

## COMBAT OPTIONS

<b>Incidentals</b> [Free]	Speak, Drop Item, Release Person, Minor Movement
<b>Maneuvers</b> [1 or 2] <small>Can spend 2 strain or exchange action for a second maneuver.</small>	Aim, Assist, Guarded Stance, Interact with Environment, Manage Gear, Mount/Dismount, Move, Drop-to/Stand-from Prone, Preparation
<b>Actions</b> [1]	Skill Check, Combat Check, Activate Ability, Activate Force Power, Exchange for Maneuver

	<ul style="list-style-type: none"> <li>Recover 1 Strain (may activate this option multiple times)</li> <li>Give  to Character/Ally using next friendly initiative slot</li> </ul>
	<ul style="list-style-type: none"> <li>Free extra Maneuver (may not exceed 2 Maneuvers per Turn)</li> <li>Give /  to a chosen Character/Adversary</li> </ul>
or	<ul style="list-style-type: none"> <li>Disarm targeted Character/Adversary</li> <li>Negate Target's Defense Bonus (until end of Round)</li> <li>+1 Melee or Ranged Defensive Bonus (until next Turn)</li> <li>Ignore Environmental Penalties (until next Turn)</li> </ul>
	<ul style="list-style-type: none"> <li>Do Something Extraordinary (GM's discretion)</li> <li>Upgrade difficulty of Target's next Check ( to )</li> <li>Upgrade allied Character's next Check ( to )</li> </ul>

## RANGE BANDS & ATTACK DIFFICULTY

Range	Approximate Distances		Difficulty	Notes
<b>Engaged</b>	< 5ft	< 1.5m	◆◆	Melee and grappling. Close enough to use an item.
<b>Short</b>	5–30ft	1.5–9m	◆	Size of a typical room. Speak normally or quietly.
<b>Medium</b>	30–120ft	9–36m	◆◆	Typical firefight range. Must speak loudly.
<b>Long</b>	120–600ft	36–180m	◆◆◆	Infantry push range. Speak only by shouting.
<b>Extreme</b>	600–8000ft	180–2400m	◆◆◆◆	Edge of personal combat scale. Speech impossible.

Move from...to...	Cost
Disengage	<b>1</b> maneuver
Short Short	
Short Medium	
Medium Short	<b>2</b> maneuvers
Medium Long	
Long Medium	
Long Extreme	
Extreme Long	

## FALLING

Range	Results
<b>Short</b>	10 Damage. 10 Strain.
<b>Medium</b>	30 Damage. 20 Strain.
<b>Long</b>	Critical Injury, +50 to roll. Incapacitated. 30 Strain.
<b>Extreme</b>	Critical Injury, +75 to roll. Incapacitated. 40 Strain.

## STATUS EFFECTS

**DISORIENTED:** Add to all checks.

**IMMOBILIZED:** Can't maneuver.

**STAGGERED:** Can't take actions.

## COMBAT MODIFIERS

**ATTACKING PRONE TARGETS:** Add to melee attacks. Add to ranged attacks.

**ATTACKING WHILE PRONE:** Add to melee attacks made from prone.

**SHOOTING AT ENGAGED TARGETS:** Upgrade difficulty once. hits wrong target.

**SHOOTING WHILE ENGAGED:** Difficulty +◆ for Ranged (Light) or +◆◆ for Ranged (Heavy).

The engaged opponent adds to next melee attack. Gunnery attacks are impossible while engaged.

**ATTACKING UNARMED:** Brawl; base damage is Brawn; critical rating 5; Engaged; Disorient 1, Knockdown.

**TARGET SIZE:** Difficulty ±2 if target is at least 2 silhouettes smaller/larger than you.

## MEDICAL CHECKS & CARE

Patient Status	Difficulty
Wounds ≤ Half Thresh.	◆
Wounds > Half Thresh.	◆◆
Wounds > Threshold	◆◆◆
Critical Injury	Severity

### Medicine Check Results

	Recover Strain
	Heal Wounds
	Heal from a Critical Injury

**ATTEMPTING ON SELF:** +◆◆ (only +◆ if droid). **WITHOUT MEDPAC:** +◆.

**AFTER ENCOUNTER:** Simple Discipline or Cool check. s recover strain.

**BACTA TANKS:** -1 wound per 2 hrs. (6 hrs. if incapacitated). May attempt a Resilience check after 24 hrs. to healing from a Critical Injury.

**NIGHT'S REST:** -1 wound, all strain. **OIL BATHS:** -1 wound per hr. (droids)

**WEEK'S REST:** Resilience check to heal from a Critical Injury.

## THE DICE POOL

**ABILITY DICE:** Added to form the base size of every action pool.

**PROFICIENCY DICE:** Replace to apply positive upgrades.

**DIFFICULTY DICE:** Added based on the difficulty of an action.

**CHALLENGE DICE:** Replace to apply negative upgrades.

**BOOST DICE:** Added for minor helpful circumstances.

**SETBACK DICE:** Added for minor harmful circumstances.

## RESULTS



## MODIFYING DICE

• Increase/decrease means add/remove dice.

• Upgrade means replace a with a . If there are only , add another instead.

• Downgrade means replace a with a . If there are only , stop downgrading.

• Perform in order: all increases, all upgrades, all downgrades, and then all decreases.

## DUAL WIELDING

- Designate weapons as primary/secondary.
  - Build pool from worst possible combination of each weapon's characteristics and skills.
  - Select the worst possible attack difficulty.
  - Difficulty +◆, or +◆◆ if skills don't match.
  - If attack hits, primary deals normal damage.
  - Spend or to hit with secondary.
  - If both weapons hit, activate qualities of either weapon with additional or .
- To dual wield, each weapon must be held in one hand (i.e. no Ranged (Heavy) weapons).

## SOCIAL SKILLS

Attempting...	Opposed by...
Charm	Cool
Coercion	Discipline
Deception	
Leadership	Negotiation/Cool
Negotiation	