

## STATISTICS FOR OBJECTS (SE page 151)

| OBJECT                              | DR <sup>1</sup> | HIT POINTS | DAMAGE THRESHOLD | STRENGTH (BREAK DC <sup>2</sup> ) |
|-------------------------------------|-----------------|------------|------------------|-----------------------------------|
| <b>Manufactured Objects</b>         |                 |            |                  |                                   |
| Fine (comlink)                      | —               | 1          | 5                | 1 (10)                            |
| Diminutive (datapad)                | —               | 1          | 5                | 1 (10)                            |
| Tiny (computer)                     | —               | 2          | 5                | 1 (10)                            |
| Small (storage bin)                 | 2               | 3          | 6                | 4 (12)                            |
| Medium (desk)                       | 5               | 5          | 10               | 10 (15)                           |
| Large (bed)                         | 5               | 10         | 20               | 10 (15)                           |
| Huge (conference table)             | 10              | 10         | 35               | 20 (20)                           |
| Gargantuan (small bridge)           | 10              | 20         | 55               | 40 (30)                           |
| Colossal (house)                    | 10              | 30         | 85               | 80 (50)                           |
| <b>Tools and Weapons</b>            |                 |            |                  |                                   |
| Computer console                    | —               | 5          | 10               | 10 (15)                           |
| Weapon, Tiny (hold-out blaster)     | 5               | 2          | 10               | 10 (15)                           |
| Weapon, Small (blaster pistol)      | 5               | 5          | 12               | 15 (17)                           |
| Weapon, Medium (blaster rifle)      | 5               | 10         | 15               | 20 (20)                           |
| Weapon, Large (heavy blaster rifle) | 10              | 10         | 17               | 25 (25)                           |
| Weapon, Huge (E-Web)                | 10              | 20         | 30               | 30 (30)                           |

- 1 Lightsabers ignore an object's damage reduction.  
2 The DC of the Strength check to disable the object.

| OBJECT                             | DR <sup>1</sup> | HIT POINTS | DAMAGE THRESHOLD | STRENGTH (BREAK DC <sup>2</sup> ) |
|------------------------------------|-----------------|------------|------------------|-----------------------------------|
| <b>Bindings</b>                    |                 |            |                  |                                   |
| Mesh tape                          | —               | 1          | 15               | 20 (20)                           |
| Liquid cable                       | —               | 2          | 19               | 28 (24)                           |
| Syntherope                         | —               | 4          | 20               | 30 (25)                           |
| Chain                              | 10              | 5          | 26               | 32 (26)                           |
| Binder cuffs                       | 10              | 20         | 25               | 40 (30)                           |
| <b>Locks</b>                       |                 |            |                  |                                   |
| Cheap                              | —               | 1          | 5                | 1 (10)                            |
| Average                            | 2               | 5          | 10               | 10 (15)                           |
| Good                               | 5               | 10         | 15               | 20 (20)                           |
| High security                      | 10              | 120        | 30               | 50 (35)                           |
| Ultrahigh security                 | 20              | 150        | 35               | 60 (40)                           |
| <b>Barriers</b>                    |                 |            |                  |                                   |
| Metal bars (2 cm thick)            | 10              | 30         | 25               | 40 (30)                           |
| Permacrete wall (30 cm thick)      | 10              | 150        | 30               | 50 (35)                           |
| Metal wall or hull (15 cm thick)   | 10              | 150        | 35               | 60 (40)                           |
| Wooden door (5 cm thick)           | 5               | 25         | 10               | 10 (15)                           |
| Metal door or airlock (5 cm thick) | 10              | 50         | 30               | 50 (35)                           |
| Blast door (50 cm thick)           | 10              | 750        | 40               | 70 (45)                           |

## STATISTICS FOR SUBSTANCES (SE page 152)

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

## RESTRICTED OBJECTS (SE page 119)

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

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

## WEAPON RANGES (SE page 129)

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

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

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

# STAR WARS

ROLEPLAYING GAME



## ACTIONS

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

## COMBAT MODIFIERS

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

## CONDITION TRACK (SE page 149)

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

## VEHICLE ACTIONS

| ACTION NAME                  | TYPE            |
|------------------------------|-----------------|
| All-out movement             | Full round      |
| Attack run                   | Standard        |
| Attack with a vehicle weapon | Standard        |
| Avoid collision              | Reaction        |
| Dogfight                     | Standard        |
| Full stop                    | Swift           |
| Increase vehicle speed       | Swift           |
| Move                         | Move            |
| Raise/lower shields          | Swift           |
| Ram                          | Full round      |
| Recharge shields             | 3 swift actions |
| Reroute power                | 3 swift actions |

## SIZE

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

©2008 Lucasfilm Ltd. Et TM. All rights reserved.  
©2008 Wizards. 660-21864740-001-EN  
C-1827A

## VEHICLE WEAPON RANGES (SE page 108)

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

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



### SAMPLE SKILL DCs

| TASK DIFFICULTY   | DC | EXAMPLE   |
|-------------------|----|---|
| Very easy         | 0  | Notice a Large creature   |
| Easy              | 5  | Climb a knotted rope  |
| Medium            | 10 | Gather local news and rumors  |
| Tough             | 15 | Perform first aid   |
| Challenging       | 20 | Sabotage an electronic device   |
| Formidable        | 25 | Escape binder cuffs   |
| Heroic            | 30 | Jump a 10-meter chasm   |
| Superheroic       | 35 | Climb an overhanging balcony in the rain                                |
| Nearly impossible | 40 | Convince a Sith Lord that you are his trusted lieutenant's replacement. |

### CLIMB CHECK DCs (SE page 64)

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

\* These modifiers are cumulative; use any that apply.

### ATTITUDE STEPS (SE page 71)

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

### AVERAGE SKILL BONUSES

| SKILL BONUS    | SKILL LEVEL  |
|----------------|--|
| +0 and lower   | Common citizen; no significant training            |
| +1 to +5       | Has some natural aptitude or training              |
| +6 to +10      | Among the best in the city or on the continent     |
| +11 to +15     | Among the best on the planet or in the system      |
| +16 to +20     | Among the best in the sector                       |
| +21 to +25     | Among the best in the region (Core, Mid-Rim, etc.) |
| +26 and higher | Among the best in the galaxy                       |

### COMPUTER ATTITUDE STEPS (SE page 76)

| ATTITUDE    | THE COMPUTER . . .   | CHECK MOD |
|-------------|--|-----------|
| Hostile     | Treats you as a hostile intruder and attempts to trace your location and isolate your connection.  | -10       |
| Unfriendly  | Treats you as an unauthorized user and blocks your access to its programs and information.   | -5        |
| Indifferent | Treats you as a guest or visitor and grants you access to nonsecret programs and information (as long as this does not conflict with previous commands).   | -2        |
| Friendly    | Treats you as an authorized user and grants you access to any programs and nonsecret information (as long as this does not conflict with previous commands). You may add any equipment bonus provided by the computer to your Use Computer checks. | +0        |
| Helpful     | Treats you as if you are its owner or administrator, granting access to all of its programs and information (even if doing so overrides previous commands). You may add any equipment bonus provided by the computer to your Use Computer checks.  | -         |

### DECEPTIONS (SE page 88)

| DECEPTION  | CHECK MODIFIER | DESCRIPTION  |
|------------|----------------|--|
| Simple     | +5             | A simple deception works in the target's favor or matches the target's expectations, and it requires nothing you don't have on hand. |
| Moderate   | +0             | A moderate deception is believable and doesn't affect the target much one way or the other, and you have most of the props you need. |
| Difficult  | -5             | A difficult deception is a little hard to believe, puts the target at some kind of risk, or undergoes scrutiny.                      |
| Incredible | -10            | An incredible deception is hard to believe, presents a sizable risk to the target, or requires passing intense scrutiny.             |
| Outrageous | -20            | An unlikely deception is almost too unlikely to consider or requires material you just don't have.                                   |

### PERCEPTION DCs

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

### GATHER INFORMATION DCs

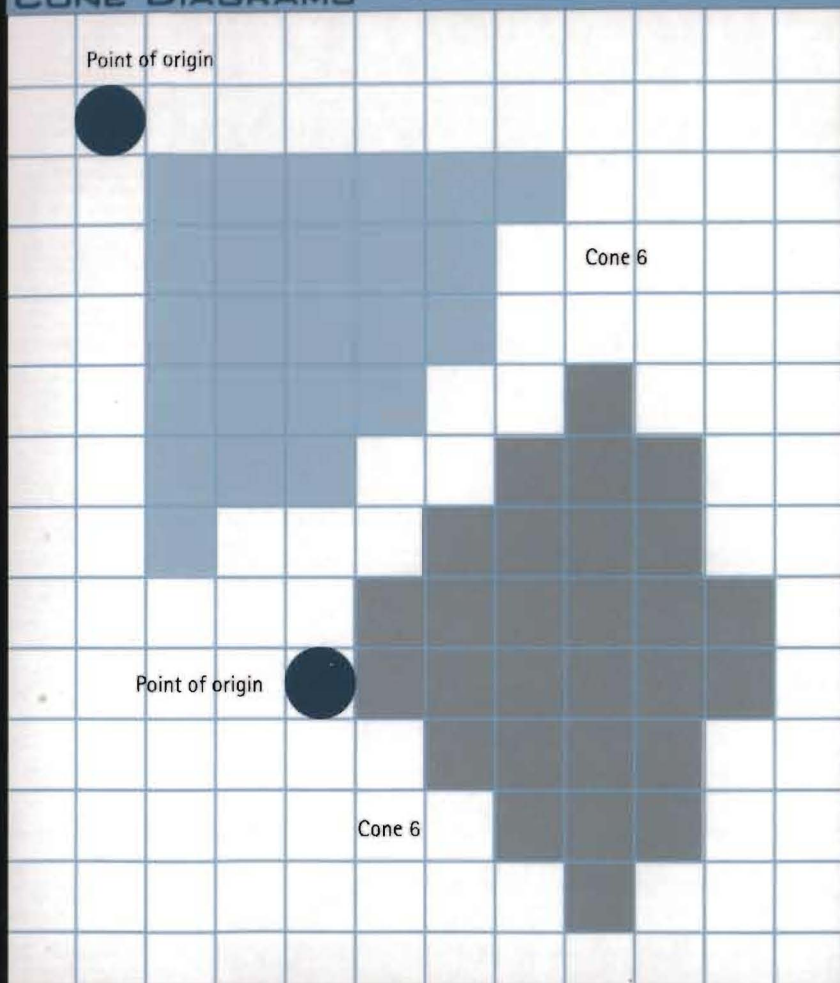
| INFORMATION | DC | TIME       |
|-------------|----|------------|
| General     | 15 | 1 minute   |
| Specific    | 20 | 10 minutes |
| Private     | 25 | 1 hour     |
| Secret      | 30 | 8 hours    |

### TREAT INJURY DCs

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



## CONE DIAGRAMS



## FORCE POWERS

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

## FORCE POINTS (SE page 93)

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

\* Count only the highest die result.

## EXPERIENCE POINT AWARDS (SE page 248)

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

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













STAR WARS®