

Star Wars Saga Edition: Combat & Skills Summary v4.2

Actions in Combat Summary

Action	Action Cost	Notes (*means trained only!)
Activate an item	swift	light a lantern, ignite lightsaber
Aid another	standard	attack vs Ref 10 to add +2 to ally's next attack vs that target
Aim	2 swift	ignore target's cover bonus to Ref on next attack; cannot use with area attack
Anticipate enemy strategy	move	Knowledge (Tactics)* vs Will anticipate target's next move
Attack	standard	see Area Attack rules for area attacks
Attack an object	standard	held/carried/worn=Ref 10 + size mod + Ref of holder (not counting armor bonus)
Attack of opportunity	free	use with melee weapons or weapons with folded stock; cannot use if flat-footed
Balance	half speed	move at half speed over narrow surface, Acrobatics DC 10-25
Brace	2 swift	brace autofire-only weapon to take -2 attack penalty instead of -5
Breath Control		UtF* DC15 hold your breath for [2xCON score] rounds before Endurance check
Change attitude	full-round	Persuasion -10 vs Will to improve hostile target's attitude
Charge	standard	move your speed (minimum 2sq) in straight line and gain +2 attack, -2 Ref
Climb	move	Climb DC0-25 at ¼ speed; climb at ½ speed as full-round; DC+5 to double move
Coup de grace	full-round	kills adjacent unconscious opponent
Create a diversion to hide	standard	Deception vs Will to attempt Stealth check; must reach hiding place in a move action
Cross difficult terrain	1sq = 2sq	Acrobatics* DC15 to move at normal speed
Delay	none	act on a later Initiative count; this reduced initiative is your new count
Disarm	standard	-10 melee attack (-15 if 2-h); failure provokes attack; Acrobatics* DC20 to catch wpn
Draw or holster weapon	move	draw & activate weapon if proficient; draw concealed weapon as standard action
Drop an item	swift	drop an item into your fighting space or adjacent square
Escape from grapple	standard	Acrobatics vs Grp; Acrobatics* vs Grp+10 to escape as move action
Escape net	full-round	Acrobatics DC15; Acrobatics* DC25 to escape as standard action
Extend or fold stock	move	stock folded = treat as pistol for proficiency & range; stock extended = treat as rifle
Fall prone	swift	Acrobatics* DC15 to fall prone as free action; attacks vs prone: melee +5, ranged -5
Feint	standard	Deception vs Initiative to make target flat-footed vs next attack
Fight defensively	standard	-5 attacks for +2 or +5 dodge to Ref; no attacks for +5 or +10 dodge to Ref
First aid	full-round	Treat Injury DC15 (requires medpac) to heal hp=target level +1 over DC
Full attack	full-round	make more than 1 attack; penalties stack and last until beginning of your next turn
Grab	standard	-5 unarmed attack to grab max one size larger than self; break grab is standard
Grapple	standard	unarmed attack (no damage) to grab; then make opposed grapple checks
Group feint	full-round	Deception vs Will, opponents within 6sq; -5 penalty for each target after the first
Jury-rig	full-round	Mechanics* DC25; move disabled mechanical/electronic device +2 CT & 1d8 hp
Manipulate an item	move	pick up an item; to retrieve a stored item from a closed container is 2 move actions
Move light object	move/standard	UtF* DC10 to move 5kg object 6sq; DC15 standard to make ranged attack, 1d6 dmg
Move your speed	move	you can move through allies, enemies unconscious or 3x your size difference
Nimble charge		Acrobatics* DC25 to charge thru low objects half speed; DC35 difficult terr nrml spd
Notice targets	reaction/standard	Perception vs Stealth to look for hidden enemies; swift action to retry failed check
Ready an action	standard	take readied action (move/stdndr/swift) as a reaction to circumstances you specified
Recharge shields	3 swift	Mechanics* DC20 to restore 5 SR; 3 swifts can be spent across consecutive rounds
Recover	3 swift	move +1 CT (3 swift actions can be spread across consecutive rounds)
Regulate power	3 swift	Mechanics* DC20 to move vehicle +1 CT
Reload	move	provokes an AoO
Revivify	full-round	Treat Injury* DC25 (requires medkit) to revive within 1 round of its death
Run	full-round	move 4x speed in straight line (3x if wearing heavy armor or carrying heavy load)
Second wind	swift	if reduced to ½ your max hp or less, heal ¼ your max hp or CON score once per day
Sense surroundings	swift	UtF DC15 ignore cover & concealment to make Perception checks; DC20 total cover
Snipe	standard + move	make ranged attack, then hide again (with -10 Stealth check penalty) to stay hidden
Stand up from prone	move	Acrobatics* DC15 to stand up from prone as swift action
Switch weapon mode	swift	switch to stun or autofire
Tumble	part of move	Acrobatics* DC15 without provoking AoO; 1sq tumble = 2sq of movement
Withdraw	move	withdraw at half your speed, treating first square as a non-threatened

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Introduction

Welcome to the Star Wars Saga Edition Combat and Skills Summary, by richterbelmont10. This guide will help you with combat actions and skill modifiers and DC.

If you are new to the d20 system, or new to Saga Edition, the amount of combat options can be overwhelming at first. Therefore, as a beginner, simply use the Move and Attack options during combat. Then, as you and your players become more experienced, you can add more attack options, such as Charge, Aim, Tumble, etc.

Use the "Actions in Combat Summary" as a quick-reference guide to actions in combat. Use the Skills section to determine what you can do with that skill, as well as what the DC is for those particular skill applications. All the skill applications from all 14 Saga Edition books have been included.

See the Appendix at the end of this document for abbreviations and text color codes that are used in this document.

Attack / Defense Modifiers Overview:

Attacker (you are... / you are using...)	Your attack roll mod:
Aided by another character	+2
Aim	Ignore target's cover bonus to Reflex
Attacking a climbing opponent	+2
Attacking a helpless opponent	+5 bonus for melee attacks only

Attacking a prone opponent with a melee weapon	+5
Attacking a prone opponent with a ranged weapon	-5
Attacking an opponent that has concealment	-2
Attacking an opponent that has total concealment	-5 to attack a square you think he occupies
Autofire	-5
Being suppressed by an opponent	-2
Braced autofire or Burst Fire	-2
Burst Fire feat	-5; -10 if you don't have STR 13 or higher
Charge (-2 Ref)	+2 competence bonus
Disarm	-10 (-15 to disarm a weapon held in more than 1 hand)
Double Attack feat or Triple Attack feat	-5 or -10 to all attacks until beginning of your next turn
Dual Wielding (attacking with 2 weapons or both ends of a double weapon)	-10 to all attacks until beginning of your next turn (certain feats & talents reduce this penalty)
Fight Defensively (uses up a standard action, so you cannot attack this round)	-5 to all attacks until beginning of your next turn
Flanking (melee only)	+2 flanking bonus
Grab	-5 unarmed attack
Grapple	Same as unarmed attack
In a high- or low-gravity environment	-2 (unless you are native to such environment)
In a zero-gravity environment	-5 (unless you are native to such environment)
Ranged attack beyond point-blank: short / medium / long	-2 / -5 / -10
Ranged attack into a melee	-5
Throwing an improvised thrown weapon	-5
Wielding a rifle with one hand	-5
Wielding improvised weapon or weapon without proficiency	-5
You are grabbed	-2 (unless using natural or light weapon)
You are prone	-5 for melee attacks only

Defender (you are.../ you have...)	Your Reflex mod:
Blinded	-2 and lose DEX bonus
Charged during your turn	-2 until start of your next turn
Climbing	Lose DEX bonus (attacker also gets +2 attack bonus)
Cover	+5 cover bonus

Defender (you are.../ you have...)	Your Reflex mod:
Denied DEX bonus to Ref	Lose Dodge bonuses to Ref also
Fighting defensively without making any attacks until the start of your next turn	+5 dodge bonus (+10 if trained in Acrobatics) until start of your next turn
Fighting defensively, retaining the ability to make attacks as reactions at -5 penalty	+2 dodge bonus (+5 if trained in Acrobatics) until start of your next turn
Flat-footed / surprised	Lose DEX bonus until your first turn
Helpless	DEX of 0 (-5)
Improved cover	+10 cover bonus
Immobilized (KOTOR 6g)	Lose DEX bonus and cannot move (but can still use move actions that don't require movement)
Prone	melee attacks get +5 bonus against you; ranged attacks take -5 penalty against you
Running	Lose DEX bonus while running

Surprise Round (143, 149)

- Occurs only if some are unaware of opponents (Perception check may be required)
- All combatants are flat-footed (lose Dexterity and Dodge bonuses to Ref) until they act on their first turn
- Combatants aware of their opponents roll initiative and take 1 single action (move/standard/swift; no full-round)
- Combatants who have not yet acted roll initiative and join combat

Actions In Combat (150)

- Move Actions (153)
- Standard Actions (150)
- Swift Actions (153)
- Full-round Actions (154) (Replaces all actions, cannot span multiple rounds)
- Free actions (144) (You may take one or more free actions even if it's not your turn; cannot be used if flat-footed)
- Reactions (144) (Can be used even if it's not your turn. You may only take a single reaction to any one action or effect. A reaction is always resolved after the action that triggered it.)

Activate an item (swift) (153)

- Start vehicle, turn on computer, light a lantern, ignite lightsaber

Aid another (standard) (151)

- **Aiding a Skill Check or Ability Check:** Make DC10 same skill/ability check to grant +2 bonus to ally. Can't take 10.
- **Aiding an Attack Roll:** Select an opponent; make attack against Ref 10 to grant one ally a +2 on next attack vs. that target. **Ranged penalties apply. It seems that you do not take penalties for shooting into a melee when aiding another. Likewise, if enemy is behind cover, the Ref to hit to aid another is still 10, and does not increase to 15.**
- **House rule:** aid another does not work when an ally makes an area attack
- **Suppressing an Enemy:** Select an opponent; make attack against Ref 10 to give opponent -2 penalty on his next attack

Aim (2 consecutive swift actions) (154)

- 1 target within LOS: Ignore your target's cover bonus to Ref on your next attack
- You lose your aiming benefit if you lose LOS to your target or if you take any other action before making your attack
- Aiming provides no benefit when making an area attack (unless you are attacking with a vehicle's missile or torpedo)
- Provokes an AoO

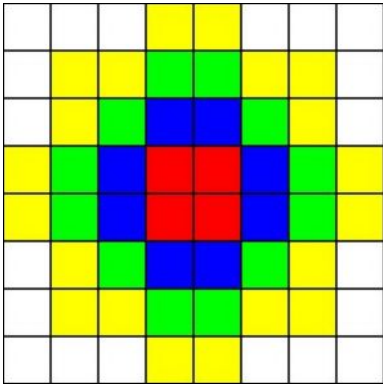
Attack (standard) (150)

- Attack w/ 2-h melee, add 2x STR (cannot use with weapons smaller than your size)
- Improvised weapons (chairs, bottles) -5 attack

Area Attacks (155)

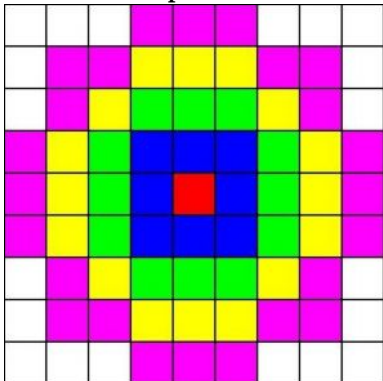
- If your attack roll is less than 10, you automatically miss
- If your modified attack roll is equal to 10 or higher, compare the result to the Ref of every target in the area.
- Creatures you hit take full damage. Creatures you miss take half damage.
- A natural 20 on an area attack roll automatically hits all targets within the affected area, but area attacks do not deal double damage on a critical hit.
- If target has cover relative to you or from center of the weapon's area of effect, he takes no damage your attack is less than his Ref
- You generally cannot use autofire and stun.
- **Autofire (156)** targets 2x2sq, -5 attack; consumes 10 shots
- **Autofire-only weapon**, you can brace your weapon with 2 swift actions to take -2 penalty when using autofire or burst fire (only heavy weapons, rifles, & pistols w/ extended stock)
- **Burst radius** (Grenades & explosives): Determine the center of the "burst radius," ie, the corner (crosshairs) of a square before you make the attack roll
- **Splash weapons:** Primary target takes full damage on a hit and half damage on a miss. Compare your attack roll to all targets adjacent to primary target; adjacent targets take half damage if hit, no damage if miss

Burst:



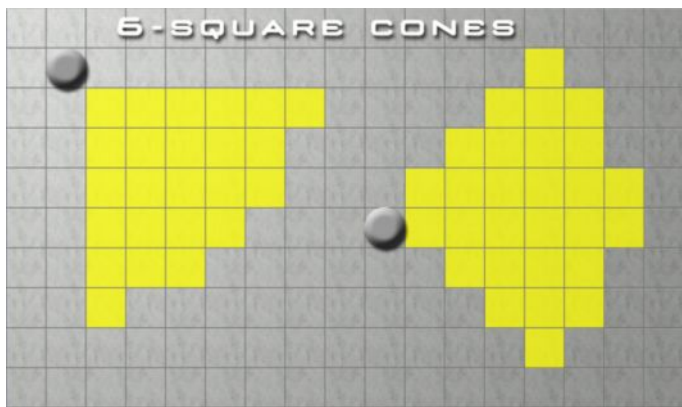
The Red Squares are a 1 square burst. The Blue Squares are a 2 square burst. The Green Squares are a 3 square burst. The Yellow Squares are a 4 square burst.

Splash:



The red square is no splash. Blue squares are 1 square splash. X Splash means you have a circle with radius X. That means the green squares are radius 2, the yellow squares are radius 3, and the purple squares are radius 4.

6-square cone:



The cone starts at an intersection on the battle grid (one of the corners of your space) and then extends outward for 6 squares in a 90-degree arc. Unlike normal range calculations, however, count diagonals using the old method – that is, 1 square for the first and all odd diagonals, and 2 squares for the second and all even diagonals.

Burst Fire (156)

- Use a weapon set on autofire against a specific creature rather than an area

- -5 attack, +2 dice damage; uses 5 shots
- Not considered an area attack

Throw a weapon (145,150)

- Attack = BAB + DEX mod
- Damage = weapon + ½ heroic level + STR mod
- If the weapon is not crafted to be thrown, you take a -5 penalty for an improvised thrown weapon (ex: rocks, vases, lightsabers). The GM determines the size and damage of an improvised thrown weapon

Shooting or Throwing Into a Melee (161)

- You take -5 attack penalty if your opponent is adjacent to an ally (unless you have Precise Shot feat)

Unarmed Attacks (163)

- Med character deals 1d4 + STR damage
- Small character deals 1d3 + STR damage
- Provokes an AoO (unless you have Martial Arts feat)

Weapon Ranges (129)

Range:	Point Blank	Short	Med.	Long
WEAPON TYPE				
Range Penalties:	0	-2	-5	-10
Blaster Cannon (vehicle weapon)	120sq	240sq	600sq	1200sq
Heavy	50sq	100sq	250sq	500sq
Rifle	30sq	60sq	150sq	300sq
Pistol / Simple	20sq	40sq	60sq	80sq
Thrown	6sq	8sq	10sq	12sq

- Accurate weapons take no -2 penalty for firing at short range.
- Inaccurate weapons cannot fire at long range

Vehicle Weapon Ranges (168)

	Point Blank	Short	Med.	Long
Penalty	0	-2	-5	-10
Blaster cannon	0-1	2	3-4	5-8
Ion cannon	0-2	3-4	5-10	11-20
Laser cannon	0-1	2	3-5	6-10
Missile or torpedo	0-3	4-6	7-15	16-30
Point-defense*	0-1	2	3-5	6-10
Tractor beam*	0-1	2	3-5	6-10
Turbolaser*	0-4	5-8	9-20	21-40

*This weapon can only be mounted on a vehicle of Colossal (frigate) size or larger

Attack an Object (standard) (151)

- Unattended, immobile = Ref 5 + size mod (C-10, G-5, H-2, L-1, M+0, S+1, T+2, D+5, F+10)

- Unattended, moving = Ref 10 + size mod
- Held / carried / worn = Ref 10 + size mod + Ref of holder (not counting armor or natural armor bonuses)
- Object reduced to 0 HP is disabled. If damage that reduced object to 0 exceeds threshold, object is destroyed.
- Unless otherwise noted, the size of a piece of equipment is determined by its listed weight. See Table 2-1: Equipment Size (**S&V 38**)

Blast door (50 cm thick)	-2	10	750	40	70 (45)
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OBJECT	Ref Mod	DR	HP	DT	STR (Break DC)
Manufactured Objects					
Fine (comlink)	+10	-	1	5	1 (10)
Diminutive (datapad)	+5	-	1	5	1 (10)
Tiny (computer)	+2	-	2	5	1 (10)
Small (storage bin)	+1	2	3	6	4 (12)
Med (desk)	+0	5	5	10	10 (15)
Large (bed)	-1	5	10	20	10 (15)
Huge (conference table)	-2	10	10	35	20 (20)
Gargantuan (small bridge)	-5	10	20	55	40 (30)
Colossal (house)	-10	10	30	85	80 (50)
Computer console	+1	-	5	10	10 (15)
OBJECT	Ref Mod	DR	HP	DT	STR (Break DC)
Tools and Weapons					
Wpn, Tiny (hold-out blaster)	+2	5	2	10	10 (15)
Wpn, Small (blaster pistol)	+1	5	5	12	15 (17)
Wpn, Medium (blaster rifle)	+0	5	10	15	20 (20)
Wpn, Large (heavy blaster rifle)	-1	10	10	17	25 (25)
Wpn, Huge (E-Web)	-2	10	20	30	30 (30)
Bindings					
Mesh tape	+5	-	1	15	20 (20)
Liquid cable	+5	-	2	19	28 (24)
Syntherope	+5	-	4	20	30 (25)
Chain	+5	10	5	26	32 (26)
Binder cuffs	+5	10	20	25	40 (30)
Locks					
Cheap	+10	-	1	5	1 (10)
Average	+10	2	5	10	10 (15)
Good	+10	5	10	15	20 (20)
High security	+10	10	120	30	50 (35)
Ultrahigh security	+10	20	150	35	60 (40)
Barriers					
Metal bars (2 cm thick)	+5	10	30	25	40 (30)
Permacrete wall (30 cm thick)	-5	10	150	30	50 (35)
Metal wall or hull (15 cm thick)	-5	10	150	35	60 (40)
Wooden door (15 cm thick)	-2	5	25	10	10 (15)
Metal door or airlock (5 cm thick)	-2	10	50	30	50 (35)

Attacks of Opportunity (free) (155)

- 1 per round (unless have Combat Reflexes)
- Cannot use if you're flat-footed, or if target has cover
- Can only make with melee weapons, natural weapons, pistols, carbines, weapons with folded stock, or Martial Arts
- Can avoid with Withdraw or Tumble
- Provoking actions:
 - Making unarmed attack without Martial Arts I feat
 - Aiming
 - Loading weapon
 - Picking up item
 - Retrieving stored item
 - Moving out of threatened square
 - Using skill that distracts you (GM discretion)
- You do not provoke AoO if you make an involuntary move (ex: Bantha Rush, Move Object)
- If you have multiple AoO's (with Combat Reflexes for ex), you can only make 1 AoO per provoking action

Charge (standard) (melee only) (152)

- Move your speed (min 2sq) in straight line and gain +2 competence bonus to attack
- You take a -2 Ref penalty until start of your next turn.
- Can charge through difficult terrain at double movement cost
- Cannot charge through low objects or enemies (If trained in Acrobatics, DC 25 to charge through low objects at half speed, DC 35 to charge thru at normal speed. If fail, cannot attack at the end of your move)
- **You cannot Tumble during your Charge**
- After you resolve a charge attack you can take no further actions this turn.

Coup de grace (full-round) (154)

- Use against helpless opponents; cannot use against vehicles or objects
- Use melee weapon (or ranged weapon if adjacent) against helpless foe
- If target is helpless but not unconscious, you auto-critical; if target is reduced to 0 HP dies / is destroyed
- If target is unconscious or disabled droid it dies instantly.

Cross Difficult Terrain (159)

- Difficult terrain or low objects costs double squares (large creatures pay double if any part of their space moves thru difficult terrain)
- If trained in Acrobatics, can make DC 15 to move at normal speed thru difficult terrain

Delay (161)

- Take no action to act on a later Initiative count. This reduced initiative is your new count
- If multiple delaying characters want to act on the same initiative count, then the character with the higher initiative modifier goes first.

Disarm (standard) (152)

- Make melee attack at -10
- If opponent is holding weapon in more than 1 hand, attack at -15
- If successful, weapon drops in opponent's space (or you can take weapon if you used an unarmed attack)
- If disarm fails, opponent can make an immediate free attack against you (unless you have Improved Disarm feat or are using Ranged Disarm talent)
- If trained in Acrobatics, can make DC 20 check as free action to catch the item after you have disarmed an opponent (must have 1 hand free)

Draw or Holster Weapon (move) (153)

- Draw/holster weapon (if you are proficient in weapon's use, you may draw & activate weapon with 1 move action, ex: lightsaber)
- Drawing concealed item is a standard action

Drop an item (swift) (154)

- In your fighting space or adjacent square

Extend or Fold Retractable Stock (move) (125)

- When the stock is folded, treat weapon as pistol for proficiency and range; you cannot brace the weapon
- When stock is extended, treat weapon as rifle for proficiency and range; you take a -5 penalty if you use the weapon in one hand

Fall prone (swift) (154)

- If trained in Acrobatics, DC15 to fall prone as free action (instead of swift)

Feint (standard) (66)

- Deception check vs target's Initiative check to make target lose DEX bonus to Ref for your first attack made in the next round
- -5 penalty to non-humanoids or creatures with INT lower than 3

Fight Defensively (standard) (152)

- -5 attack, +2 dodge to Ref until beginning of next turn (if trained in Acrobatics, then +5 dodge to Ref instead of +2)

- NOTE: When using fight defensively as a standard action, you cannot make an attack on your turn (unless you somehow get another standard action)
- If you choose to make no attacks (no AoO's either) until the beginning of your next turn, then you gain +5 dodge to Ref (if trained in Acrobatics, then +10 dodge to Ref) until beginning of next turn

Full attack (full-round) (154)

- If making more than 1 attack, penalties accrue and last for all attacks until start of your next turn
- Attack with 2 weapons or both ends of double weapon at -10

Grab (standard) (152)

- You can grab max one size larger than self, max 1 target
- Make -5 unarmed attack (no damage) to grab target
- A grabbed opponent cannot move and takes -2 attack penalty unless he uses a natural or light weapon
- Break grab is standard action and automatically clears one grabber per character level

Grapple (standard) (153)

- You can only grapple with Pin or Trip feat
- You can grapple max one size larger than yourself, max 1 target
- Make unarmed attack (no damage) to grab target
- If you hit, target is "grabbed." (A "grabbed" target cannot move and takes -2 attack unless uses natural or light weapon. Breaking the grab is standard action and automatically clears one grabber per character level)
- Make opposed grapple checks (1d20 + BAB + STR or DEX + size mod C+20, G+15, H+10, L+5, M+0, S-5, T-10, D-15, F-20)
- If you succeed, target is "grappled." (If you miss, target is only "grabbed"), and you can do automatic damage with a light weapon OR use Pin OR Trip
- A "grappled" target cannot move and takes -2 attacks unless uses natural or light weapon. A "grappled" target can only escape with an Acrobatics check (DC = your Grapple check) as a standard action.
- Pin: Target cannot move or take any actions and loses his DEX bonus to Reflex. Lasts for 1 round only. At the start of your next turn, target is "grappled" but not "pinned." You may make another opposed Grapple check to Pin again.
- Trip: Target falls prone in his square, but is no longer "grabbed" or "grappled."
- If you deal automatic damage with light weapon to a "grappled" opponent; no attack roll is required. After resolving damage, target is still "grappled."
- At the beginning of your next turn, if your target is still "grabbed," you can skip the unarmed attack and go straight to the opposed grapple check

Manipulate an Item (move) (153)

- Pick up item (provokes an AoO)
- Load weapon (provokes an AoO)
- Open door
- Move heavy object
- Retrieve stored item from closed container (requires 2 move actions) (provokes an AoO)

Move & Movement Types (move) (153)

- **Move** your speed (diagonal move costs 2 sq). You can move thru ally's squares, unconscious enemies, and enemies that are 3x larger or smaller than you.
- **Balance** at ½ speed over narrow surface; you lose your DEX bonus to Ref while balancing unless you are trained in Acrobatics
- **Climb** at ¼ speed (or climb at ½ speed with a -5 penalty and a full-round action); you lose your DEX bonus to Ref while climbing & opponents gain +2 attack bonus against you
- **Ride** at mount's speed
- **Squeezing (162)**. Large or larger creatures can squeeze thru openings or hallways that are at least half as wide as them, provided they end their movement in an area they can normally occupy. Big droids and vehicles can't squeeze unless they can compress their frames. Cannot squeeze thru enemies.
- **Swim** at ¼ speed as move action or ½ speed as full-round action

Move Through Occupied/Threatened Squares (161)

- As part of your move action, you can attempt to Tumble thru enemy's fighting space or threatened space with Acrobatics DC 15 (trained only) to avoid AoO's; each threatened or occupied square counts as 2sq of movement

Ready an action (standard) (162)

- Specify the standard, swift, or move action you will take and the circumstances under which you will take it. Then, any time before your next turn, you may take the readied action as a reaction in response to those circumstances (assuming they occur).
- The count on which you took your readied action becomes your new initiative count.
- If you come to your next action & you have not performed your readied action, you don't get to take the readied action
- **If you ready an action that will render an opponent's action moot, the opponent does not get to declare a different action. Instead, the action is wasted.**

Recover (3 swift actions) (154)

- To move +1 CT (can be spread across consecutive rounds)
- Cannot recover if suffering persistent condition

Reload (move action) (153)

- Move action unless otherwise indicated
- Provokes an AoO

Run (full-round) (155)

- Move 4x speed in straight line (3x if wearing heavy armor or carrying heavy load)
- Lose DEX bonus to Ref while running
- Can run for rounds = CON score
- After that, Endurance DC10, +1 per round spent continuing to run
- If fail, -1 persistent condition (remove by resting # of rounds = rounds spent running; can only move speed while resting)

Second Wind (swift) (154)

- If reduced to ½ your max hp or less, catch second wind as swift action.
- Heals hp equal to ¼ your max hp or your CON score, whichever is higher
- Can use only once per day and once per encounter; if you are allowed an extra second wind per day, you are still limited to one per encounter

Snipe (standard + move) (73)

- Must be at least 2sq away from target
- Must have successfully used Stealth to hide from target
- Make a ranged attack from hiding and then hide again; make Stealth check at -10 penalty as move action
- If succeed, remain hidden, if fail, location revealed

Stand Up From Prone (move) (153)

- If trained in Acrobatics, DC15 to stand up from prone as swift action (instead of move)

Switch weapon mode (swift) (154)

- Lethal ↔ Stun; Single ↔ Autofire
- **Autofire and stun are two separate settings and are generally mutually exclusive (ie, cannot be used at the same time)**

Withdraw (move) (153)

- Withdraw at half your speed, treating first square as a non-threatened (you cannot withdraw if you must move more than 1 square to exit the threatened area)

Special Combat Rules (155)

Concealment (156)

- -2 attack to attack an opponent with concealment

- May apply for fog, smoke, poor lighting, tall grass, foliage, etc (multiple sources of concealment do not stack)
- To determine concealment, draw line from a corner of your sq to all corners of target's sq. If any line passes thru sq or border that provides concealment, target has concealment. In melee, target only has concealment if his space is completely within effect.
- To notice a target with concealment, you take a -5 penalty to Perception

Total Concealment (157)

- You cannot attack an opponent with total concealment, but you can attack a sq you think he occupies at -5 penalty
- May apply for total darkness or if blinded
- To notice a target with total concealment, you take a -10 penalty to Perception (as a standard action)

Cover (157)

- +5 cover bonus to Ref (you can ignore a target's cover bonus by aiming)
- May apply for trees, low walls, vehicles, characters, droids etc (multiple sources of cover do not stack).
- Area attacks that miss deal no damage
- To determine cover, draw line from a corner of your sq to all corners of target's sq. If any line passes thru sq or barrier that provides cover, target has cover. Target does not have cover if line runs along or touches the edge of a wall or other sq that would provide cover
- Adjacent enemy never has cover.
- **Large or larger creatures:** Choose any 1 sq it occupies to determine if opponent has cover against its melee attacks. If making melee attack against large creatures, pick any 1 sq it occupies to determine cover
- Cannot make AoO's against targets with cover

Improved Cover (158)

- +10 cover bonus to Ref (you can ignore a target's cover bonus by aiming)
- May apply for peering around a corner or thru an aperture
- Attacking thru an aperture or slit may impose penalties if using inappropriate melee weapon

Total Cover (158)

- Cannot attack opponent with total cover

Damage Reduction (DR) (158)

- DR is reduced from damage taken. Specified damage such as DR 5/energy indicates a weakness. In this case it means there's no DR against energy but against everything else.
- When dealing with multiple DR, apply the ones that give the highest benefit.
- Lightsabers ignore DR, unless specifically noted otherwise

Destiny Points (113)

- "Take damage that would otherwise harm another character within reach." So, in this case, I would resolve the attack roll and the damage roll against your ally, and you come up with a number of damage. This number may include Sneak Attack damage if your ally was flat-footed. You can spend a DP to take THAT number of damage, as well as any CT movement not related to your ally's damage threshold.

Encumbrance & Speed (159)

- Wearing medium or heavy armor or heavy load reduces your speed to $\frac{3}{4}$ normal (6→4, 4→3)
- Wearing heavy armor or heavy load, running restricted to 3x speed (instead of 4x)
- Flying characters cannot fly with heavy load

Flat-footed (150)

- Lose your dexterity bonus and dodge bonus to Reflex

Flanking (melee only) (159)

- +2 flanking attack bonus if you have an ally on the other side of your opponent

Helpless Opponents (159)

- Bound, sleeping, unconscious
- A target can be considered helpless if he's adjacent to you, is unaware of you, is not in combat, cannot use his DEX bonus to Ref, and has not taken reasonable precautions (has bodyguards; has his back to a wall)
- Gain +5 melee to attack helpless target (no ranged bonuses)
- Helpless target treats his DEX as if it were 0 (-5 modifier)

Ion Damage (159)

- Normal living creatures (ie, non-droids):
 - Subtract $\frac{1}{4}$ ion damage from target's HP
 - If reduced to 0 HP by an ion attack, living creature falls unconscious as if stunned.
 - The target does not move down the CT regardless of whether or not the damage threshold is exceeded by the damage.
- Droids, vehicles, electronic devices, cybernetically enhanced creatures:
 - Subtract $\frac{1}{2}$ ion damage from target's HP
 - If ion damage (before being halved) exceeds DT, target moves -2 CT.
 - If ion damage reduces target's HP to 0, target is unconscious or disabled.

Line of Sight (160)

- Draw a line from any point in your sq to any point in target's sq. If that line doesn't go thru a sq that provides total cover or total concealment, you have LOS.

- A line that nicks a corner or runs along a wall doesn't provide LOS
- Creatures do not block LOS
- **Line of effect** works like LOS, except that it ignores total concealment

Prone Targets (161)

- Take -5 on melee attacks
- Attacking a prone target grants +5 melee, but -5 ranged
- Can give you total cover if behind a low wall (GM's discretion)

Reach (161)

- A fine, diminutive, or tiny creature must move into your sq to attack you (this provokes an AoO from you)
- You can make melee attack into your own space, but not a ranged attack

Shield Rating (SR) (161)

- You suffer any remaining damage not absorbed by SR
- If you take damage greater than your SR, your SR is reduced by 5.
- You can recharge shields & add 5 SR to your damaged shield by using 3 swift actions (can be used in consecutive rounds) to make DC 20 Mechanics check (for droids, it's DC 20 Endurance check)

Shooting or Throwing into a Melee (161)

- You take -5 ranged attack penalty if your opponent is adjacent to an ally
- [You do not take penalties when firing into melee when you are using autofire and area attacks. Area attacks target the area, not the opponent.](#)

Stunning (162)

- Unless otherwise noted, the stun setting for a blaster or ranged weapon has a max range of 6 sq.
- Only creatures can be stunned; droids, vehicles, and objects are immune
- Autofire and stun are two separate settings and are generally mutually exclusive.
- Weapons with stun setting do same dice damage as regular, unless otherwise indicated
- Subtract ½ stun damage from target's HP
- If stun damage (before being halved) exceeds DT, target moves -2 CT.
- If stun damage reduces target's HP to 0, target is unconscious or disabled
- A creature thus knocked unconscious doesn't die if it rolls a natural 1 on its CON check or fails the check by 5.
- A weapon can only be on one alternate setting other than its default setting (such as autofire or stun) at a time.

Vehicle Stats & Unique Starship Crews (167)

- **Vehicle Initiative:** The pilot's Initiative modifier (or the Pilot skill modifier if you are trained) + vehicle's size modifier + vehicle's Dexterity modifier.
- **Perception:** Character's normal Perception modifier.
- **Reflex Defense:** The vehicle's Reflex Defense is equal to 10 + size modifier + armor bonus (or pilot's heroic level) + Dexterity bonus.
- **Attack Rolls** Gunner's base attack bonus + vehicle's Intelligence modifier + miscellaneous bonuses (point blank shot, weapon focus, etc.) + 2 (if trained in Pilot and firing pilot controlled weapons from the pilot's position).
- **Base Attack Bonus:** The gunner's base attack bonus.
- **Grapple:** A vehicle's grapple modifier is equal to its pilot's base attack bonus + the vehicle's Strength modifier + the vehicle's special size modifier (Large +5, Huge +10, Gargantuan +15, Colossal +20, Colossal [frigate] +25, Colossal [cruiser] +30, Colossal [station] +35).
- **Skills:** Use the character's appropriate skill modifiers (+ vehicle size modifier + vehicle Dexterity modifier in the case of the Initiative and Pilot skill). If the ship's computer is friendly or helpful towards you, you also add the ship's Intelligence modifier as an equipment bonus to your Use Computer checks.
- If it is not listed above, than it is not changed by having unique crew or is otherwise explicitly spelled out in the book.

Starship Combat Rules (173)

Area Attacks (173)

- In Starship Scale, area attacks (including autofire, burst radius weapons, and splash weapons) are resolved as attacks on a single target unless the weapon is specifically listed as having a starship-scale area attack.

Damage, Defenses, Hit Points (145)

- 1-h melee or thrown = weapon + ½ heroic level + STR
- 2-h melee (no weapons smaller than your size) = weapon + ½ heroic level + STRx2
- Ranged = weapon + ½ heroic level

Damage Types (KOTOR 72)

- If a weapon deals 2 types of damage simultaneously, then any ability that depends on 1 damage type applies to all the damage from that weapon. Ex: if you have protection against energy damage, you gain full protection from weapons that deal "energy & slashing," or, "energy & piercing."

Falling Damage (255)

- Make attack 1d20+20 vs Fort.

- If attack succeeds, subject takes 1d6 damage for every 3m (2sq) fallen, max 20d6 damage
- If attack fails, subject takes half damage
- Falling character lands prone
- If trained in Acrobatics, can reduce falling damage. You can also use Jump to reduce falling damage:
- Jump DC 15 to treat fall as 3m (2sq) shorter for determining falling damage. For every 10 points by which you beat the DC, you can subtract an additional 3m from the fall.
- Acrobatics (trained-only) DC 15 treat fall as if it was 3m (2sq) shorter when determining damage. For every 10 points you beat DC, subtract additional 3m (2sq). If you make check and take no damage from fall, you land on your feet.
- If you fall from a height of greater than 60 meters (the height you need to reach terminal velocity for 20d6 damage), the distance for purposes of being reduced by Acrobatics and Jump is treated as only being 60 meters.

Critical Hits (145)

- Natural 20 always a critical hit.
- All targets subject to critical hits, even inanimate objects
- Effects that negate an attack (such as Block, Deflect, Vehicular Combat, and a DP) can negate a critical hit

Defenses (145)

- Ref = 10 + heroic level or armor + DEX + class + natural armor + size mod (C-10, G-5, H-2, L-1, M+0, S+1, T+2, D+5, F+10)
- Fort = 10 + heroic level + CON* + class + equipment
*Nonliving targets (ex: droids) without CON scores use STR instead
- Will = 10 + heroic level + WIS + class
- Damage threshold = Fort + size mod (L+5, H+10, G+20, C+50)

Damage threshold (146)

- If damage taken equals or greater than threshold, -1 CT

o Hit Points (146)

- Move -5 CT and fall unconscious
- If the damage that reduced you to 0 HP equals or exceeds damage threshold, character dies or droid / object / vehicle is destroyed (cannot be repaired)
- Can spend a FP to avoid death and fall unconscious or avoid destruction and be disabled; you can spend this FP even if you already spent a FP this round.

Falling Unconscious & Death (147)

- After 1 min, make DC10 CON check (you can't take 10)
- If success, +1 CT, gain HP = your level, act normally on next turn (starting prone)

- If fail, remain unconscious for 1 hour, condition becomes persistent (can't heal naturally, can't use recover) until you have surgery or 8 consecutive uninterrupted hours rest
- Make another check every hour to regain consciousness
- If fail by 5 or more or if roll 1 on this check, you die
- If take damage equal to or exceed threshold, you die
- If subjected to coup-de-grace, you die
- If you receive any kind of healing, move +1 CT and act normally on next turn (starting prone)
- For droids: If repaired, +1 CT and act normally on next turn (starting prone)
- For objects, devices, vehicles: If repaired, +1 CT
- A character who dies can be revived using Revivify: Treat Injury (trained-only) DC 25 to revive creature within 1 round of its death

Natural Healing (148)

- Once per day, with 8 consecutive uninterrupted hours rest regain HP = level and remove debilitating conditions
- If tended by another, regain additional HP = level
- Cannot heal naturally with a persistent condition

Conditions (148)

- When you take damage that equals or exceeds your damage threshold, you move -1 CT
- If you're pushed to the bottom of the CT, you fall unconscious (if you're a droid, you're disabled)
- If a vehicle is pushed down the CT, all the vehicle's occupants suffer the vehicle's CT penalty; this penalty stacks with the individual occupant's CT penalty

Removing Conditions (148)

- Use recover action, 3 swift actions, can be spread across consecutive rounds
- Once per day, with 8 consecutive uninterrupted hours rest removes most debilitating conditions (except hunger, poison, disease)

Persistent Conditions (149)

- Ex: poison, disease
- Cannot use Recover or heal naturally
- Remove by satisfying requirements stated in its description

Condition Track (149)

0	Normal
-1	-1 penalty to all defenses -1 penalty on attack rolls, ability checks, and skill checks
-2	-2 penalty to all defenses -2 penalty on attack rolls, ability checks, and skill checks
-3	-5 penalty to all defenses -5 penalty on attack rolls, ability checks, and skill checks

-4	Move at half speed -10 penalty to all defenses -10 penalty on attack rolls, ability checks, & skill checks
-5	Helpless (unconscious or disabled)

Skills (57)

- If you fail by 5 or more, usually bad consequences
- You can take 10 if you are not in a rush and not being threatened or distracted. You can't take 10 if you're not trained, unless it's a truly routine activity
- You can take 20, which takes 20 times as long (ex: 2 minutes for 1 round) if there is no penalty for failure **(60)**

Sample Skill DC's

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.

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

Opposed Checks (58)

- If there is a tie, character with higher skill modifier wins. If these are the same, roll again

Rerolling (feat or species trait) (59)

- You must declare you are using this option before effects are resolved

Favorable & Unfavorable Circumstances (59)

- Give the skill user a +2 circumstance bonus to represent circumstances that improve performance, such as having the perfect tool for the job, getting help from another character, or possessing unusually accurate information.
- Give the skill user a -2 penalty to represent circumstances that hamper performance, such as being forced to use improvised tools or possessing misleading information.
- Reduce the DC by 2 (or assign penalties to an opposed check) to represent circumstances that make the task easier, such as having a friendly audience or performing work that doesn't have to be perfect.
- Increase the DC by 2 (or add bonuses to an opposed check) to represent circumstances that make the task harder, such as having a hostile audience or performing work that must be flawless.

Cooperation (61)

- Each helper makes a skill check DC 10 (can't take 10) to give "leader" of effort +2 bonus.
- Skill check need not be the same skill
- Number of helpers limited by GM

Armor Check Penalty (61)

- If wearing armor you're not proficient with, you take -2 for light, -5 for med, -10 for heavy

Acrobatics (can't take 10 or 20) (62)

Balance (62)

Narrow Surface	Acrobatics DC
8-15 cm wide	10
4-7 cm wide	15
Less than 4 cm wide	20
Slippery or unstable surface	+5

- Move at half speed
- Considered flat-footed unless you're trained
- Fail means you fall prone and must check DC 15 to catch ledge or wire
- If take damage while balancing, make Acrobatics check DC = damage to avoid falling

Catch Item (trained only) (S&V 19)

- DC 20 as free action to catch the item after you have disarmed an opponent (must have 1 hand free)

Cross Difficult Terrain (trained only) (63)

- DC 15 to move at normal speed thru difficult terrain (instead of half speed)

Escape Bonds / Escape Artist (63 / S&V 19)

Situation	Acrobatics DC	Time
Escape ropes	1d20 + opponent's DEX+10	1 min
Escape net	15	Full-round
Escape bindercuffs	25	1 min
Escape from grapple	Grapppler's grapple check	Standard
Wriggle thru tight space	20	Move
Reduce time (trained only)	+10	1 min → 5 rounds Full-round → Standard Standard → Move

Fall Prone / Stand Up From Prone (trained only) (63)

- DC 15 fall prone as free action instead of swift
- DC 15 to stand up from prone as swift instead of move

Fight Defensively (63 / 152)

- Standard action; if trained in Acrobatics, gain +5 dodge bonus to Ref when fighting defensively (instead of +2)
- Full-round action; if trained in Acrobatics, gain +10 dodge bonus to Ref when fighting defensively and making no attacks (no AoO's either) (instead of +5)

Long Falls (KOTOR 30)

- DC 20 to land on a target near a square you would normally land in. You can adjust your target by 1sq for every 60m fallen.
- Favorable or unfavorable circumstance adjustments may apply (ex: amount of wind; baggy clothing)

Low, High, & Zero Gravity Environments (trained only) (FU 29)

- DC 20 to negate the -2 attack roll penalties in low & high gravity environments.
- DC 20, swift action to lessen the attack & skill penalties from zero gravity from -5 to -2

Nimble Charge (trained only) (S&V 19)

- DC 25 to charge through low objects at half speed
- DC 35 to charge thru difficult terrain at normal speed
- If fail, cannot attack at the end of your move

Reduce Falling Damage / Falling Objects Damage (trained only) (63)

- DC 15 treat fall as if it was 3m (2sq) shorter when determining damage. For every 10 points you beat DC, subtract additional 3m (2sq). If you make check and take no damage from fall, you land on your feet. You can use this along with "Jump Down" from Jump skill.
- DC 15 take half damage from falling object

Tumble (trained only) (63)

- DC 15, tumble thru threatened square or enemy's fighting space as part of your move without provoking AoO
- Each threatened or occupied square counts as 2sq of movement
- You cannot tumble during a charge

Climb (can take 10 only) (63)

Example wall or surface	DC
Slope too steep to walk up; knotted rope with a wall to brace against.	0
Rope with a wall to brace against or a knotted rope, but not both.	5
Surface with ledges to hold on to and stand on, such as a very rough wall.	10
Surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree; an unknotted rope.	15
Uneven surface with some narrow handholds and footholds.	20
Rough surface, such as a natural rock wall or a brick wall.	25
Overhang or ceiling with handholds but no footholds.	25
Perfectly smooth, flat, vertical surface cannot be climbed.	—
Climbing inside an air duct or other location where one can brace against two opposite walls	-10
Climbing a corner where you can brace against perpendicular walls	-5
Surface is slippery	+5
Accelerated Climbing: to climb at full speed as full-round or half speed as move action	+5
Extreme Conditions: (FU 29) For each extreme circumstance (high altitude, weather, temperature, unusual climbing surfaces). Negate the penalty by using specialized climbing gear.	+5

- With each successful Climb check, you can advance up, down, or across a slope or a wall or other steep incline (or even a ceiling with handholds). A slope is considered to be any incline of less than 60 degrees; a wall is any incline of 60 degrees or steeper.
- You can climb at half your speed as a full-round action. You can climb at ¼ of your speed as a move action.
- A failed Climb check indicates that you make no progress, and a check that fails by 5 or more means that you fall from whatever height you have already attained.
- **Catching Yourself When Falling:** Climb check (DC = the wall's DC + 20) to do so. A slope is relatively easier to catch yourself on (DC = the slope's DC + 10).
- **Making Handholds and Footholds:** You can make your own handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per meter. As with any surface with handholds and footholds, a wall with pitons in it has a DC of 15. In the same way, a climber with an ice axe or similar implement can cut handholds or footholds in an ice wall.

- **Special:** Someone using a rope can haul a character upward (or lower the character) by means of sheer strength. Formula is Strength score squared x 0.5. Result is kg you can lift

Climbing & Combat

- While climbing, opponents get a +2 bonus on attack rolls against you and you lose your DEX bonus to Ref
- If you take damage while climbing, make a Climb check against the DC of the slope or wall. Failure means you fall from your current height.

Climbing in Low or High Gravity (KOTOR 30)

- Low-gravity: DC is halved, movement doubled
- High-gravity: DC doubled, movement halved (min. 1sq)

Deception (can take 10 only; if fail, can't retry) (64)

Alternate Story (trained only) (S&V 19)

- To attempt a second Deception check to convey deceptive information or create a deceptive appearance when you fail the first, at -10 penalty

Cheat (trained only) (S&V 19)

- To use your Deception check instead of your Wisdom when gambling.
- When gambling against others, they get to make a Perception check; if it exceeds your Deception check, you're caught

- When gambling against the house, your Deception must beat the local security (DC 15 for common, DC 25 for good, DC 35 or higher for best); if fail, you're caught

Deceptive Appearance (64)

- Opposed by target's Perception check
- To rush and create deception in less time, -10 penalty, create in 1 step faster time (minimum of Simple)

Type of disguise or forgery	Time to create disguise or forgery
Simple	1 min
Moderate	10 mins
Difficult	1 hour
Incredible	1 day
Outrageous	2 weeks

Deceptive Information (64)

- Must overcome target's Will of any who understand you
- See table below for time it takes to convey deceptive information & your check modifier
- To rush and convey deceptive information in less time, -10 penalty, create in 1 step faster time (minimum of Simple)
- If creating multiple deceptions, such as forgery and deceptive information, must succeed target's Perception check and Will def with your Deception roll.
- Failure by 10 or less means target was unwilling to go along with it
- Failure by 11+ means target sees thru deception

Deception	Time to Convey	Check Modifier	Description
Simple	1 stndrd action	+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. Simple deceptions include convincing a junk dealer to buy some stolen droids; disguising yourself as someone non-specific of similar size, species, and gender; and creating a false ID that will pass casual inspection but not careful scrutiny.
Moderate	Full-rnd action	+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. Moderate deceptions include convincing a suspicious guard that you're not a thief; disguising yourself as a member of another species or gender; and creating a false ID good enough to pass visual scrutiny but not electronic screening.
Difficult	1 min or more	-5	A difficult deception is a little hard to believe, puts the target at some kind of risk, or undergoes scrutiny. Examples include convincing a group of thugs that you're willing and able to beat them in a cantina fight, forging starship transponder codes, impersonating an officer well enough to give troops orders, and creating false official documents good enough to pass electronic screening.
Incredible	1 min or more	-10	An incredible deception is hard to believe, presents a sizable risk to the target, or requires passing intense scrutiny. Incredible deceptions include convincing a reputable starship dealer to buy a stolen Imperial shuttle, impersonating someone well enough to convince an old friend, and forging false credits.
Outrageous	1 min or more	-20	An unlikely deception is almost too unlikely to consider or requires material you just don't have. Outrageous deceptions include Impersonating a Jedi (without any Force sensitivity) well enough to fool another Jedi, claiming to be the Emperor in disguise and giving orders to stormtroopers, and forging important documents with no proper tools or examples to work with.

Create a Diversion to Hide or to Hide an Item (64 / FU 29)

- Standard action vs all targets' Will to attempt Stealth check while targets are aware of you (to hide an item, see Conceal Item in Stealth)
- You must be able to reach a hiding place in a move action

Feign Haywire (Droids Only) (FU 29)

- Full-round action vs all targets' Will to make targets flat-footed against you.
- If you take any action, targets are no longer flat-footed at the end of your turn.

Feint (cannot take 10, can retry freely) (66)

- Standard action vs target's Initiative check to make target lose DEX bonus to Ref for your first attack made in the next round
- -5 penalty to non-humanoids or creatures with INT lower than 3

Group Feint (cannot take 10) (S&V 19)

- Full-round action
- Target any number of clearly visible opponents within 6sq vs target's; each target beyond first imposes -5 penalty
- Roll once to set DC for opponents' Initiative check; opponents you beat are flat-footed against first attack you make against him in next round

Innuendo (trained only) (S&V 19)

- To transmit a secret message to another trained in Deception
- DC 10 for simple messages
- DC 15-25 for complex messages
- Any who see and hear message can use Perception to beat the DC and figure it out
- Subject to circumstance penalties (ex: loud noise, dim lighting, distance)

While Piloting a Vehicle (SotG 18)

- To feint or create a diversion to hide while piloting vehicle (feint makes target flat-footed against your first attack only, not those of your gunners)
- Add vehicle's size & DEX modifiers to your Deception check; take a -5 penalty if you're not trained in Pilot

Endurance (66)

Force March (66)

- Each hour of walking after 8 hours, make DC 10 Endurance check (+2 per hour after the first)
- If fail, -1 persistent CT, remove by resting for 8h

Hold Breath (66)

- Can hold breath for # of rounds = CON score.
- After this, make DC 10 Endurance check (+2 per round after the first) to continue holding breath
- If fail, must breathe or -1 CT. If unable to breathe after falling unconscious, you die

Ignore Hunger (66)

- Can go without food for # days = CON modifier (min 1)
- After this, make DC 10 Endurance check (+2 per day after the first)
- If fail, -1 persistent CT, remove by eating

Ignore Thirst (66)

- Can go without water for # hours = 3x CON score
- After this, make DC 10 Endurance check each hour (+2 per day after the first)
- If fail, -1 persistent CT, remove by drinking 1L water (x10 for every size larger than M, div. by 10 every size smaller than M)

Run (66)

- Full round action, move 4x speed (3x if heavy armor or heavy load)
- Lose DEX bonus to Ref
- Can run for # of rounds = CON score
- After this, make DC 10 Endurance check (+1 per round after the first) to continue running
- If fail, -1 persistent CT, remove by resting for # of rounds = rounds spent running (while resting, can only move your speed)

Sleep in Armor (66)

- DC 10 for light armor, DC 15 for med, DC 20 for heavy
- If fail, -1 persistent CT, remove by sleeping for 8h

Swim (66)

- DC 15 each hour (DC 10 if treading water, ie, staying afloat) (+2 per hour after the first)
- If fail, -1 persistent CT, remove by resting for amount of time = time spent swimming (while resting, cannot swim or tread water)

Gather Information (can take 10 only) (67)

- Each check = 1d6 hours time spent
- With Persuasion, can reduce monetary cost to Gather Info by 50% (see Haggle under Persuasion); generally DC 25 for "Indifferent" attitude

Analysis (trained only) (FU 30)

- DC 15 to analyze data gathered after using Gather Information to add +10 bonus to original check
- You get +10 competence bonus for complete info, or -5 to -10 penalty for incomplete or unreliable info

Find a Black Market Agent (S&V 85)

- DC based on the restriction of the item you are trying to obtain (see table below)
- Failed check can result in encounter with crime lord thugs or law enforcement officials

Find a Black Market Object (119)

- Must pay item's cost multiplied & wait required time (to get a legal license, see Knowledge Bureaucracy)

Restriction Rating	Black Market Cost	Gather Info DC	Time Required
Licensed	x2	10	1 day
Restricted	x3	15	2 days
Military	x4	20	5 days
Illegal	x5	25	10 days

- Subject to circumstance bonus (ex: if on Smuggler's Moon) or penalty
- You can make a Persuasion check instead of Gather Info to bribe an official
- You can make a Deception check instead of Gather Info to fabricate or steal a false identity
- If fail by 5 or more, someone notices your poking around and comes to capture, interrogate, or silence you

Find a Good Score (trained only) (S&V 19)

- 1 hour; DC = 10 + character level to find illicit profitable work, gaining +10% more than normal credit payout
- Use job generator **S&V 78**
- Fail by less than 5 means you find work at normal pay rate.
- Fail by 6-10 means you find work at 90% pay rate
- Fail by 11+ means you find no work

Find a Cybernetic Surgeon (house rule)

- DC 20 to find a medic to perform cybernetic surgery (cybernetic prosthesis costs 1500cr; surgery is 500cr per hour, minimum 500cr)
- DC 25 to find a medic to perform advanced cybernetics upgrade (see GAW 48; surgery is 2000cr per hour)
- increase DC by 5 if looking in a place that would not likely have someone of this specialty
- optional: GM makes this roll secretly. Failure by 5 or more results in finding a "scam" medic, who will either take the money and disappear, or install substandard parts that result in item's malfunction
- optional: The Doctor found is from TotG page 36 who has a Treat Injury +13. The GM can make the roll to see if the Doctor succeeds or fails. Failure means the Doctor needs to

start again, and the PC has to pay the additional hourly rate cost.

Find a Tech Specialist (house rule)

- DC 20 to find a mechanic to perform a Tech Specialist upgrade (labor costs 1000cr per day; see feat description)
- DC 30 to find a mechanic to perform a Superior Tech upgrade (labor costs 2000cr per day; see feat description)
- increase DC by 5 if looking in a place that would not likely have someone of this specialty
- optional: GM makes this roll secretly. Failure by 5 or more results in finding a "scam" mechanic, who will either take the money and disappear, or install substandard parts that result in item's malfunction (ex: roll of natural 1-4, item is disabled and must be replaced; or GM can keep track of lower damage while player thinks he is dealing higher damage)
- optional: The Technician found is from TotG page 100 who has a Mechanics +13. The GM can make the roll to see if the technician succeeds or fails. Failure means the technician needs to start again, and the PC has to pay the additional daily rate cost.

Identify (an Item's Function) (S&V 20)

- DC 20, +1 additional fact / info for every 5 points over the DC

Learn News and Rumors (67)

- DC 10 for major news & popular rumors
- DC 20 & 50cr in bribes for detailed unclassified facts of news story or determining veracity of rumor

Learn Secret Information (67)

- DC 25 and 5000cr bribes for classified info, Ex: classified reports, blueprints
- DC 30 or higher and 50,000cr or more for top secret information. Ex: Death Star blueprints.
- If fail by 5 or more, someone notices your poking around and comes to investigate, arrest, or silence you

Locate Individual (67)

- DC 15 if relatively easy to locate
- DC 25 and 50cr bribes if he's trying to hide his presence/activities

Quick Intel (trained only) (S&V 20)

- +10 DC to halve the time required to Gather Information (must declare this use before rolling)

Initiative (can take 10 only) (68)

- You can take 10 only if you're about to launch an attack on someone (such as an ambush against unaware targets), have prepared yourself, and are the one initiating the encounter.

Avoid Feint (68)

- Oppose opponent's Deception check with your Init check. Must meet or beat his check to avoid feint.

Start battle while piloting a vehicle (170)

- When piloting a vehicle, you must apply vehicle's size modifier to your check. If you are trained in Pilot, you may use your [Pilot skill modifier + vehicle's size modifier + vehicle's Dexterity modifier] as your Initiative.

Vehicle Size	Vehicles' Initiative, Pilot, & Ref modifier
Colossal (all types) (ships)	-10
Gargantuan (X-wing)	-5
Huge (AT-ST)	-2
Large (speeder bike)	-1

Jump (can take 10, can take 20 if there's no danger in falling) (68)

- Distance covered by long jump or high jump counts against your max movement in a round. NOTE: 1 sq = 1.5 meters
- **Long jump** DC = distance (in meters) x3. DC is doubled without minimum 4sq running start
- **High jump** DC = distance (in meters) x12. DC is doubled without minimum 4sq running start. DC halved if using a pole vault
- **Jump down** DC 15 to treat fall as 3m (2sq) shorter for determining falling damage. For every 10 points by which you beat the DC, you can subtract an additional 3m from the fall. You can use this along with "Reduce Falling Damage" from Acrobatics.

Knowledge (can take 10 only, can't retry) (68)

- DC 10 for common knowledge
- DC 15-25 for expert knowledge, trained only.
- *Bureaucracy*: Business procedures, legal systems and regulations, and organizational structures
- *Galactic lore*: Planets, homeworlds, sectors of space, galactic history, and the Force
- *Life sciences*: Biology, botany, genetics, archaeology, xenobiology, medicine, and forensics
- *Physical sciences*: Astronomy, astrogation, chemistry, mathematics, physics, and engineering
- *Social sciences*: Sociology, psychology, philosophy, theology, and criminology
- *Tactics*: Techniques and strategies for disposing and maneuvering forces in combat
- *Technology*: function and principle of technological devices, as well as knowledge of cutting edge theories and advancements.

Knowledge (Bureaucracy) (118)

Getting a Licence

- Must pay fee required (percentage of object you're trying to get)
- Make check vs DC below (can't take 10 or 20) & wait required time

Restriction Rating	License Fee ¹	Knowledge Bureaucracy DC	Time Required
Licensed	5%	10	1 day
Restricted	10%	15	2 days
Military	20%	20	5 days
Illegal	50%	25	10 days

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

- If fail, must wait required time before trying again
- You need only buy a single license for each individual item.

Knowledge (Tactics) (can take 10 only) (CW 27)

Anticipate Enemy Strategy (trained only) (CW 27)

- DC = target's Will (must be within LOS), move action to anticipate if a target will attack, who it intends to attack, if it will move, or use special strategies

Battlefield Tactics (trained only) (CW 27)

- DC 20, 3 swift actions on consecutive rounds to grant extra standard actions to other characters if you are commanding a unit in mass combat (see "Mass Combat" CW 95)

Mechanics (can take 10 or 20) (68)

- Characters that are untrained in Mechanics can still aid another
- *If you fail at an untrained Mechanics check, the object in question moves -1 step on the condition track (or, if the object was already disabled, it is instead destroyed).*

Biotech Adaptation (trained only, requires tool kit) (LE 31)

- **Graft Technology**: DC 25 & 1 hour to treat a biotech device as a non-biotech device of the same type for purposes of Mechanics and Use Computer checks (but does not allow use of the Tech Specialist feat)
- **Mechanical Enhancements**: DC 25 & 1 hour to connect a device to a piece of biotech that has been "grafted" (see above). You can now treat a biotech device as though it also had the traits of the device you have enhanced it with. You can only enhance a biotech device with another device of its size or smaller.

Booby Trap (trained only, requires tool kit) (S&V 20)

- To install booby trap to damage next person who uses item (using your base attack bonus vs Ref)

- See Disable Device table for sabotage DC's
- For every 1d4 damage you want the trap to deal, increase DC +5.

Build Object (trained only, requires tool kit) (FU 30)

- See FU 30

Cracken's Tactics (RE 106)

- how to disable shield generators, overload vehicle and starship weapons, jury-rig a power-pack bomb, etc

Disable Device (trained only, requires security kit) (68)

- Full-round action

Device	DC	Examples
Simple	15	Sabotage mechanical device, jam a blaster, bypass mechanical lock
Tricky	20	Sabotage electronic device, bypass basic electronic lock
Complex	25	Disarm electronic security system, bypass complex electronic or mechanical lock
To leave no trace of tampering	+5	

- If fail by 5 or more, something goes wrong, ex: trap is sprung, device not disabled (but you think it is)

Environmental Adaptation (requires tool kit) (RE 28)

- 10 mins to adapt 1 object, or 1 hour to adapt 1 vehicle (taking 20 takes 20 times as long)
- If your check result is greater than object's Fort, use your check result instead of Fort when object is attacked by extreme temperatures or atmospheric hazards

Handle Explosives (trained only) (69, 256)

- DC 10 full-round to set/connect detonator to explosive. Fail means explosive doesn't go off. Fail by 10+ means it goes off during installation
- Make explosive difficult to disarm DC = DC to disarm - 5 (must declare this use and set the DC before setting the explosive; minimum DC 10)
- To place explosive to damage vehicle or structure, GM makes check secretly: Result 15 ignores DR, result 25 deals double damage, result 35 deals triple damage. (All other targets within burst radius take normal damage)
- When a set explosive detonates, make an area attack roll 1d20+10 vs Ref of all creatures and objects in the blast radius. (Any creature or object to which the explosive is attached is automatically hit) (256)
- **Disarm Explosive Device** (requires security kit); DC 15 unless device was set with higher disarm check; if fail by 5+, explosive detonates with you adjacent to it.

Hot Shot (trained only, requires tool kit) (S&V 20)

- To overload an energy weapon to deliver +3 damage
- 1 hour, DC 20 +5 for every size above tiny
- Attack roll of natural 2-5 disables weapon; if natural 1, weapon explodes dealing modified damage to you and half damage to all adjacents

Improvised Connection (requires tool kit) (LE 32)

- DC 20 & 1 hour to connect electronic devices or computers without proper cables, using improvised materials.

Jury-Rig (trained only, cannot take 20) (70)

- DC 25, full-round action to make temporary repairs to disabled mechanical or electronic device to +2 CT and grant 1d8 HP (At the end of scene or encounter, it moves -5 CT and becomes disabled again.)
- +5 bonus with tool kit

Modify Droid (trained only, requires tool kit) (70 / 197)

- To attach new equipment to droids
- Encumbrance rules apply when adding new equipment
- To add, remove, or replace droid's system:

System	DC	Time to complete
Locomotion	25 Mechanics	1 day
Processor	20 Use Computer & 20 Mechanics	1 day
Appendage	20 Mechanics	1 hour
Accessory	15 Mechanics	1 hour
Tool, weapon, or instrument mounted on appendage	15 Mechanics (DC 20 to install weapon on 1 st , 2 nd , 3 rd , 5 th degree droids)	10 mins
Self-modification (locomotion, appendage, or accessory only)	You take -5 penalty; cannot replace or install a processor on yourself	

Reactivating a Destroyed Droid (trained only) (SGD 30)

- At GM discretion, can attempt to salvage and reactivate a destroyed droid that must have processor, power source, and communication interface still intact
- DC 20, 5 mins. Can attempt to reactivate a droid as a full-round action, increasing the DC to 30.
- If successful, droid moves +1 CT, but is still considered to have 0 hit points and cannot move, attack, or take any action other than skill checks for skills based on Intelligence, Wisdom, or Charisma

Recharge Shields (trained only) (70)

- DC 20, 3 swift actions on same or consecutive turns to restore SR 5

Refit Antiquated Vehicle or Weapon (trained only) (LE 31)

- Refit an antiquated vehicle or weapon with modern technology, applying the refitted template to the base vehicle or weapon
- Costs 20% of base value of vehicle or weapon for raw materials

Size of Object	Time to Refit
Medium or smaller	1 day
Large	2 days
Huge	5 days
Gargantuan	10 days
Colossal	20 days
Colossal (Frigate)	60 days
Colossal (Cruiser)	180 days
Colossal (Station)	360 days

- If multiple characters trained in Mechanics work on the refit simultaneously, divide the amount of time taken by number of characters (to a max of 20 characters, minimum of 1 day)

Regulate Power (trained only) (70)

- DC 20, 3 swift actions to move vehicle +1 CT

Repair Object (trained only) (70)

- DC 20, 1 hour to repair damaged or disabled object, restoring 1d8 HP & removing persistent conditions
- If you are repairing damaged vehicle while on board, you take penalty on Mechanics = CT penalty of vehicle

Repair Droid (trained only, requires tool kit) (70)

- DC 20, 1 hour to repair damaged or disabled droid
- Restores HP = droid's level & removes persistent conditions
- Droid repairing itself takes -5 penalty

Salvaging a Destroyed Droid (trained only, requires tool kit) (SGD 30)

- Requires a tool kit, time, spare parts, and additional Repair Droid check (see above)
- A reactivated droid can assist in its own repairs by using the aid another action, although it cannot attempt to repair itself directly
- GM determines time required to salvage a droid, from several hours to several weeks
- Destroyed droids usually require spare parts costing 50% or more of the droid's original cost.

Shut Down an unwilling droid (188)

- Cannot shut down an unwilling droid that has locked access unless it's disabled or otherwise helpless
- If droid doesn't have locked access, you must Grab the droid then make Mechanics check vs droid's Will as a standard action while it's grabbed to shut it down.

Perception (can take 10 or 20) (70)

Avoid Surprise (70)

- Make check as reaction to avoid surprise at start of battle (see Notice Targets)

Blindness (254)

- A blinded creature can't see, takes -2 Ref penalty, loses DEX bonus to Ref, moves at half speed, takes -5 penalty on Perception checks
- All opponents have total concealment from blinded creature
- All checks and actions that rely on vision automatically fail

Eavesdrop (70)

- DC 10 to detect and identify distant and ambient noises
- DC 10 to eavesdrop; DC 15 in noisy areas; DC 25 in very loud areas

Notice Targets (70)

- Reaction if target enters your LOS
- Actively looking for hidden enemies is standard action, opposed by target's Stealth check
- If target not sneaking, DC based on size, C=-15, G=-10, H=-5, L=0, M=5, S=10, T=15, D=20, F=25
- Take -5 penalty for every 10sq of distance between you and target.
- Take -5 penalty if target has concealment or cover / -10 penalty if total concealment or total cover
- Take -10 penalty if you're sleeping
- To notice if target has concealed weapons or objects, opposed by target's Stealth check. If you win check by 5+, you tell what kind of object/weapon is hidden. Gain +10 bonus if physically search target, full-round action; can only be used on willing, pinned, or helpless target

Search (70)

- Full-round action to examine 1sq area
- DC 15 (or more if well-hidden) to find hidden compartments, secret doors, traps, etc

Quick Search (trained only) (S&V 20)

- Take a -10 penalty to search a 5-square area or 5-cubic-meter volume of goods as a full-round action

Sense Deception (70)

- Reaction, opposed by opponent's Deception check

Sense Influence (71)

- DC 20, full-round action to sense if target under the influence of a mind-affecting effect

Long-Range Spotter (trained only; requires electrobinoculars) (CW 27)

- To use Perception (DC 10) to aid another on an attack roll made by an ally or allied vehicle
- Must be able to see target, target must be at least 50sq from you & ally, ally must be able to hear & understand you

Starship-Scale Perception (SotG 18)

- You take -10 penalty for every 1sq of range (rather than 10sq)

Retry (71)

- As a swift action, you may attempt to see or hear something that you failed (or believe you failed) to notice

Persuasion (can take 10 only; if fail can't retry) (71)

- If fail, cannot retry on same target for 24h

Bribery (FU 31)

Risk	DC
Request is within official's regular duties	10
Request is outside official's duties, but within his ability	20

Request is outside official's duties, and not easily concealed	30
Request is personally dangerous to official	+15
Bribery amount is double the going rate	-10
Bribery amount is quadruple the going rate	-15
Bribery amount is ten times the going rate or higher	-20

Improvised Communication (FU 31)

- DC = [20] - [target's INT modifier] to communicate simple concepts with someone who doesn't understand your language or to communicate nonverbally with another

Haggle (71)

- To add or reduce 50% to sell price or a Gather Information check; check table for DC; target will not pay more for common items that can easily be obtained

Change Attitude (71)

- Full-round; vs target's Will to improve attitude by 1 step (target must have INT of 2+ and be within LOS)
- 5 if target cannot understand your language
- You may attempt to change attitude only once per encounter
- Cannot be used on PC's (250)

Current attitude	The creature...	Your Persuasion check mod to change current attitude	Haggle DC
Hostile	Takes risks to harm you, usually attacking on sight	-10	Can't
Unfriendly	Wishes you ill but won't go out if its way to harm you	-5	30
Indifferent	Regard you as neither a threat nor an ally and probably doesn't attack you	-2	25
Friendly	Wishes you well but won't take life-threatening risks on your behalf	+0	20
Helpful	Takes risks to help you		15

Intimidate (71)

Intimidate situation	Modifier
Target is helpless or completely at your mercy	+5
Target is clearly outnumbered or disadvantaged	+0
Target is evenly matched with you	-5
You are clearly outnumbered or disadvantaged	-10
You are helpless or completely at the target's mercy	-15

- Full-round action vs Will to force 1 creature with INT 1+ to back down, surrender a possession, reveal a piece of info, or flee for a short time. **House rule: or target takes -2 penalty to his next attack roll.**
- You must be visible to target
- Cannot force target to endanger his life or allies' lives
- If fail, cannot retry on same target for 24h
- After success, target becomes 1 step more hostile when you are no longer a threat

Pilot (can take 10 only) (71)

- Must apply vehicle size mod to check

Vehicle Size	Vehicles' Initiative, Pilot, & Ref modifier
Colossal (all types) (ships)	-10
Gargantuan (X-wing)	-5
Huge (AT-ST)	-2
Large (speeder bike)	-1

Vehicle Actions Overview:

Action	Time
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

Avoid Collision (173)

- DC 15 as a reaction to reduce or negate collision damage
- Cannot avoid if intentionally ramming
- If succeed, all targets involved in collision take half damage.
- If succeed in starship scale, no collision occurs

Dogfight (171)

- Standard action, engage dogfight against adjacent enemy airspeeder or starfighter (starship scale)
- You take -5 penalty, opposed by enemy's Pilot check
- At success, you and target are engaged in dogfight

Engage Enemy (trained only)

- Can make Pilot check in place of Initiative when starting combat

Fly Casual (trained only) (S&V 20)

- Use Deception instead of Pilot to give a deceptive appearance

Increase Vehicle Speed (trained only) (can't take 10) (72)

- DC 20 swift action
- If fail, speed doesn't increase, vehicle -1 CT
- If succeed, speed increases by 1sq until start of your next turn. Every 5 points over, speed increases +1sq.

Hyperdrive Ring (SotG 42)

- DC 10 standard to dock to disconnect from Hyperdrive Ring; if fail by 10+, collision occurs, destroying the Ring.
- Take -4 to DEX while docked
- Can't enter atmosphere or land with a hyperdrive ring attached

Ram (172)

- Full-round to ram target

Ride (can take 10 only) (72 / UR 61)

- The beast uses the rider's actions, such as a move action to move up to its speed, or a standard action to use its natural weapons, or 3 swift actions to allow the mount to move up the CT with the recover action.
- Move action, unless otherwise noted

Riding task	Description	DC
Guide with knees	To use 2 hands in combat. If fail, can use only 1 hand.	10
Stay in saddle	Reaction to avoid falling when mount	10

	bolts or rears unexpectedly or when you take damage.	
Use mount as cover	Reaction to use mount as cover. You can't attack. If fail, don't get cover	15
Soft fall	Reaction to avoid taking 1d6 falling damage	15
Leap	Use lower of mount's Jump skill or your Ride skill. DC 15 required to stay in saddle.	15
Control mount in battle	For animals untrained for battle only. Move action. If fail, can do nothing else that round	20
Fast mount or dismount	Swift. If fail, move action.	20*
*Armor check penalty applies		

Fighting from Mounts (trained only) (UR 28)

- The following combat actions can be used by mounts:
- **Attacks of Opportunity:** When an enemy provokes an AoO, both you and your mount can each make a single attack once per round. Having the Combat Reflexes feat allows you or your mount to make additional attacks, but you cannot share extra attacks with your mount, or vice versa.
- **Catch a Second Wind:** A mount that has a heroic class or the Extra Second Wind feat can catch a second wind once per day as a swift action.
- **Fall Prone:** A mount can fall prone as a swift action. If the mount is trained in Acrobatics, it can fall prone as a free action with a successful DC 15 Acrobatics check.
- **Mounted Charge:** You can charge while riding a mount. As a standard action, you can move your mount's speed (minimum 4sq) in a straight line, and then you or your mount can make a melee attack at the end of movement with a +2 competence bonus to the attack roll and a -2 penalty to Ref until the start of your next turn. You can charge through squares containing low objects and difficult terrain, but doing so costs twice as much per square as normal. You can charge through squares occupied by enemies smaller than the size of your mount, but not squares occupied by enemies of the same size as or larger than your mount. After you resolve a charge attack, you can take no further actions this turn. You can use feats that modify the charge action when making a mounted charge attack.
- **Stand Up:** Standing a mount up from a prone position requires a move action. A mount trained in the Acrobatics skill can stand up as a swift action with a successful DC 15 Acrobatics check.

Stealth (can take 10 only) (72)

Sneak (72)

- Opposed by Perception check

Circumstance	Your Stealth check mod
Favorable circumstances (room with many hiding places)	+2
Unfavorable circumstances (floor littered with debris)	-2
You're moving more than your speed in a round	-5
You're moving more than 2x your speed in a round	-10
You are size:	Your Stealth check mod
-Fine	+20
-Diminutive	+15
-Tiny	+10
-Small	+5
-Medium	+0
-Large	-5
-Huge	-10
-Gargantuan	-15
-Colossal	-20

Conceal Item on Self (72)

- Standard action to conceal item or weapon on your person (item must be at least 1 size smaller than you)
- All weapons are treated as objects of two sizes smaller for the purposes of concealing it.
- Opposed by opponent's Perception check (opponent gets +10 on his check if physically searching you. This can be done only if you are willing, pinned, or helpless)

Size of item	Your Stealth check mod
1 size smaller than you	-5
2 sizes smaller than you	+0
3 sizes smaller than you	+5
4 sizes smaller than you	+10

- Drawing concealed item is a standard action

Conceal Large Item (FU 31)

- To conceal a large item (same size as you or larger) inside a room or compartment
- Perception check vs your Stealth check to find it; observer gets +10 bonus if he is in same sq or adjacent to item; you may get +5 to +20 bonus for using special hiding compartments

Create a Diversion to Hide (73)

- Must be able to reach a hiding place in a move action
- Make a Deception check as standard action vs all targets' Will def to attempt Stealth check while targets are aware of you

Drop (S&V 20)

- To deposit small concealed item (bug a person / poison a drink). Must beat Perception checks to avoid notice

Pick Pocket (73)

- Opposed by [target's Perception check + 5] to take hand-sized object, standard action
- If fail by 5+, cannot take item and target notices

Sleight of Hand (73)

- Opposed by target(s)'s Perception check, standard action
- To palm hand-sized object or perform minor action without being noticed

Snipe (73)

- Must be at least 2sq away from target
- Must have successfully used Stealth to hide from target
- Make a ranged attack from hiding and then hide again
- Make Stealth check at -10 penalty as move action
- If succeed, remain hidden, if fail, location revealed

Starship Stealth (SotG 18)

- Use as Stealth, vs Use Computer of ship trying to find you
- Add your vehicle's size & DEX modifiers, and take a -5 penalty if you're not trained in Pilot
- Can hide against hull of enemy ship at least 2 sizes larger, provided you make a Deception check to create a diversion to hide

Survival (can take 10; can take 20 if no danger of failure) (73)

- A new check is allowed the round after a check is failed

Basic Survival (73)

- DC 15 to survive and be fed in the wild for 24h.
- For every 2 points above check, provides food & water for 1 additional person

Create Defensive Position (trained only) (CW 28)

- DC 20, 10 mins to prepare an area 20sq x 20sq
- Take no penalty to Perception checks to notice targets while sleeping (instead of -10 penalty)
- All opponents take -5 to Stealth checks made within area
- All allies gain +2 Ref when within area

Endure Extreme Temperatures (requires Field Kit) (73)

- Once per day, DC 20 to ignore attack rolls of extreme temperatures for the next 24h

Extended Survival (trained only) (FU 31)

- DC 20 to find shelter/campsite and survive for more than 48h, reducing the DC for Basic Survival by 5 during days spent at campsite

Know Direction (73)

- DC 10 to know which direction is north

Track (trained only) (73)

Surface / Circumstance	DC
Soft ground (snow, ash, mud)	10
Firm ground (fields, woods, dusty floors, carpet)	20
Hard ground (bare rock, concrete, metal deck plates)	30
Every 3 creatures in the group being tracked	-1
Every day since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+5
Poor visibility	+5
Tracked target hides trail (and moves at half speed)	+5
Largest creature being tracked:	
-Huge or bigger	-10
-Large	-5
-Medium	+0
-Small	+5
-Tiny or smaller	+10

- Make new check every time tracks become difficult to follow or when terrain or circumstances change

Swim (can take 10 only) (74)

Situation	DC
Calm water	10
Rough water	15
Stormy water	20

- Can move ¼ speed as move action or half speed as full-round
- If fail check, make no progress
- If fail by 5+, you go underwater and must hold breath (see Hold Breath under Endurance)

Treat Injury (can take 10 only) (74)

Biotech Repair (trained only, requires a Biotech tool kit) (LE 32)

- To perform First Aid, Heal Damage, Revivify, Treat Disease, Treat Poison, and Treat Radiation on a bioengineered creature or biotech object.
- You take -5 penalty if you don't have the Biotech Specialist feat.

First Aid (requires a medpac) (74)

- DC 15 full-round, to heal HP = target level, +1 HP for every point over 15. If succeed, cannot retry on same target for 24h
- You take -5 penalty to treat yourself

Install Cybernetic Prosthesis (trained only, requires a surgery kit) (75)

- You must have Cybernetic Surgery feat
- After 1 hour, make check vs DC 20
- If fail, prosthesis is not installed properly (you may try again after another hour of surgery)
- You take -5 penalty to install a prosthesis on yourself

Long-Term Care (74)

- Tend creature for 8h, it regains additional HP = its level.
- Can tend 1 creature if untrained, 6 creatures if trained

Heal Damage (trained only, requires a surgery kit) (74)

- DC 20 & 1h to heal HP = [its CON mod (min. 1)] x [its level] and remove all persistent conditions
- If fail, target takes damage = its DT
- You take -5 penalty to treat yourself

Revivify (trained only, requires a medical kit) (75)

- DC 25, full-round to revive creature within 1 round of its death
- Using a medpac gives +2 bonus
- Success means target is alive but unconscious

Temporary Mending (trained only) (LE 32)

- DC 20 & full-round to heal 1d8 HP & +2 CT to a damaged or disabled biotech object or vehicle
- You gain +5 bonus if you have a biotech tool kit.
- You take -5 penalty if you don't have the Biotech Specialist feat.

Treat Acid (requires a medical kit) (252)

- DC 15

Treat Disease (trained only, requires a medical kit) (75)

- Check disease for DC, requires 8h
- Success cures persistent conditions caused by disease
- Can treat max 6 creatures at a time

Treat Poison (trained only, requires a medical kit) (75)

- Check poison for DC; full-round action
- Success cures persistent conditions caused by disease

Treat Radiation (trained only, requires a medical kit) (75)

- Check radiation type for DC, requires 8h
- Success cures persistent conditions caused by radiation
- Can treat max 6 creatures at a time

Treat Space Sickness (257)

- DC 20

Use Computer (can take 10 or 20) (75)

- If using a computer that has an attitude of Friendly or Helpful, you gain an equipment bonus equal to the computer's INT mod on all Use Computer checks.

Access & Reprogram Electronic Device (LE 32)

- To access info from electronic device, must connect it (wired or wireless) to a computer whose attitude is indifferent or better (full-round action)
- See "Information" table below for DC

Access Information (requires computer attitude of indifferent or better) (75)

- DC 10 to connect to network from remote computer

Information (example)	DC	Time required
General	15	1 minute (10 rounds)
Specific (date of birth)	20	10 minutes
Private (private comm channel)	25	1 hour
Secret* (credstick code)	30	1 day (8 hours)

*Secret information can only be accessed by a "helpful" computer

Astrogate (trained only unless you're using a navicomputer) (76 / Sotg 19 / UR 7)

- Plot a safe course through hyperspace; 1 minute, DC depends on age of astrogation data:

Age of astrogation data	DC
Less than 1 day	10
1-5 days	15
6-35 days	20
36-368 days	25
At least 1 year old	30

- Generally, data for the Outer Rim is less than 1 month old, data for other regions is less than 1 week old, and data for major hyperlanes or routes within the same sector (GM determination) is less than 1 day old. No data is available for the Deep Core, Unknown Regions, Wild Space, classified installations & planets without certified spaceport and any planet without a certified spaceport.
- DC 30, 1 hour if no data to work with
- DC +5 to reduce travel time by 1 day; if travel time is 1 day, reduce to half (minimum 1 hour). For every +5 DC you add, reduce again. (Decision to use this must be made before rolling)
- DC +15 if traversing "the tangle" to enter the unknown regions from within the galactic disk (requires +1 hour of astrogation and +1d10 days of flight time)

Situation	Check mod
Using nav computer	+5
Without nav computer*	-10

No holonet access	-5
Attempt to make check in 1 full-round	-10
<i>*No penalty if have current data stored in astromech droid or received it from another ship</i>	

- Success means arrived at destination in days = 1d6 x ship's hyperdrive multiplier
- If fail, roll again against same DC. If 2nd roll succeeded, you caught the error and can try again.
- If 2nd roll failed, ship -1 persistent CT (until maintenance performed) and takes damage = [5% of total HP] x [every point by which check failed]. Then arrive at destination in double the expected time. If ship is disabled, it drops out of hyperspace in random location.

Backtrail (trained only) (S&V 20)

- DC 25 to identify last person to use computer & info they sought. Apply computer attitude modifiers.

Copy or Reprogram Code Cylinder or Access Card (LE 32)

- To reprogram code cylinder or access card to accept new codes, or copy codes to another cylinder.
- Requires 10 minutes and must be physically connected to a computer whose attitude is indifferent or better

Security level	DC
Administrative (civilian)	20
Encrypted military	30
Encrypted Imperial military	35

Cover Tracks (trained only) (S&V 20)

- Increase all Use Computer check DC's +5 to conceal your presence & how you used computer to give -5 penalty to any who try to determine your identity & what you did

Detecting Hyperspace Travel (Sotg 12)

- DC 25 as a reaction (by the sensor operator) to detect a ship entering or exiting hyperspace within the star system, and its point of arrival or departure.
- DC 25 full-round action to track a ship that entered hyperspace and find its most likely destination. Increase the DC by +5 for every hour since the ship jumped.

Disable or Erase Program (trained only) (requires computer attitude of helpful) (76)

- DC 15 and 10 mins

Improve Access (trained only) (can take 10 only) (76)

- Vs computer's Will to improve its attitude, see table
- If succeed, you shift computer attitude by 1 step
- If fail by 5+, computer becomes 1 step worse and it notifies administrator of attempted access
- If fail on "hostile" computer (or if computer became hostile), it notifies security of your location. If failed by 5+, you cannot improve its attitude for next 24h

Computer attitude	The computer...	Your Use Computer check mod to change current attitude
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 non-secret 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 non-secret information (as long as this does not conflict with previous commands). You may add any equipment bonus provided by the computer's INT 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 with previous commands). You may add any equipment bonus provided by the computer to your Use Computer checks.	

Issue Routine Command (requires computer attitude of friendly or better) (76)

- Check not necessary for simple commands (edit, print, etc).
- In case of conflicting commands, computer follows order of user whose has better computer attitude. If tied, make opposed checks.

Reprogram Droid (trained only, requires tool kit) (76)

- DC = droid's Will, takes 10 mins
- Reprogram droid to obey new master, copy or erase its memory, change its trained skills

Use Communications (Sotg 19)

- DC 5 & swift action to hail a vehicle (DC 0 if other vehicle is using same encryption codes as you). The other vehicle can open comm as reaction.
- DC 5 & move action for both vehicles to open secure communications. The higher check result sets DC to intercept comm
- DC 20 & standard action to intercept comm between 2 vehicles that are taking no precautions; if they are, then DC is set by their Use Computer
- +10 DC if they are using matching encryption codes
- If you fail by 10 or less, you can identify the type of encryption protocols being used.

Use Sensors (Sotg 19)

- As Perception
- DC 10 identifies vehicle size & if shields are active
- DC 15 reveals exact make of starship & number of weapons (but not weapon type)
- On starship-scale, you take -5 penalty for every 10sq between you & target, and -5 penalty if trying to detect a ship that's powered down
- If a vehicle moves within 30sq, you may make a Use Computer check as reaction, otherwise it's a move action.

Use the Force (can take 10 only) (77)

Activate Force Power (trained only)

Breath Control (trained only) (KOTOR 30 / JATM 10)

- DC 15, you can hold your breath for number of rounds = 2x your CON score before needing to make Endurance checks

Force Trance (trained only) (77)

- DC 10, full-round action
- Each hour, gain HP = level
- 4 consecutive hours heals you fully
- Can go ten times as long as normal without air, food or water

Place Other in Force Trance (trained only) (CW28 / JATM 10)

- DC 15, full-round action, willing, adjacent targets only
- Only force-user can bring adjacent ally out of trance
- See Force Trance

Move Light Object (trained only) (77 / CW 28 / JATM 10)

- DC 10, move action to move an object in LOS weighing up to 5 kg a distance of 6 squares
- DC 15, standard action vs Ref to hurl object, 1d6 damage; treat as ranged attack for purposes of feats & talents
- Catch thrown weapon / grenade; DC = opponent's attack roll. Action must be readied before weapon is thrown. Success = move object 6sq (after which a grenade explodes)
- **Yuuzhan Vong:** You may not use the Move Light Object against Yuuzhan Vong biotechnology or biological devices, however, you can use it against biotechnology that has been modified with standard technology. **(LE 33)**

Search Your Feelings (77)

- DC 15, full-round action to determine whether a particular action will yield favorable or unfavorable results to you in the immediate future (next 10 mins)

Sense Force (trained only) (77)

- DC 15, full-round action to sense force-users within 100km. Another Force-user within range can try to conceal her presence by making an opposed UtF check.
- Can also specify that you are attempting to sense only Force-users with a Dark Side Score of 1 or higher.
- Range 1km to sense location strong in the dark side
- Range 10,000 light years to sense relative, companion, or close friend in mortal danger or great pain
- Automatically sense disturbances in the Force (destruction of an entire populated planet or the distress of a whole order of allies) DC 15, full-round action to determine direction and distance
- **Yuuzhan Vong:** DC 20, standard action to sense how many Yuuzhan Vong are within 1 kilometer of your location. **(LE 33)**

Sense Surroundings (77)

- DC 15, swift action to ignore the effects of cover and concealment when making Perception checks until the start of your next turn
- Increase the DC by 5 (except Miraluka) if this ability is used against targets with total cover.
- **Yuuzhan Vong:** Trained-only DC 30, swift action to detect Yuuzhan Vong targets **(LE 34)**

Telepathy (77)

Telepathy Distance	DC
Same planet	15
Same system	20
Same region/quadrant of the galaxy	25
Different region/quadrant of the galaxy	30

- Standard action to exchange emotions or a single thought, such as "Go!", "Help!", or "Danger!"
- The target must have an Intelligence of 2 or higher
- Against an unwilling target, you must make a UtF check against the target's Will or the base skill DC, whichever is higher
- **Yuuzhan Vong:** This aspect of the skill does not work on the Yuuzhan Vong, even if they are willing recipients. **(LE 34)**

Appendix

Now for pdf:

- The document is ready to print, with formatting issues taken care of.
- Main headings are bookmarked.

- In the Table of Contents, you can click on any heading and it will take you there.

Notes:

- Added "Actions in Combat Summary"
- I tried to put the DC & time it takes for each skill application to help the GM.
- I changed some of the names of the skill applications for easy reference and comprehension
- Reorganized actions in combat to alphabetical order
- I separated Climb, Jump, and Swim into their own skills, since not everyone combines them into one "Athletics" skill
- Double-checked with Complete FAQ & Errata thread, and Jedi Counselling
- All 14 Saga books included
- Check for updates at:

<http://thesagacontinues.createaforum.com/general-discussion/my-compiled-files-of-all-saga-edition-rpg-resource-documents-reference-tools/>

Abbreviations:

- +1 CT = Move 1 step up the Condition Track
- -1 persistent CT = Move 1 persistent step down the Condition Track
- 2-h = 2-handed
- AoO = Attack of Opportunity
- DR = Damage Reduction
- DT = Damage Threshold
- LOS = line of sight
- Mod = modifier
- Ref, Fort = Reflex Defense, Fortitude Defense
- SR = Shield Rating
- UtF = Use the Force
- Sizes: F = Fine, D = Diminutive, T = Tiny, S = Small, M = Medium, L = Large, H = Huge, G = Gargantuan, C = Colossal, CF = Colossal (Frigate), CC = Colossal (Cruiser), CS = Colossal (Station)
- Page references in parenthesis:
 - No abbreviation = Core Rulebook
 - CW = Clone Wars Campaign Guide
 - FU = The Force Unleashed Campaign Guide
 - GW = Galaxy at War
 - JATM = Jedi Academy Training Manual
 - KOTOR = Knights of the Old Republic Campaign
 - LE = Legacy of the Force Campaign Guide
 - RE = Rebellion Era Campaign Guide
 - S&V = Scum & Villainy
 - SGD = Scavenger's Guide to Droids
 - SotG = Starships of the Galaxy
 - UR = Unknown Regions

- Color codes:
 - Text in BLUE means official clarifications from the game developpers
 - Text in GREEN means my personal house rules