



Table 4-4: Difficulty Class Examples

Situation	Difficulty	DC	Example
	Very easy	0	Notice something large in plain sight
	Easy	5	Climb a knotted rope
	Average	10	Hear a stormtrooper patrol walking 10 meters away
	Tough	15	Disarm an explosive
	Challenging	20	Lay in a hyperspace course along an occasionally used route
	Formidable	25	Break into a secure computer system
	Heroic	30	Leap across a 10-meter chasm
	Super Heroic	35	Convince the guards that even though you're not wearing a uniform and don't know the password, you're actually Senator Farson's personal assistant (and yes, you know that the senator is actually away from Coruscant right now)
	Nearly Impossible	40	Track a Wookiee through the forests of Kashyyyk on a moonless night after 12 days of rainfall

Table 4-5: Example Opposed Checks

Task	Skill (Key Ability)	Opposing Skill (Key Ability)
Sneak up behind someone	Move Silently (Dex)	Listen (Wis)
Con someone	Bluff (Cha)	Sense Motive (Wis)
Hide from someone	Hide (Dex)	Spot (Wis)
Win a Podrace	Pilot (Dex)	Pilot (Dex)
Pretend to be someone else	Disguise (Cha)	Spot (Wis)
Steal a key cylinder	Sleight of Hand (Dex)	Spot (Wis)

Treat Injury

Task	DC	Use Medpac Result	Additional Wounds Restored
First aid	15	5-9	1
Long-term care	15	5-9	1
Treat poison	Poison's DC	10-14	2
Treat disease	Disease's DC	15-19	3
Use medpac	See table at right	20-24	4
Use bacta tank	15	25+	5

Table 7-3: Armor

Armor	Cost	Defense Bonus	Maximum Dex Bonus	Armor Check Penalty	Speed (10m)	Speed (6m)	Weight
Light Armor							
Blast helmet, vest	500	+4	+5	-1	10	6	3 kg
Combat jumpsuit	1,500	+5	+4	-3	10	6	8 kg
Flight suit	800	+4	+4	-2	10	6	5 kg
Medium Armor							
Armored flight suit	4,000	+6	+3	-4	8	4	20 kg
Battle armor, padded	2,000	+6	+3	-4	8	4	13 kg
Ceremonial armor	6,000	+7	+3	-5	8	4	16 kg
Heavy Armor							
Armored spacesuit	10,000	+8	+1	-6	6	2	45 kg
Battle armor, heavy	12,000	+9	+0	-7	6	2	35 kg
Powered Armor							
Corellian powersuit	10,000	+6	+0	-6	8	4	18 kg
Stormtrooper armor	8,000	+6	+2	-4	8	4	16 kg

Table 4-6: Ability Check Examples

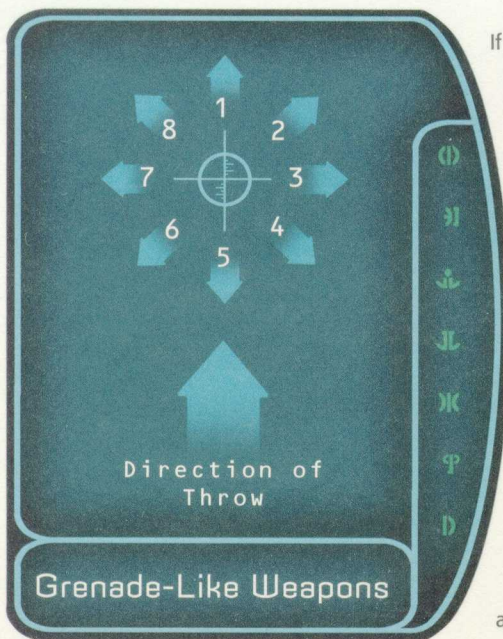
Task	Key Ability
Forcing open a jammed or locked door	Strength
Tying a rope	Dexterity
Holding one's breath	Constitution
Navigating a maze	Intelligence
Remembering to lock a door	Wisdom
Getting yourself noticed in a crowd	Charisma

Table 6-7: Movement and Distance

	- Speed -		
One Round (Tactical)	4 m	6 m	10 m
Walk	4 m	6 m	10 m
Hustle	8 m	12 m	20 m
Run (x3)	12 m	18 m	30 m
Run (x4)	16 m	24 m	40 m
One Minute (Local)			
Walk	40 m	60 m	100 m
Hustle	80 m	120 m	200 m
Run (x3)	120 m	180 m	300 m
Run (x4)	160 m	240 m	400 m
One Hour (Overland)			
Walk	2 km	3 km	5 km
Hustle	4 km	6 km	10 km
Run	-	-	-
One Day (Overland)			
Walk	16 km	24 km	40 km
Hustle	-	-	-
Run	-	-	-

Table 12-2 and 12-3:
Hazard Encounters and Miscellaneous Encounters

Code	Hazard Damage	DC (single)	DC (multiple)
A	1d6 or 1d6/minute	15	10
B	2d6 or 1d6/five rounds	18	13
C	4d6 or 1d6/round	21	16
D	7d6 or 2d6/round	24	19
E	10d6 or 3d6/round	27	24
F	13d6 or 4d6/round	30	27
G	16d6 or 5d6/round	33	30
H	19d6 or 6d6/round	36	33
I	22d6 or 7d6/round	39	36



If you miss your target, roll 1d3 to see how many meters away from the target the weapon lands. Add +1 meter for every 2 range increments of distance you threw the weapon. Then roll 1d8 to determine the direction in which the object deviated: 1 means long, 2 means long and to the right, 3 right, 4 short and right, 5 short, 6, short and left, 7 left, 8 long and left.

Table 8-3: Two-Weapon Fighting Penalties

Circumstances	Primary Hand	Off Hand
Normal penalties	-6	-10
Off-hand weapon is light	-4	-8
Ambidexterity feat	-6	-6
Two-Weapon Fighting feat	-4	-8
Off-hand weapon is light and Ambidexterity feat	-4	-4
Off-hand weapon is light and Two-Weapon Fighting feat	-2	-6
Ambidexterity feat and Two-Weapon Fighting feat	-4	-4
Off-hand weapon is light and Ambidexterity feat and Two-Weapon Fighting feat	-2	-2

Table 8-8: Cover

Degree of Cover	Example	Cover Defense Bonus	Cover Reflex Save Bonus
One-quarter	A Human standing behind a meter-high wall	+2	+1
One-half	Fighting from around a corner; standing at an open window; behind a character of the same size	+4	+2
Three-quarters	Peering around a corner	+7	+3
Nine-tenths	Standing at a narrow opening; behind a door that's slightly ajar	+10	+4*
Total	On the other side of a solid wall	-	-

* Half damage if save is failed; no damage if save is successful

Table 8-9: Concealment

Concealment	Example	Miss Chance
One-quarter	Light fog; moderate darkness; light foliage	10%
One-half	Dense fog at 2 meters; precipitation	20%
Three-quarters	Dense foliage	30%
Nine-tenths	Near total darkness	40%
Total	Total darkness; attacker blind; dense fog at 4 meters	50% and must guess target's location

Awarding Experience

The number of XP awarded is based on the length of the adventure and the average level of the heroes who participated. In each case, the base XP award is multiplied by the average hero level, then divided between all the heroes who participated.

Adventure Length	Base XP Award
Short	1,000 XP
Medium	2,000 XP
Long	4,000 XP

Table 8-2: Fundamental Actions in Combat

Action	Type	2-meter step?
Attack (single)	Attack	Yes
Feint (see Bluff)	Attack	Yes
Ready*	Attack	Yes
Strike an object**	Attack	Yes
Total defense	Attack	Yes
Move your speed	Move	No
Climb (1/4 speed)	Move	No
Draw or holster a weapon	Move†	Yes
Open a door	Move	Yes
Pick up an item	Move	Yes
Retrieve a stored item	Move	Yes
Move a heavy object	Move‡	Yes
Stand up from fallen position	Move	Yes
Load a weapon	Move	Yes
Charge	Full-round	No
Coup de grace	Full-round	Yes
Full attack	Full-round	Yes
Run	Full-round	No
Drop an item	Free	Yes
Drop to the floor	Free	Yes
Speak	Free	Yes
Activate an item	Free	Yes
Delay*	No action	Yes
Bantha rush (charge)**‡	Varies	No
Disarm**‡	Varies	Maybe
Grapple**‡	Varies	Maybe
Trip an opponent**‡	Varies	Maybe
Use a skill or feat	Varies	Usually
Miscellaneous activity	Varies	Maybe

*See "Special Initiative Actions."

**See "Advanced Combat Maneuvers."

†This can be reduced to a free action with the proper feat.

‡If the object is extremely large or awkward (GM's call), this is a full-round action.

‡These attack forms substitute for a melee attack. As melee attacks, they can be used once as an attack action or one or more times in a full attack.

Table 7-2: Weapons



Melee Weapons

Weapon	Cost	Damage	Critical	Range Increment	Weight	Stun Damage /Fort DC*	Type	Size	Group
Unarmed	—	1d3	**	—	—	—	Bludgeoning	—	None
Unarmed (Small)	—	1d2	**	—	—	—	Bludgeoning	—	None
Atlatl	50	2d4†	20	10 meters††	1.5 kg	—	Bludgeoning	Medium	Exotic
Cesta	100	2d4†	20	20 meters††	1.8 kg	—	Bludgeoning	Large	Exotic
<i>Energy balls (10)</i>	200	2d8‡	—	—	.35 kg	—	Energy	Small	Exotic
Club/baton	15	1d6	20	2 meters	1.5 kg	—	Bludgeoning	Medium	Simple
Combat gloves	200	1d4	**	—	1 kg	—	Bludgeoning	Medium	Simple
Force pike	500	2d8	20	—	1.8 kg	1d6/DC 15	Slashing	Large	Vibro
Gaderffii	50	1d8/1d6	20	—	2 kg	—	Slashing/Piercing	Large	Exotic
Knife	25	1d4	20	2 meters	1 kg	—	Piercing	Small	Simple
Lightsaber	3,000	2d8	19–20	—	1 kg	—	Energy	Medium	Exotic
Lightsaber, double	7,000	2d8/2d8	19–20	—	2 kg	—	Energy	Medium	Exotic
Quarterstaff	65	1d6/1d6	20	—	1.8 kg	—	Bludgeoning	Large	Simple
Spear	60	1d8	20	4 meters	1.5 kg	—	Piercing	Medium	Primitive
Stun baton	500	—	—	—	1.8 kg	1d6/DC 12	Bludgeoning	Medium	Simple
Vibro-ax	500	2d10	20	—	11 kg	—	Slashing	Large	Vibro
Vibroblade	250	2d6	20	—	1.8 kg	—	Slashing	Medium	Vibro
Vibrodagger	200	2d4	20	—	1 kg	—	Slashing	Small	Vibro

*When set on stun, weapon deals a minimal amount of damage and forces a Fortitude save or target falls unconscious for 2d6 rounds

**Unarmed attacks can't inflict critical hits unless the user has the Martial Artist feat

†When used as a melee weapon

††Range increment for hurling energy balls

‡Damage when hurled from cesta or atlatl

Ranged Weapons

Weapon	Cost	Damage	Critical	Range Increment	Weight	Stun Damage /Fort DC*	Type	Size	Group
Blaster pistol	500	3d6	20	10 meters	1 kg	1d6/DC 15	Energy	Small	Blaster pistols
Blaster, heavy	750	3d8	20	8 meters	1.3 kg	1d8/DC 18	Energy	Medium	Blaster pistols
Blaster, hold-out	300	3d4	20	4 meters	0.5 kg	1d4/DC 10	Energy	Small	Blaster pistols
Blaster, sporting	300	3d4	20	8 meters	1 kg	1d4/DC 12	Energy	Small	Blaster pistols
Ion gun, pistol	250	3d6	20	8 meters	1 kg	—/DC 15	Energy	Small	Blaster pistols
Blaster carbine	900	3d8	19–20	20 meters	2.2 kg	—	Energy	Medium	Blaster rifles
Blaster rifle	1,000	3d8	19–20	40 meters	4.5 kg	—	Energy	Medium	Blaster rifles
Blaster rifle, sport	800	3d6	19–20	40 meters	4 kg	—	Energy	Medium	Blaster rifles
Blaster, lt. repeat	2,000	3d8	19–20	40 meters	6 kg	—	Energy	Large	Blaster rifles
Ion gun, rifle	800	3d8	19–20	30 meters	3.1 kg	—/DC 18	Energy	Medium	Blaster rifles
Grenade, frag	200	4d6/2d6**	—	4 meters (4)	0.5 kg	—	Slashing	Tiny	Simple
Grenade, stun	250	—	—	4 meters (4)	0.5 kg	1d6/1d4** DC 15/12	Energy	Tiny	Simple
Thermal detonator	2,000	8d6/4d6**	—	4 meters (8)	0.5 kg	—	Energy	Tiny	Simple
Net	25	See entry	—	2 meters	4.5 kg	—	See entry	Medium	Primitive
Sling	35	1d4	20	6 meters	0.3 kg	—	Bludgeoning	Small	Primitive
<i>Bullets (10)</i>	5	—	—	—	1 kg	—	—	Tiny	Primitive
Bow	300	1d8	20	12 meters	1.4 kg	—	Piercing	Medium	Primitive
<i>Arrows (10)</i>	20	—	—	—	0.8 kg	—	—	Medium	Primitive
Slugthrower, pistol	275	2d6	20	10 meters	1.4 kg	—	Piercing	Small	Slugthrowers
Slugthrower, rifle	300	2d8	20	20 meters	4 kg	—	Piercing	Medium	Slugthrowers
Bowcaster	1,500	3d10	19–20	10 meters	8 kg	—	Energy	Large	Exotic
<i>Quarrels (10)</i>	400	—	—	—	1 kg	—	—	Small	Exotic
Blaster cannon	3,000	4d8	19–20	40 meters	18 kg	—	Energy	Large	Heavy
Blaster, hvy. repeat	4,000	4d8	19–20	30 meters	12 kg	—	Energy	Large	Heavy
Blaster, E-Web	8,000	6d8	19–20	80 meters	38 kg	—	Energy	Large	Heavy

*When set on stun, weapon deals a minimal amount of damage and forces a Fortitude save or target falls unconscious for 2d6 rounds

**A grenade or thermal detonator deals the first damage on a direct hit (the 2-meter-by-2-meter square in which it explodes) and the second damage to all within the burst radius (listed in parentheses under Range)

Table 8-10: Multiple Ranged Attacks

Base Attack Bonus	Multifire Weapon	Multifire Weapon w/Rapid Shot	Multifire Weapon w/Multishot	Multifire Weapon w/Both Feats
+0	-4/-4	-6/-6/-6	-2/-2	-4/-4/-4
+1	-3/-3	-5/-5/-5	-1/-1	-3/-3/-3
+2	-2/-2	-4/-4/-4	+0/+0	-2/-2/-2
+3	-1/-1	-3/-3/-3	+1/+1	-1/-1/-1
+4	+0/+0	-2/-2/-2	+2/+2	+0/+0/+0
+5	+1/+1	-1/-1/-1	+3/+3	+1/+1/+1
+6/+1	+2/+2/-3	+0/+0/+0/-5	+4/+4/-1	+2/+2/+2/-3
+7/+2	+3/+3/-2	+1/+1/+1/-4	+5/+5/+0	+3/+3/+3/-2
+8/+3	+4/+4/-1	+2/+2/+2/-3	+6/+6/+1	+4/+4/+4/-1
+9/+4	+5/+5/+0	+3/+3/+3/-2	+7/+7/+2	+5/+5/+5/+0
+10/+5	+6/+6/+1	+4/+4/+4/-1	+8/+8/+3	+6/+6/+6/+1
+11/+6/+1	+7/+7/+2/-3	+5/+5/+5/+0/-5	+9/+9/+4/-1	+7/+7/+7/+2/-3
+12/+7/+2	+8/+8/+3/-2	+6/+6/+6/+1/-4	+10/+10/+5/+0	+8/+8/+8/+3/-2
+13/+8/+3	+9/+9/+4/-1	+7/+7/+7/+2/-3	+11/+11/+6/+1	+9/+9/+9/+4/-1
+14/+9/+4	+10/+10/+5/+0	+8/+8/+8/+3/-2	+12/+12/+7/+2	+10/+10/+10/+5/+0
+15/+10/+5	+11/+11/+6/+1	+9/+9/+9/+4/-1	+13/+13/+8/+3	+11/+11/+11/+6/+1
+16/+11/+6/+1	+12/+12/+7/+2/-3	+10/+10/+10/+5/+0/-5	+14/+14/+9/+4/-1	+12/+12/+12/+7/+2/-3
+17/+12/+7/+2	+13/+13/+8/+3/-2	+11/+11/+11/+6/+1/-4	+15/+15/+10/+5/+0	+13/+13/+13/+8/+3/-2
+18/+13/+8/+3	+14/+14/+9/+4/-1	+12/+12/+12/+7/+2/-3	+16/+16/+11/+6/+1	+14/+14/+14/+9/+4/-1
+19/+14/+9/+4	+15/+15/+10/+5/+0	+13/+13/+13/+8/+3/-2	+17/+17/+12/+7/+2	+15/+15/+15/+10/+5/+0
+20/+15/+10/+5	+16/+16/+11/+6/+1	+14/+14/+14/+9/+4/-1	+18/+18/+13/+8/+3	+16/+16/+16/+11/+6/+1

Base Attack Bonus	Autofire Weapon	Autofire Weapon w/Rapid Shot	Autofire Weapon w/Multishot	Autofire Weapon w/Both Feats
+0	-6/-6/-6	-8/-8/-8/-8	-4/-4/-4	-6/-6/-6/-6
+1	-5/-5/-5	-7/-7/-7/-7	-3/-3/-3	-5/-5/-5/-5
+2	-4/-4/-4	-6/-6/-6/-6	-2/-2/-2	-4/-4/-4/-4
+3	-3/-3/-3	-5/-5/-5/-5	-1/-1/-1	-3/-3/-3/-3
+4	-2/-2/-2	-4/-4/-4/-4	+0/+0/+0	-2/-2/-2/-2
+5	-1/-1/-1	-3/-3/-3/-3	+1/+1/+1	-1/-1/-1/-1
+6/+1	+0/+0/+0/-5	-2/-2/-2/-2/-7	+2/+2/+2/-3	+0/+0/+0/+0/-5
+7/+2	+1/+1/+1/-4	-1/-1/-1/-1/-6	+3/+3/+3/-2	+1/+1/+1/+1/-4
+8/+3	+2/+2/+2/-3	+0/+0/+0/+0/-5	+4/+4/+4/-1	+2/+2/+2/+2/-3
+9/+4	+3/+3/+3/-2	+1/+1/+1/+1/-4	+5/+5/+5/+0	+3/+3/+3/+3/-2
+10/+5	+4/+4/+4/-1	+2/+2/+2/+2/-3	+6/+6/+6/+1	+4/+4/+4/+4/-1
+11/+6/+1	+5/+5/+5/+0/-5	+1/+1/+1/+1/-2/-7	+7/+7/+7/+2/-3	+5/+5/+5/+5/+0/-5
+12/+7/+2	+6/+6/+6/+1/-4	+2/+2/+2/+2/-1/-6	+8/+8/+8/+3/-2	+6/+6/+6/+6/+1/-4
+13/+8/+3	+7/+7/+7/+2/-3	+3/+3/+3/+3/+0/-5	+9/+9/+9/+4/-1	+7/+7/+7/+7/+2/-3
+14/+9/+4	+8/+8/+8/+3/-2	+4/+4/+4/+4/+1/-4	+10/+10/+10/+5/+0	+8/+8/+8/+8/+3/-2
+15/+10/+5	+9/+9/+9/+4/-1	+5/+5/+5/+5/+2/-3	+11/+11/+11/+6/+1	+9/+9/+9/+9/+4/-1
+16/+11/+6/+1	+10/+10/+10/+5/+0/-5	+6/+6/+6/+6/+3/-2/-7	+12/+12/+12/+7/+2/-3	+10/+10/+10/+10/+5/+0/-5
+17/+12/+7/+2	+11/+11/+11/+6/+1/-4	+7/+7/+7/+7/+4/-1/-6	+13/+13/+13/+8/+3/-2	+11/+11/+11/+11/+6/+1/-4
+18/+13/+8/+3	+12/+12/+12/+7/+2/-3	+8/+8/+8/+8/+5/+0/-5	+14/+14/+14/+9/+4/-1	+12/+12/+12/+12/+7/+2/-3
+19/+14/+9/+4	+13/+13/+13/+8/+3/-2	+9/+9/+9/+9/+6/+1/-4	+15/+15/+15/+10/+5/+0	+13/+13/+13/+13/+8/+3/-2
+20/+15/+10/+5	+14/+14/+14/+9/+4/-1	+10/+10/+10/+10/+7/+2/-3	+16/+16/+16/+11/+6/+1	+14/+14/+14/+14/+9/+4/-1

Table 8-7: Attack Roll Modifiers

Circumstance	Melee	Ranged	Circumstance	Melee	Ranged
Attacker flanking defender*	+2	-	Defender climbing	+2†	+2†
Attacker on higher ground	+1	0	Defender surprised or flat-footed	+0†	+0†
Attacker fallen	-4	0	Defender running	+0†	-2†
Attacker concealed	+2†	+2†	Defender grappling (attacker not)	+0†	+0††
Defender sitting or kneeling	+2	-2	Defender pinned	+4†	-4†
Defender fallen	+4	-4	Defender has cover	-See Cover-	
Defender stunned, cowering, or off balance	+2†	+2†	Defender Concealed	-See Concealment-	
Defender helpless (such as bound or sleeping)	-See Helpless Defenders-				

*You flank a defender when you have an ally on the opposite side of the defender, also attacking the defender. Scoundrels can sneak attack defenders they flank.

†The defender loses any Dexterity bonus to Defense.

††Roll randomly to see which grappling combatant you strike. That defender loses any Dexterity bonus to Defense.