

Attack Roll

Melee: 1d20 + base attack + Strength modifier

Ranged: 1d20 + base attack + Dexterity modifier + range penalty

Damage

Melee: weapon + ½ Heroic Level + Strength modifier

Ranged: weapon + ½ Heroic level

Range Penalties

0/-2/-5/-10

Heavy: 50/100/250/500

Rifle: 30/60/150/300

Pistol or Simple: 20/40/60/80

Thrown: 6/8/10/12

Combat Actions

Swift + Move + Standard OR Full

Free and Reaction actions can be taken multiple times, no affect on the actions above.

Swift

Activate Item: Turn something on.

Aim (2 in round): Target has no cover, use a scope, allows Careful Shot and Deadeye feats.

Catch a Second

Wind: If half-damaged, heal ¼ or Con in hit points (once per day, twice with Extra Second Wind feat).

Drop an Item: Drop item in same or adjacent square.

Fall Prone: Lay down. If trained in Acrobatics, Free action with DC 15 check.

Recover (3): +1 on Condition track.

Switch Weapon Mode: Change weapon to stun, auto setting, etc.

Brace (2 in round).

Move (can be Swift)

Move: Move squares equal to speed (or climb, ride, etc).

Draw/Holster Weapon: Draw or holster a weapon. If have Quick Draw feat, swift instead.

Manipulate Item: Pick up item, load weapon, open a door/bag.

Stand Up: Stand up from prone position. Can be swift if Acrobatics trained with DC 15.

Withdraw: Move ½ speed away from enemy(s) without provoking attack of opportunity. First square moved to must be out of threatened area.

Full

Full Attack: Allows multiple attacks if using double weapon, two weapons, Double Attack feat, or Triple Attack feat.

Coupe De Grace: If adj., deliver automatic critical hit against a helpless creature or droid.

Run: Move 4x (3x in heavy armor) your speed in a straight line only. Considered flat-footed if attacked until next turn.

Standard (can be Move or Swift)

Attack: Attack once with melee or ranged weapon.

Aid Another's Skill: Make same check vs. DC 10 for +2 for friend.

Aid Attack: Attack vs DC 10 to give friend's next attack +2 vs same target.

Suppress Enemy: Attack vs. an opponent at DC 10 to make his next attack -2.

Attack Object: Try to damage/destroy a weapon, door, etc. See p.151.

Charge: Move speed (min. of 2 squares) straight at enemy (not through other enemy or obstructions) then make melee attack at +2. Penalty of -2 Reflex until start of your next turn.

Disarm: Melee attack roll (-5 penalty if vs. 2-handed weapon) to remove target's weapon. Defender gets +10 Reflex. May take it or let it drop. If fail, opponent gets Free attack. Improved Disarm and Ranged Disarm feats improve, see p. 152.

Fight Defensively: Attack at -5 with +2 Reflex until next turn or don't attack with +5 Reflex. +5/+10 instead if Acrobatics skill.

Grab: See p. 152.

Break Grab: Break a number of grabs equal to character level.

Grapple: See p. 153.

Free

Reaction: Attack of Opportunity (1 per round), Perception attempt, some Force powers.

Free: Yelling a warning to a friend, taunting an enemy, etc.

Defenses

Reflex: 10 + heroic levels OR armor* + dexterity modifier + class bonus + size modifier.

Fortitude: 10 + heroic level + constitution modifier + class bonus + equipment bonus.

Will: 10 + heroic level + wisdom modifier + class bonus.

Threshold: Fortitude defense + size modifier. *heroic level plus ½ armor if Impr. Armor Defense.

Taking Damage

Hit Points: As long as have 1 hit point, can act. If reduced to 0, automatically moved to -5 steps on condition track (unconscious/disabled). If the damage that reduced to 0 also met threshold, death/destruction instead.

Threshold Met: If damage meets threshold or more, -1 on condition track. If same attack reduces to 0 hit points, see above.

Unconscious: Fall prone, unable to act. After 10 rounds (1 minute), make DC 10 Constitution check. If succeed, regain hit points equal to level, +1 on condition track, able to act again. If fail, unconscious for an hour, check again at DC 10 in another hour. If ever fail a Constitution check by 5 or more, or roll a 1, death. Can't take 10.

Special Combat Rules

Area Attacks: Roll vs. all targets in area, those hit take full damage, those missed take half. Only hits if base roll was 10+. Splash Area gives only half or none if miss. Evasion feat gives half instead of full, none instead of half versus area attacks.

Autofire: Attack vs 2x2 at -5. If roll 10+, those hit full damage, those missed, half-damage. With the feat **Burst Fire**, may instead attack one target with same attack penalty giving +2 dice damage. Brace to reduce penalty to -2. Evasion talent gives half/no damage instead full/half.

Concealment: Can't see target clearly. -2 to attack, if total concealment and attack the square, -5. Also allows Stealth.

Cover: Creature or terrain partially blocks. +5 Reflex to target, no attacks of opp. Also allows Stealth. Improved cover gives +10 defense, Evasion ability versus Area (see above), and +5 Stealth checks.

Flanking: Two opponents in melee vs defender, one on each side, gain +2 attack roll.

Unaware Target: Sneak up on target. Treat target dex as 0 (-5), if melee attack also +5 attack roll.

Skill Checks

1d20 + ½ character level + ability modifier + misc. modifiers + 5 (if trained)

Normal: Versus a set Difficult Class (DC) number.

Opposed: Both roll, higher wins, tie goes to person with higher skill. *Ex: Stealth vs. Perception.*

Untrained: No +5 bonus, some skill attempts can not be attempted untrained.

Table of skills and skill descriptions begin p. 62.

Using Force Points

Gaining Force: 5 + ½ level at each new level, lose old points not spent.

Help a Roll: Use 1 point as Free action to add 1d6 to a roll. Use before GM declares result. 1st-7th 1d6, 8th-14th 2d6, 15th or higher 3d6. Use only best result.

Avoid Death: Use 1 point to avoid death and be unconscious instead.

Lower Dark Side: Use 1 point to lower Dark Side Score 1 point.