55-63	◆◆	Shields Failing: -1 defense in all zones until repaired. If no defense, -2 strain.
64-72	◆◆	Navicomputer Failure: Navicomputer (or R2 unit) fails until repaired. If no hyperdrive, navigation systems fail (pilot flying blind).
73-81	◆◆	Power Fluctuations: Pilot cannot voluntarily inflict system strain until repaired.
82-90	◆◆◆	Shields Down: Defense in affected zone reduced to 0, -1 defense in all other zones until repaired. If no defense, -4 system strain.
91-99	◆◆◆	Engine Damaged: -1 speed (minimum 1) until repaired.
100-108	◆◆◆	Shield Overload: -2 strain. Defense = 0 in all zones. Cannot be repaired until end of encounter. If no defense, -1 armor.
109-117	◆◆◆	Engines Down: Speed = 0 and cannot perform maneuvers until repaired. (Ship continues on present course due to momentum.)
118-126	◆◆◆	Major System Failure: One component inoperable until repaired.
127-133	◆◆◆◆	Major Hull Breach: Silhouette ≤ 4 = depressurize in rounds = silhouette. Silhouette 5+ = partially depressurized at GM's discretion.
134-138	◆◆◆◆	Destabilized: Hull Trauma Threshold and System Strain Threshold = ½ original values until repaired.
139-144	◆◆◆◆	Fire!: -2 strain. Crew may be caught in fire. Takes one round per 2 silhouette to put out, requiring Cool and Vigilance checks.
145-153	◆◆◆◆	Breaking Up: Ship is completely destroyed at the end of the next round.
154+	-	Vaporized: Ship is destroyed in an impressive fireball. Nothing survives.

SMALL VEHICLE COMPONENTS

(SILHOUETTE ≤ 4)

Component	Description
Support Droid	Astromech or similar. If PC, suffers -10 strain.
Ejection System	Unable to escape ship
Weapon System	One weapon system cannot be used
Sensors	-1 sensor range band
Comms	Cannot send or receive electronic signals / data
Sublight Engines	-1 speed
Hyperdrive	Cannot jump to hyperspace
Shields	-1 defense in all defense zones

LARGE VEHICLE COMPONENTS

(SILHOUETTE 5+)

Component	Description
Landing Gear	If landing without gear: -2 hull trauma, -2 strain
Weapon System	One weapon system cannot be used
Sensors	-1 sensor range band
Comms	Cannot send or receive electronic signals / data
Sublight Engines	-1 speed
Hyperdrive	Cannot jump to hyperspace
Shields	-1 defense in all defense zones
Landing Bay	One landing bay cannot be used (possibly decompressed)
Cargo Hold	Exposed to vacuum (cargo may be lost / damaged)
Bridge	No starship maneuvers or actions can be attempted

SKILL GUIDE

KNOWLEDGE SKILLS

- ✨: pieces of knowledge / speed of gaining knowledge.
- 🗨️: particularly useful piece of knowledge.
- 📌: extremely useful piece of knowledge (i.e. weakness)
- 🗨️: omits vital detail or context.
- 🗨️: seeds misinformation / outright falsehood.

ATHLETICS

- 🌧️: Adverse conditions (rain, winds, pursuit)
- 🌪️: Extreme conditions (hurricane, oil-covered surface)
- ✨: Reduce time / increase distance traveled
- 🗨️: +1 movement-based maneuver
- 🗨️: +1 on other physical checks
- 🗨️: +1 strain
- 🗨️: Fall prone
- 🗨️: +1 wound
- 🗨️: Critical Injury

CHARM

- *Large Crowds*: Not an opposed check; GM sets difficulty.
- +1: Outcome directly opposed to target's interests
- ✨: Extend support for +1 scene
- 🗨️: Affect subjects beyond original target
- 🗨️: Target becomes recurring ally
- 🗨️: Reduce number of people influenced
- 🗨️: Turn people other than target against them
- 🗨️: Target or other NPC becomes recurring adversary

COERCION

- *Large Crowds*: Not an opposed check; GM sets difficulty
- +1: Target acting against core beliefs
- ✨: +1 strain
- 🗨️: Affect subjects beyond original target
- 🗨️: Target becomes recurring subjugated ally
- 🗨️: Building resentment in the NPC
- 🗨️: Coercer reveals something about their true intentions

COMPUTERS

- *Sensors* - 1: Use in active mode without ambient radiation, atmospheric disturbances, terrain, or active jamming.
- ✨: Reduce time required
- 🗨️: Uncover additional information (additional assets, owner's personal journals, well-concealed defenses)
- 🗨️: Conceal the system slice
- 🗨️: Security systems are alerted, other slicers gain +1 against character
- 🗨️: Character can be traced / identified, +1 against future Computer checks targeting the slicer

COOL

- 🗨️: Additional insight into situation
- 🗨️: -3 strain
- 🗨️: Miss vital detail/event
- 🗨️: Staggered for 1 round

COORDINATION

- ✨: Increase distance by 25%
- ✨: Decrease time
- 🗨️: +1 maneuver
- 🗨️: Lose free maneuver for 1 turn
- 🗨️: +1 wound / lose piece of equipment

DECEPTION

- ✨: Extend duration of deception
- 🗨️: Increase value of goods/services gained
- 🗨️: Target believes character is trustworthy; future checks are not opposed (GM assigns difficulty based on lie)
- 🗨️: Target sees through part of lie / knows he's been lied to
- 🗨️: Target spreads word of the deception
- 🗨️: Target turns lie to their advantage (bad info / goods)

DISCIPLINE

- ✨: Downgrade 1 on next action
- 🗨️: Additional insight into situation
- 🗨️: +1 to ally's Discipline checks for 1 round
- 🗨️: +1 to next action, character's resolve undermined
- 🗨️: Loses action / can only perform 1 maneuver next round

LEADERSHIP

- ✨: Extend duration of support
- 🗨️: Affect subjects beyond original target
- 🗨️: NPC becomes recurring faithful follower
- 🗨️: Ordered actions take longer or done poorly
- 🗨️: +1 to future Leadership checks until rep repaired
- 🗨️: Target becomes recurring problem, refusing to take orders or turning others against character

MECHANICS

- *Missing Tools/Components*: +1 to future checks using item
- ✨: Reduce time required by 10-20%
- 🗨️ - *Superior Repairs*:
 - +1 using item for 1 session
 - Item gains Superior quality for 1 session
- 🗨️: Give device a new, single-use function
- 🗨️: Item malfunctions in the near future
- 🗨️: Additional damage to target
- 🗨️: Related components begin to malfunction

NEGOTIATION

- ✨: Increase length of contract / profit by 5.
- 🗨️: Gain perk / concession from target.
- 🗨️: NPC becomes regular client / vendor.
- 🗨️: Increase cost / decrease value / shorten contract.
- 🗨️: Agreement contains serious loophole.

PERCEPTION

- ✨: Reveal additional details.
- 🗨️: Recall additional information about object noticed.
- 🗨️: Notice useful details, gain +1 on future interactions.
- 🗨️: Conceal vital detail.
- 🗨️: False information.

PILOTING

- 🗨️: +1 vs. opponent's piloting style
- 🗨️: +1 maneuver with vehicle
- 🗨️: Opponent gains +1 vs. character
- 🗨️: Damage vehicle

RESILIENCE

- *No Sleep for 24 Hours*: 1
- ✨: Extend time before next Resilience check
- 🗨️: Identify method of gaining +1 on future Resilience checks (including for allies)
- 🗨️: -3 strain
- 🗨️: +1 on next Resilience check
- 🗨️: +1 wound or minor Critical Injury

SKULLDUGGERY

- 🗨️: Gain additional items / identify additional target
- 🗨️: Gain permanent bypass
- 🗨️: Gain extra value / information
- 🗨️: NPC opportunity to catch them after the act
- 🗨️: Evidence left behind / lost equipment

STEALTH

- ✨: Add ✨ to allied character
- 🗨️: Reduce time required
- 🗨️: Identify method of distracting opponent for entire scene
- 🗨️: Increase time required by 25%
- 🗨️: Evidence left behind / lost equipment

STREETWISE

- ✨: Reduce required time / cost
- 🗨️: Gain additional rumor / alternative source
- 🗨️: Gain semi-permanent NPC contact
- 🗨️: Information includes falsehood
- 🗨️: Character's questions / intention detected

SURVIVAL

- ✨: Add ✨ to allied character
- ✨: Gain additional supplies
- 🗨️: Identify method of gaining +1 on future Survival checks (including for allies)
- 🗨️ (*Tracking*): Learn detail about target (numbers, species, age of tracks)
- 🗨️ (*Handle Animals*): Animal is now permanent companion
- 🗨️ (*Tracking*): Learn detail about target (destination, disposition, presence of prisoners / cargo)

VIGILANCE

- ✨: Important resource is available
- 🗨️: Spot environmental advantage (cover, escape route, +1)
- 🗨️: Miss information about situation / environment

ITEM QUALITIES



(duration = quality rating / activate quality = )

ACCURATE: +  to attack per rating

AUTO-FIRE: Make auto-fire attack at + 

- : Auto-fire attack hits additional target

BLAST:

- : All characters in blast radius suffer damage.
- : On missed attack, target and all characters engaged with target still damaged.

BREACH: Ignore 1 armor / 10 soak per rating.

BURN:

- : Target suffers base damage per round for duration.

CONCUSSIVE:

- : Target staggered for duration

CORTOSIS:



- **Weapons:** Immune to Sunder.
- **Armor:** Immune to Pierce and Breach.

CUMBERSOME: Requires Brawn = rating





DEFENSIVE: + 1 melee defense

DEFLECTION: + 1 ranged defense




DISORIENT:

- : Target +  for duration

ENSNARE:

- : Target immobilized for duration. Target may attempt Athletics check (  ) to end effect.

GUIDED:


- : On miss, make guided attack at end of the round.
-  = Guided rating
-  = Per vehicle combat check; Silhouette = 0
- **Spoofing:** + 1 defense vs. guided attacks

KNOCKDOWN:

-  = Silhouette of Target: Target knocked prone

INACCURATE: +  to attack per rating


INFERIOR:

- Automatic  on all checks using item
- **Weapon:** -1 base damage
- **Armor:** -1 defense, + 1 encumbrance (if no defense, -1 soak)

ION: Damage dealt as system strain.

LIMITED AMMO: After # of attacks equal to rating, requires maneuver to reload. Ammo must be purchase once used.

LINKED:


- : Gain additional hit on target.

PIERCE: Ignore 1 soak per rating.

PREPARE: User must perform # of maneuvers equal to rating before using item.


SLOW-FIRING: Wait # of rounds = rating before using again.

STUN:


- : Inflicts strain = rating.


STUN DAMAGE: Deals strain damage, not regular damage.

SUNDER:

- : Item damaged one step (undamaged, minor, moderate, major, destroyed).

SUPERIOR:

- Automatic  on all checks.
- **Weapon:** + 1 base damage
- **Armor:** + 1 soak, -1 encumbrance

TRACTOR: Target may not move. Target may attempt Piloting check ( = rating) to end effect.



UNWIELDY: Requires Agility = rating

VICIOUS: Add rating x 10 to Critical Hit/Injury roll.

SKILL LIST

Astrogation (Intellect)
 Athletics (Brawn)
 Brawl (Brawn)
 Charm (Presence)
 Coercion (Willpower)
 Computers (Intellect)
 Cool (Presence)
 Coordination (Agility)
 Core Worlds (Intellect)
 Deception (Cunning)
 Discipline (Willpower)
 Education (Intellect)
 Gunnery (Agility)
 Leadership (Presence)
 Lightsaber (Brawn)
 Lore (Intellect)
 Mechanics (Intellect)
 Medicine (Intellect)
 Melee (Brawn)
 Negotiation (Presence)
 Outer Rim (Intellect)
 Perception (Cunning)
 Piloting (Planetary) (Agility)
 Piloting (Space) (Agility)
 Piloting (Heavy) (Agility)
 Ranged (Heavy) (Agility)
 Ranged (Light) (Agility)
 Resilience (Brawn)
 Skulduggery (Cunning)
 Stealth (Agility)
 Streetwise (Cunning)
 Survival (Cunning)
 Underworld (Intellect)
 Vigilance (Willpower)
 Xenology (Intellect)

SOCIAL SKILLS

Previous Relationship: +  or 

Acting Skill	Opposing Skill
Coercion, Deception, Leadership	Discipline
Charm	Cool
Negotiation	Negotiation or Cool