STAR WARS
FORCE
AND DESTINY
SYSTEM CHEAT SHEET

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BASIC MECHANICS

**DICE POOLS**
- ◆ = higher of Skill / Characteristic
- ○ = 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
- ○ = lower of Skill / Characteristic
- ◆ = higher of opposing Skill / Characteristic
- ○ = 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

**DIFFICULTY**

<table>
<thead>
<tr>
<th>DIFFICULTY LEVEL</th>
<th>DICE</th>
<th>EXAMPLE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Simple</td>
<td>-</td>
<td>Routine task; outcome rarely in question.</td>
</tr>
<tr>
<td>Easy</td>
<td></td>
<td>Picking a primitive lock, tending minor cuts, finding food/shelter on lush planet.</td>
</tr>
<tr>
<td>Average</td>
<td></td>
<td>Picking a typical lock, stitching small wound, finding food/shelter on temperate planet.</td>
</tr>
<tr>
<td>Hard</td>
<td></td>
<td>Picking a complicated lock, setting broken bones / suturing large wounds, finding food/shelter on rugged planet.</td>
</tr>
<tr>
<td>Daunting</td>
<td></td>
<td>Picking an exceptionally sophisticated lock, performing surgery / grafting implants, finding food/shelter on barren desert planet.</td>
</tr>
<tr>
<td>Formidable</td>
<td></td>
<td>Picking a lock with no comprehensible mechanism, cloning a new body, finding food/shelter on planet with no breathable atmosphere.</td>
</tr>
<tr>
<td>Impossible</td>
<td></td>
<td>Only attempted at GM’s discretion. Cannot spend Destiny Points on the check.</td>
</tr>
</tbody>
</table>

**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)
**INITIATIVE**

**COOL**: If character is aware/ready for combat.

**VIGILANCE**: If combat is unexpected.

Tie goes to 🕰️, then PC over NPC.

كاتّ = +1 maneuver in first round

كاتّ = -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):
- + kat to next combat check; or
- Target specific item or hit location; suffer + kat to next combat check.

AIM (2 maneuvers):
- + kat kat to next combat check; or
- Target specific item or hit location; suffer + kat to next combat check.

ASSIST: + kat to character being assisted

GUARDED STANCE: + kat 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
- + kat when making melee attacks
- + kat when targeted by ranged attacks
- + kat when targeted by melee attacks

TAKING COVER:
- + 1 range defense
- + kat to Perception checks

**COMBAT CHECK**

Ranged: Ranged (Light, Heavy) or Gunnery

Melee: Melee, Brawl, or Lightsaber

kat = to target’s Melee/Ranged Defense

**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 = +

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

CONCEALMENT

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

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 stimpaked used without full night’s rest.

EMERGENCY REPAIR PATCH: Heals 3 wounds for droid.

MEDICINE / MECHANICS SKILL

Recover ✲ wounds and ✡ strain.
ги heal + 1 wound or Critical Injury.
• ✲ = + 1 strain
• ✡ = + 1 wound
+  ■■■■ to treat your own wounds.

IMPROVISED WEAPONS

<table>
<thead>
<tr>
<th>Size</th>
<th>Dam</th>
<th>Encum</th>
<th>Special</th>
<th>Examples</th>
</tr>
</thead>
<tbody>
<tr>
<td>Small</td>
<td>Brawn + 1</td>
<td>1</td>
<td></td>
<td>Bottle, fist-sized rock, hydrospanner</td>
</tr>
<tr>
<td>Medium</td>
<td>Brawn + 2</td>
<td>3</td>
<td>Cumbersome 2</td>
<td>Two-handed rock, chair, holovid screen</td>
</tr>
<tr>
<td>Large</td>
<td>Brawn + 3</td>
<td>4</td>
<td>Cumbersome 4</td>
<td>Shovel, large tree branch, table, crate</td>
</tr>
</tbody>
</table>
## SUCCESSFUL ATTACK EFFECTS – PERSONAL COMBAT

<table>
<thead>
<tr>
<th>Cost</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1 critical injury</td>
</tr>
<tr>
<td>0</td>
<td>Activate item quality</td>
</tr>
<tr>
<td>0</td>
<td>Recover 1 strain</td>
</tr>
<tr>
<td>+</td>
<td>+ to next allied character’s next check</td>
</tr>
<tr>
<td>+</td>
<td>Perform immediate free maneuver</td>
</tr>
<tr>
<td>+</td>
<td>+ to target’s next check</td>
</tr>
<tr>
<td>+</td>
<td>+ to any allied character’s next check</td>
</tr>
<tr>
<td>+</td>
<td>Ignore environmental penalty until end of next turn</td>
</tr>
<tr>
<td>+</td>
<td>Temporarily damage component instead of damage</td>
</tr>
<tr>
<td>0</td>
<td>Fall prone</td>
</tr>
<tr>
<td>0</td>
<td>Initiative slot being used now last in initiative order</td>
</tr>
<tr>
<td>0</td>
<td>- to checks made against vehicle for one turn</td>
</tr>
<tr>
<td>0</td>
<td>Weapon system suffers Component Hit Critical made</td>
</tr>
<tr>
<td>0</td>
<td>Upgrade ♦ of any allied character’s next check</td>
</tr>
<tr>
<td>0</td>
<td>Ship suffers minor collision</td>
</tr>
<tr>
<td>0</td>
<td>Ship suffers major collision</td>
</tr>
</tbody>
</table>

## SUCCESSFUL ATTACK EFFECTS – VEHICLE COMBAT

<table>
<thead>
<tr>
<th>Cost</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1 critical hit</td>
</tr>
<tr>
<td>0</td>
<td>Activate item quality</td>
</tr>
<tr>
<td>+</td>
<td>+ to next allied character’s next check</td>
</tr>
<tr>
<td>+</td>
<td>Perform immediate free maneuver</td>
</tr>
<tr>
<td>+</td>
<td>+ to target’s next check</td>
</tr>
<tr>
<td>+</td>
<td>+ to any allied character’s next check</td>
</tr>
<tr>
<td>+</td>
<td>Ignore penalizing terrain / stellar phenomena until end of next turn</td>
</tr>
<tr>
<td>0</td>
<td>Perform one free Pilot Only maneuver</td>
</tr>
<tr>
<td>0</td>
<td>Break any enemy Aim or Stay on Target maneuvers</td>
</tr>
<tr>
<td>0</td>
<td>Upgrade ♦ of target’s next check</td>
</tr>
<tr>
<td>0</td>
<td>Upgrade ♦ of any allied character’s next check</td>
</tr>
<tr>
<td>0</td>
<td>Lose a pursuing ship in an asteroid field</td>
</tr>
<tr>
<td>0</td>
<td>Destroy component instead of damage</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Cost</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>✧ / ✧</td>
<td>Suffer 1 strain</td>
</tr>
<tr>
<td>✧ / ✧</td>
<td>Lose benefit of prior maneuver</td>
</tr>
<tr>
<td>✧ / ✧</td>
<td>Suffer 1 system strain</td>
</tr>
<tr>
<td>✧ / ✧</td>
<td>Opponent immediately performs one free maneuver</td>
</tr>
<tr>
<td>✧ / ✧</td>
<td>+ to target’s next check</td>
</tr>
<tr>
<td>✧ / ✧</td>
<td>+ to active or allied character’s next check</td>
</tr>
<tr>
<td>✧ / ✧</td>
<td>Initiative slot being used now last in initiative order</td>
</tr>
<tr>
<td>✧ / ✧</td>
<td>- to checks made against vehicle for one turn</td>
</tr>
<tr>
<td>✧ / ✧</td>
<td>Weapon system suffers Component Hit Critical made</td>
</tr>
<tr>
<td>✧ / ✧</td>
<td>Upgrade ♦ of any allied character’s next check</td>
</tr>
<tr>
<td>✧ / ✧</td>
<td>Ship suffers minor collision</td>
</tr>
<tr>
<td>✧ / ✧</td>
<td>Ship suffers major collision</td>
</tr>
</tbody>
</table>
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)
- ⚡ = +1 strain per ⚡
- ⚡ = +1 strain per ⚡
- ⚡ = +1 strain per ⚡
- ⚡ = +1 strain per ⚡
- ⚡ = 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.
- 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.
2 | Resorting to Violence: Defaulting to violent solutions when other options are possible.
2-3 | Coercion: Threaten someone with violence. Emotional Abuse: Say something cruel/petty to cause mental anguish.
3-4 | Theft: Mitigated if theft is from the corrupt; it is enhanced if taking from someone who cannot afford it. Unnecessary Destruction: Of objects, property, or other items.
4-5 | Unprovoked Violence: Assaulting, beating, or attacking NPC or NPC for no reason. Unnecessary Cruelty to Non-Sapients: Animals or animal-intelligence droids.
6-7 | Unprovoked Violence: Assaulting, beating, or attacking NPC or NPC for no reason. Unnecessary Cruelty to Non-Sapients: 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 | ⚡ | Terrifyingly intense combat; large and dangerous creature; overwhelming fear for 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.

<table>
<thead>
<tr>
<th>Rarity</th>
<th>Difficulty</th>
<th>Examples</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>-</td>
<td>Glow Rod</td>
</tr>
<tr>
<td>1</td>
<td>-</td>
<td>Long Range Comlink</td>
</tr>
<tr>
<td>2</td>
<td>💫</td>
<td>Medpac</td>
</tr>
<tr>
<td>3</td>
<td>💫</td>
<td>Scanner Goggles</td>
</tr>
<tr>
<td>4</td>
<td>💫</td>
<td>Blaster Pistol</td>
</tr>
<tr>
<td>5</td>
<td>🌟</td>
<td>Blaster Rifle</td>
</tr>
<tr>
<td>6</td>
<td>🌟</td>
<td>Cybernetic Limb</td>
</tr>
<tr>
<td>7</td>
<td>🌟🌟</td>
<td>Cortosis Gauntlets</td>
</tr>
<tr>
<td>8</td>
<td>🌟🌟🌟</td>
<td>Thermal Detonator</td>
</tr>
<tr>
<td>9</td>
<td>🌟🌟🌟🌟</td>
<td>Dantari Crystal</td>
</tr>
<tr>
<td>10</td>
<td>🌟🌟🌟🌟🌟</td>
<td>Lightsaber</td>
</tr>
</tbody>
</table>

**BUYING ITEMS**

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

#### 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

**ADDITIONAL ITEMS**

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

**REPAIRING GEAR**

* Mechanics check

<table>
<thead>
<tr>
<th>Repair Required</th>
<th>Cost</th>
<th>Difficulty</th>
<th>Use Penalty</th>
</tr>
</thead>
<tbody>
<tr>
<td>Minor</td>
<td>25% base cost</td>
<td>🌟</td>
<td>+ ⬤</td>
</tr>
<tr>
<td>Moderate</td>
<td>50% base cost</td>
<td>🌟🌟</td>
<td>+  ⬤</td>
</tr>
<tr>
<td>Major</td>
<td>100% base cost</td>
<td>🌟🌟🌟🌟</td>
<td>Unusable</td>
</tr>
</tbody>
</table>

(-10% cost per ⬤)

#### HIDDEN ITEMS

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

#### ENVIRONMENT

**DIFFICULT TERRAIN:** x2 maneuvers to move

- **FALLING:** Athletics / Coordination check (◆ ◆)
  - ⬤ = -1 damage
  - ⬤ = -1 strain
  - ⬤ = Reduce fall by one range band

<table>
<thead>
<tr>
<th>Range</th>
<th>Damage</th>
<th>Strain</th>
</tr>
</thead>
<tbody>
<tr>
<td>Short</td>
<td>10</td>
<td>10</td>
</tr>
<tr>
<td>Medium</td>
<td>30</td>
<td>20</td>
</tr>
<tr>
<td>Long</td>
<td>Incapacitated, Critical Injury +50</td>
<td>30</td>
</tr>
<tr>
<td>Extreme</td>
<td>Incapacitated, Critical Injury +75</td>
<td>40</td>
</tr>
</tbody>
</table>

- **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: ◆

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

- **GRAVITY:** Affects Brawn / Coordination skills.
  - Heavy Gravity: + ⬤ ⬤ ⬤ ⬤ ⬤
  - Weaker Gravity: + ⬤ ⬤ ⬤
  - Zero Gravity: All movement = difficult terrain.

- **SWIMMING:** Difficult terrain.
  - Swift Current: Athletics check

- **SUSSOICATION:** 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**

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

---

**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
- System Strain < ½ strain threshold
- System Strain ≥ ½ strain threshold
- Repair Critical Hit
- Critical Hit severity

Mechanics Difficulty
- System Strain < ½ strain threshold
- System Strain ≥ ½ strain threshold
- Repair Critical Hit
- Critical Hit severity

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.)

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 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)

HYPERSPACE CALCULATION

Astrogation 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.

NAVIGATION HAZARDS
(Piloting Check)

★ = higher of ½ Silhouette / Speed
★ = 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
--- | --- | --- | ---
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.
## CRITICAL INJURIES

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

### 1d10 Random Characteristic

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>1-3</td>
<td>Brawn</td>
</tr>
<tr>
<td>4-6</td>
<td>Agility</td>
</tr>
<tr>
<td>7</td>
<td>Intellect</td>
</tr>
<tr>
<td>8</td>
<td>Cunning</td>
</tr>
<tr>
<td>9</td>
<td>Presence</td>
</tr>
<tr>
<td>10</td>
<td>Willpower</td>
</tr>
</tbody>
</table>
VEHICLE CRITICAL HITS

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

SMALL VEHICLE COMPONENTS
(SILHOUETTE ≤ 4)

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

LARGE VEHICLE COMPONENTS
(SILHOUETTE 5+)

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

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)

LEADERSHIP
- ☻ Downgrade ☼ 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 access / can only perform 1 maneuver next round

LENSCERVITLITY
- ☻ 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 repaired
- ☽ Target becomes recurring problem, refusing to take
- ☽ Critical Injury

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.
- ☻ +1 to next action, character’s resolve undermined
- ☻ +1 wound or minor Critical Injury

PERCEPTION
- ☻ Additional insight into situation
- ☻ Recall additional details.
- ☻ 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
- ☻ Extend time before next Resilience check
- ☻ Identify method of gaining +1 on future Resilience checks (including for allies)
- ☽ +1 strain
- ☽ +1 on next Resilience check
- ☽ +1 wound or minor Critical Injury

SKULLGUARDY
- ☻ 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

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.
- ☻ 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.
- ☻ 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: ☻ 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
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 Pierced and Breach.

CUMBERSOME: Requires Brawn = rating

DEFENSIVE: +1 melee defense

DEFLECTION: +1 ranged defense

DISORIENT:
• ( ) Target staggered for duration

DISMAY:
• ( ) Target immobilized for duration. Target may attempt Athletics check (◆◆◆) to end effect.

GUIDED:
• ( )◆◆◆: On miss, make guided attack 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.

PIERCED: 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

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

SOCIAL SKILLS
Previous Relationship +■ or ■

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SKILL LIST
Astrogation (Intellect)
Athletics (Brawn)
Brawl (Brawn)
Charms (Presence)
Coercion (Willpower)
Computers (Intellect)
Cool (Presence)
Coordination (Agility)
Core Worlds (Intellect)
Deception (Cunning)
Discipline (Cunning)
Education (Intellect)
Gunnery (Agility)
Leadership (Presence)
Lightsabers (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)
Skullduggery (Cunning)
Stealth (Agility)
Streetwise (Cunning)
Survival (Cunning)
Underworld (Intellect)
Vigilance (Willpower)
Xenology (Intellect)