

Cond Track	
0	—
-1	-1 def, atk, skill
-2	-2 (Ship: -1 hex)
-3	-5 (Ship: -2 hex)
-4	-10, half speed (Ship: speed = 1 hex)
-5	X

Range	PBR	S (-2)	M (-5)	L (-10)
Thrown	0-6	7-8	9-10	11-12
Stun	0-6	—	—	—
Pistol/Simp	0-20	21-40	41-60	61-80
Rifle	0-30	31-60	61-150	151-300
Heavy	0-50	51-100	101-250	251-500
Blaster	0-1	2	3-5	—
Laser/Tract	0-1	2	3-5	6-10
Ion	0-2	3-4	5-10	11-20
Missile	0-3	4-6	7-15	16-30
Turbo	0-4	5-8	9-20	21-40
Grav Well	0-10	—	—	—

Combat Mods	
Cover - Partial	+5 Ref
Cover - Improved	+10 Ref
Conceal - Partial	-2 atk, -5 Percep
Conceal - Total	-5 atk, -10 Percep
High/Low Ground	+1 /-1 M attack
Flanking	+2 M attack (R: if adjacent)
Shoot into Melee	-5 atk
Improv Weapon	-5 atk
Fighting Defensiv	-5 atk, +2 Ref (no atk = +5) (Acro: +5/+10)
Prone	+5 Ref vs R, -5 Ref vs M, -5 M atk
Light Armor	(Penalty = -2 phys skills)
Med Armor	x0.75 s (Penalty = -5 phys skills)
Heavy Armor	x0.75 s, run 3x (Penalty = -10 phys skills)
Encumbered	-10 phys skills, x.75 s, run 3x [ $\geq STR^2/4$ ]
Encumbered - Full	Flat-foot, 1 round 1 sq [ $\geq STR^2/2$ , $STR^2 \max$ ]
Exhausted	-1 cond track, removed with rest
Flat-Footed	No DEX bonus to Ref
Blinded	Flat-footed, ½ s, total concealment
Helpless	-10 Ref, No DEX bonus to Ref

Combat Action		P	C	S	E	G
Steer	Move	+				
Fly Defensively	Standard	+				-5 all atk, +2 Ref (OR -10 all atk, +5 Ref)
Ram	Full-round	+				Pilot vs [10+target Ref], if rammer passed thru target current hex
Avoid Collision	Reaction	+				DC 15 Pilot, both ships take half damage
Change Speed	Swift	+		+		DC 20 Pilot or Mech (fail by 5 = -1 cond, succ by 10 = +1 step)
Increase Speed	Standard				+	DC 20 Mech (fail by 5 = -1 cond, succ by 10 = +1 speed)
Aid Pilot	Standard		+			DC 10 Pilot for +2 Pilot
Astrogate	2 Minutes		+	+		
Attack	Standard	+	+		+	Pilot/copilot = forward only
Autofire Attack	Standard				+	-5 atk, 1-hex area, no damage on miss
Aim	2 Swift	+	+			+1 atk
Switch W Mode	Swift				+	Blasters, lasers, ions = autofire
Aid Attack	Standard			+	+	DC 10 Use Comp/ atk vs Ref 10 for +2 atk
Boost Damage	Standard				+	DC 20 Mech, +1 damage per die (succ by 10 = +1)
Raise/Low Shield	Swift	+	+	+		—
Recharge Shields	3 Swift			+	+	DC 15 Mech, recover 5 SR
Angle Deflector	Standard			+		DC 20 Use Comp, +10 SR vs one target, half vs others
Boost Shields	Standard				+	DC 20 Mech, +5 SR for one round
Hail a Vehicle	Swift	+	+	+		DC 0 Use Comp (DC 5 for unfamiliar vehicles)
Secure Comms	Move			+		Both SysOps make Use Comp, highest result sets intercept DC
Intercept Comms	Standard			+		DC 20 Use Comp (or opposed*), +10 DC with matched hardware
Study w/ Sensors	Move			+		—
Activate Jam	Swift			+		-4 Use Comp, -INT on atk rolls
Overcome Jam	Swift			+		Opposed Use Comp to negate for one round
Reroute Power	3 Swift				+	DC 15 Mech, +1 cond track
Jury-Rig Part	Full-round				+	DC 25 Mech, component has temporary +2 cond track
Run	Full-round	3x speed	(4x if in straight line), no DEX bonus to Ref			
Withdraw	Move	Move half speed, no AoO in first sq of movement				
Tumble	[Move]	DC 15 Acro (T) for no AoO, each tumble sq counts as 2 sq of movement				
Fall Prone	Swift	DC 15 Acro (T) = free action				
Stand Up	Move	DC 15 Acro (T) = swift action				
Draw/Holster	Move	Also reload, open door, pick up object, etc.				
Drop Item	Swift	—				
Switch W Mode	Swift	Autofire, stun, or club up on rifle				
Aim	2 Swift	+1 atk				
Brace	2 swift	-2 autofire atk (instead of -5). Brace actions and atk must be in same round				
Autofire Atk	Standard	2x2 area, -5 atk, half damage on miss				
Full Atk	Full-round	-10 atk with two weapons or double weapon				
Coup de Grace	Full-round	Automatic crit				
Charge	Standard	Move $\geq 2$ sq, then melee atk with +2 atk, -2 Ref for one round				
Feint	Standard	Deception vs Initiative, target flat-footed vs your next attack				
Aid/Suppress Atk	Standard	Atk vs Ref 10 for +2 next attack (ally) or -2 next attack (enemy)				
Recover	3 Swift	+1 cond track				
Second Wind	Swift	—				
Intimidate	Full-round	Persuade vs Will, -10 Persuade if evenly matched, -20 if outmatched				

Limb Loss		
1	Eye (L)	-2 Perception
2	Eye (R)	
3	Hand (L)	-2 Swim, -5 Climb
4	Hand (R)	
5	Arm (L)	-2 Swim, -5 Climb
6	Arm (R)	
7	Foot (L)	Speed -1 sq, -2 Athl, -2 Acro
8	Foot (R)	
9	Leg (L)	Speed -2 sq, -5 Athl, -5 Acro
10	Leg (R)	

Object Stats							
	Thick	DR	HP	DT	STR	Break	
Mesh Tape, Primitive Rope	2 cm	—	1	18	26	DC 23	
Rope, Liquid Cable	2 cm	—	2	19	28	DC 24	
Synthrope	2 cm	—	4	20	30	DC 25	
Chain	2 cm	10	5	26	32	DC 26	
Binder Cuffs	2 cm	10	20	25	40	DC 30	
Glass, Ice, Duraplex, Plastex	2 cm	—	2	6	4	DC 12	
Plastic, Duraplast, Plasteel	1 cm	2	2	6	4	DC 12	
Transparisteel Window, Wooden Door	5 cm	5	25	10	10	DC 15	
Stone Wall	30 cm	10	90	30	50	DC 35	
Permacrete / Ferrocrete Wall	30 cm	10	150	30	50	DC 35	
Metal Door	5 cm	10	50	30	50	DC 35	
Metal Wall	15 cm	10	150	35	60	DC 40	
Blast Door	50 cm	10	750	40	70	DC 40	
F Tool (hold-out pistol)	—	5	2	10	10	DC 15	
D Tool (pistol)	—	5	5	12	15	DC 17	
T Tool (rifle)	—	5	10	15	20	DC 20	
S Tool (heavy rifle)	—	10	10	17	25	DC 25	
M Tool (E-Web rifle)	—	10	20	30	30	DC 30	
F Object (comlink)	—	—	1	5	1	DC 10	
D Object (datapad)	—	—	1	5	1	DC 10	
T Object (computer)	—	—	2	5	1	DC 10	
S Object (storage bin)	—	2	3	6	4	DC 12	
M Object (desk)	—	5	5	10	10	DC 15	
L Object (bed)	—	5	10	20	10	DC 15	

Collision Dmg	
CS	20d6 + STR (x speed)
CC	15d6 + STR (x speed)
CF	10d6 + STR (x speed)
C	8d6 + STR (x speed)
G	6d6 + STR (x speed)
H	4d6 + STR (x speed)
L	2d6 + STR (x speed)
≤M	1d6 + STR (x speed)

DC15 Pilot/Acro = half dmg

Armor Time	S,A	L	M	H
Don	M	2r	5r	10r
Remove	S	1r	2r	3r

Treatment Actions		
First Aid	Full-round	DC 15 Treat Inj, +[target Lvl + CON mod (min 0) + excess check amount] HP, recent dmg only, once per 24 hrs
Medpac	Full-round	DC 15 Treat Inj, +[target Lvl + CON mod (min 0) + excess check amount] HP, recent dmg only, consumes medpac
Revivify	Full-round	DC 25 Treat Inj (T), target that died within 1 round is now unconscious instead
Surgery	1 Hour	DC 20 Treat Inj (T), surgery kit, +[2 x (Lvl + CON mod (min 0) + excess check amount)] HP (fail by 5 = target takes [DT] dmg)
Treat Poison	Full-round	DC ?? Treat Inj (T), requires med kit
Treat Disease	8 Hours	DC ?? Treat Inj (T), requires med kit, up to 6 patients at once
Treat Radiation	8 Hours	DC ?? Treat Inj (T), requires med kit, up to 6 patients at once
Natural Healing	8 Hours Rest	+ [target Lvl + CON mod (min 0)] HP, once per 24 hrs. Prevented by persistent conditions
Long-Term Care	8 Hours	+ [target Lvl + CON mod (min 0)] HP, once per 24 hrs. Automatic with medbay. Up to 6 patients at once if trained in Treat Inj
Bacta Tank	—	+5 Treat Inj, doubles healing from all other sources (including natural), consumes 1 liter bacta per hour
Jury-Rig Droid	Full-round	DC 25 Mech (T), disabled droid temporarily moves +2 on cond track, only once per encounter
Repair Droid	1 Hour	DC 20 Mech (T), +[2 x (Lvl + STR mod (min 0) + excess check amount)] HP, consumes [recovered HP x 5] parts
Repair Object	1 Hour	DC 20 Mech (T), +[1d8 + excess check amount] HP, consumes [recovered HP x 5] parts

Hazards	
Hunger	After [CON mod (min 1)] days, DC 10 Endurance every day (+2 per day) or -1 cond. Dead 1 day after unconscious
Thirst	After [3 x CON score] hours, DC 10 Endurance every hour (+2 per day) or -1 cond. Dead 1 day after unconscious
Exhaustion	After 24 hours, DC 10 Endurance every hour (+1 per hour) or -1 cond, removed with 8 hours rest
Hold Breath	After [CON score] rounds, DC 10 Endurance every round (+2 per round) or -1 cond. Dead one round after unconscious
Atmosphere - Toxic	+5 vs Fort each round for 1d6 poison dmg and -1 cond (half dmg on miss)
Atmosphere - Corrosive	+5 vs Fort each round for 2d6 acid dmg and -1 cond (half dmg on miss), also affects non-organics
Atmosphere - Smoke	+5 vs Fort each round for -1 cond. Partial concealment
Atmosphere - Vacuum	+20 vs Fort each round for 2d6 dmg and -2 cond (-1 cond on miss). Dead one round after unconscious
Extreme Heat/Cold	+5 vs Fort each hour for 2d6 non-lethal dmg and -1 cond (half dmg on miss). Dead 1 hr after unconscious. +/-5 heavy clothes
Ground - Difficult Terrain	Move half speed. DC 15 Acrobatics to move full speed
Ground - Icy	DC 15 Acrobatics to not fall while moving (DC 5 if moving half speed)
Acid	+5 vs Fort each round for 2d6 acid dmg, repeated until washed off or treated (DC 15 Treat Inj)
Fire	Catch fire when damaged by fire: +5 vs Fort each round for 1d6 dmg (half dmg on miss), full-round action to extinguish
Radiation - Mild	+1 vs Fort for 2d6 dmg and -1 cond. Treated with DC 15 Treat Inj
Radiation - Moderate	+2 vs Fort for 4d6 dmg and -1 cond. Treated with DC 20 Treat Inj
Radiation - Severe	+5 vs Fort for 6d6 dmg and -1 cond. Treated with DC 25 Treat Inj
Radiation - Extreme	+10 vs Fort for 8d6 dmg and -1 cond. Treated with DC 30 Treat Inj
Gravity - High	Speed x0.75 (round down), carry capacity x0.5, -2 atk, -2 Athletics, d8s for fall dmg
Gravity - Low	Speed x1.25 (round down), carry capacity x2, -2 atk, +2 Athletics, d4s for fall dmg
Gravity - Zero	Fly speed (= normal speed), carry capacity x10, -5 atk, DC 15 Acro to maintain balance with slugthrowers/throw weapons
Gravity - Space Sickness	+0 vs Fort when first weightless for -1 cond, removed after 8 hours or with DC 20 Treat Inj, recurs once after 8 hours
Gravity - Long Exposure	-2 cond for 24 hours when entering gravity after 120 hours weightless
Fall Damage	1d6 dmg per 2 sq fallen (max 20d6), DC 15 Acro to treat fall as 2 sq shorter, +2 sq for every 10 points check succeeds
Cave-In	+10 vs Ref for 4d6 dmg, DC 18 Acro for half dmg
Space - Nebula	+4 vs ship Fort every hour for -1 cond, DC 24 Mech to negate. Partial concealment
Space - Solar Wind	+9 vs ship Fort every round for crew moderate radiation and 3d8x2 ion dmg (half dmg on miss), DC 22 Use Comp to negate
Space - Micrometeor Shower	+7 vs ship Fort every round for 2d10 piercing dmg, DC 20 Use Comp to negate (requires shields)
Space - Asteroid Field	+12 vs ship Ref every round for 4d6x2 dmg, DC 28 Pilot to negate
Space - Minefield	+12 vs ship Ref every round for 3d10x2 energy dmg (half dmg on miss), DC 32 Pilot to negate. 1d6+3 mines total per hex
Space - Black Hole	+22 vs ship Fort every round for -1 cond. 10 hex radius

Enemies = d10, Ion = d8. N/A: reroll, or -1 cond persistent

Vehicle System Damage		
1	Reroll Twice	—
2	Shields Disabled	E
3	Shields Damaged (current and max SR -10)	E
4	Hyperdrive Disabled	E
5	Weapon Disabled (randomly chosen)	O
6	Targeting Computer Damaged (-2 atk)	C
7	Engine Controls Damaged (-2 Pilot)	E
8	Engine Damaged (-1 max speed)	E
9	Engine Fire (1d6 dmg each round)	E
10	Crew Station Explosion (6d6 ion dmg to random crew)	—
11	Passenger Recoil (+15 vs Fort for 1d6 fall dmg) (DC 15 Acro (T) to negate)	—
12	Air Leak (cockpit, engine room, cargo hold, or lounge)	O
13	Reactor Leak (+5 vs Fort for 1d6 rad dmg each round)	E
14	Navicomputer Damaged (-10 astro, no double checks)	C
15	Sensors and Comms Disabled (-5 Percept, no comms)	O
16	Fuel Leak (will run out in 2d6 hours)	O
17	one Carried Craft Damaged (loses half its max HP) (or escape pod disabled)	—
18	25% of Cargo destroyed (or GM discretion)	—
19	Gravity Disabled (possible cargo damage)	E
20	Climate Control Damaged (temp checks after 1 hr)	E

Hyperspace Mishap		
1	Reroll Twice	
2	Moderate Hspace Collision (4d10 dmg)	
3-5	Minor Hspace Collision (roll on system dmg table)	
6-8	High-Gravity Object Strain (-1 cond, fix from outside)	
9-11	Exit in Asteroid Field (DC 20 Pilot or 4d10 dmg)	
12	Gamma Radiation Source (+5 vs crew Fort for 2d6 dmg)	
13-14	Lurching Hspace Exit (+10 vs crew Fort for 1d6 fall dmg) (DC 15 Acro (T) to negate)	
15-16	Very Inefficient Route (3x travel time + fuel use)	
17-18	Inefficient Route (2x travel time + fuel use)	
19-20	Slightly Inefficient Route (1.5x travel time + fuel use)	

-5% max HP per point of astro failure (up to -25%)  
fail by 5 = Hdrive disabled, Fail by 10 or nat 1 = Hd destroyed

Realspace Base Travel Time	
Surface to Orbit	0.1 hr
Orbit to Safe Jump	0.1 hr
Planet to Moon	1 hr
Planet to Planet	6 hr
Planet to Sys Edge	24 hr
System to System	(varies)

Spaceport Docking Fees		
Class	1 Day	1 Month
A	x20	x200
B	x10	x100
C	x5	x50
D	x2	—
E	0	—

Ship Repair		Hours	Cr / Parts	Check
Routine Maint	H	CM x 2 / workers	CM x 50	—
Routine Maint	S	CM	CM x 50	—
HP Dmg	H	HP / 4 / workers	100 per HP	DC 10*
HP Dmg	S	HP / 8	100 per HP	—
System Dmg	H	CM x 4 / workers	CM x 500	DC 10*
System Dmg	S	CM x 2	CM x 500	—
Disabled Ship	H	CM x 10 / workers	CM x 1000	DC 10*
Disabled Ship	S	CM x 5	CM x 1000	—

Ship Expenses	
Fuel	5 Cr per Liter. CM Liters per hr base travel time
Upkeep	5 Cr per person per day

Legal Consq	Minor	Major	Severe
Core	500 F	1 week + 1000 F	1 year + 5000 F
Mid	100 f/b	1000 f/b	1 month + 5000 F
Outer	—	500 f/b	5000 f/b

Salvage	Perform	Lvl	XP	Lvl	XP	
H+ 10%	Check Cr/Day	1	0	11	55,000	
L 5%	<10 5	2	1,000	12	66,000	
M 2%	10 20	3	3,000	13	78,000	
S 1%	15 100	4	6,000	14	91,000	
T 0.5%	20 200	5	10,000	15	105,000	
D 0.2%	25 500	6	15,000	16	120,000	
F 0.1%	30 1000	7	21,000	17	136,000	
1 pt/round		8	28,000	18	153,000	
Licensing Fee		9	36,000	19	171,000	
L = 5%	R = 10%	M = 20%	10	45,000	20	190,000

**Profession:** earn [check x 10] credits per day  
(also: Mech, Pilot, Treat Inj, Use Comp)

**Gamble:** earn [(check - 20) x ante] credits per day  
(nat 20 = 30, nat 1 → debt = ante)

**Craft:** 10 parts + 10 minutes = [check] credits of crafting  
(time + parts required = 10 x item price / [check])

**Haggle:** Persuade vs Will: +/- 1% price per point of succ  
(Friendly = +5 Will, Indifferent = +10, Unfriendly = +15)

**Spec Trade:** (1 hour per category) (0, 10, 20, 30)  
Buy = 100 + WTC - (Persuade + Gather Info + K:GL)  
Sell = WTC + (Persuade + Gather Info + K:GL)  
(cannot take 10 / take 20)

		DC	Abl	T	10	20	Time		
Use the Force	Search Your Feelings	15	CHA	N	Y	N	Full-round	No if short term consequences of action are good or bad. No retry	
	Sense Disturbance	—	—	N	—	—	Reaction	Strong force location, ally in danger, or mass death	
	Sense Disturbance - Refine	15	CHA	N	Y	N	Full-round	Know distance and direction of disturbance. No retry	
	Sense Force User	15+	CHA	N	Y	N	Full-round	100km range. Opposed UtF if hiding. No retry	
	Sense Surroundings	15	CHA	N	Y	N	Swift	Ignore cover/concealment penalties to Perception. No retry	
	Sense Surroundings - Total Cover	20							
	Telepathy	Same Planet	15	CHA	N	Y	N	Standard	Utf vs Will if target is unwilling Can send emotions, or single thought ("Go", "Help", "Danger") Can retry once every 24 hours
		Same System	20						
		Same Region	25						
		Same Galaxy	30						
Breath Control	15	CHA	Y	Y	N	Reaction	Hold breath for [2 x CON score] rounds (instead of [CON score])		
Enter Force Trance	Self	10	CHA	Y	Y	Y	Full-round	+[Lvl+CON mod] HP per hour. 4 hr trance = 8 hr rest. 10X hunger/thirst times. Swift action to wake. If ally: unaware surroundings, unable to wake up alone	
	Ally	15							
Move Light Object	—	10	CHA	Y	Y	Y	Move	Move up to 6 sq. Must be ≤5 kg and within line of sight.	
	Projectile	15	CHA	Y	Y	N	Standard	If check beats Ref, 1d6 bludgeon damage	
	Catch Thrown	»»	CHA	Y	Y	N	Move*	Reaction if readied. UtF check vs attack roll. Can also move object 6 sq away	
Activate Force Power	»»	CHA	Y	Y	N	»»	(varies)		
Ride	Normal Riding	—	—	N	—	—	Move	*All riding checks have armor penalty	
	Mount or Dismount	—	—	N	—	—	Move	—	
	Mount or Dismount - Fast	20	DEX	N	T	N	»»	Swift action if check succeeds	
	Control in Battle	20	DEX	N	T	N	Move	Fail = no other actions this round. Mount knows Combat Riding = no check	
	Guide with Knees	10	DEX	Y	Y	N	Move	Can use both hands this round. Fail = can use only one hand this round	
	Leap	15	DEX	Y	Y	N	Move	Use mount's jump skill. Fail = mount refuses to jump and/or rider falls off	
	Use as Mount as Cover	15	DEX	Y	Y	N	Move	½ cover. Cannot attack during. Fail = hang alongside but no cover	
	Stay in Saddle	10	DEX	N	T	N	Reaction	Whenever mount bucks or rider takes damage. Fail = fall off	
	Soft Fall	15	DEX	N	T	N	Reaction	No damage when falling off (rather than 1d6 dmg)	
	Handle Creature	10+	CHA	N	T	Y	Move	+2 DC if creature is injured	
	"Push" Creature	25+	CHA	N	T	Y	Full-round	Also used for forced march, etc. Must be domesticated	
	Teach Trick	Non-Combat	15	CHA	Y	Y	Y	5 days	INT 1 = 3 tricks max, INT 2 = 6 tricks max
		Combat	20						
Domesticate	Infancy	10+	CHA	Y	Y	N	(varies)	Can domesticate up to 3 creatures simultaneously	
	Juvenile	15+							
	Adult	20+							
Survival	Basic Survival (Hazards and Food)	15+	WIS	N	T	N	1 per day	Avoid hazards/hunger/thirst. Food/water for 1 ally every 2 points of success	
	Endure Extreme Temperatures	20	CON	N	Y	N	1 per day	Requires field kit	
	Know Direction	10	WIS	N	Y	Y	Full-round	Know north. Fail <5 = know nothing, Fail ≥5 = believe something false	
	Create Defensive Position	20	WIS	Y	Y	Y	10 minute	≤20x20 sq area: +2 Ref (allies), -5 Stealth (others). Urban or wilderness	
	Track	Snow, mud	10	WIS	Y	Y	Y	Full-round	Find tracks, or follow at half speed. Repeat whenever becomes hard to follow DC: -1 per 3 creatures in group, +1 per day passed, +1 per hour of rain, +5 new snow, +5 low visibility, +5 target hides trail (moves half speed), H+ = -10, L = -5, S = +5, T = +10. Track and move at full speed with -5 penalty
		Grass, carpet	20						
Rock, metal		30							

		DC	Abl	T	10	20	Time		
Perception	Eavesdrop	»»»	WIS	N	Y	Y	Standard	Quiet area = DC 10, Noisy area = DC 15, Loud area = DC 25	
	Notice Target	Passive	»»»		N	N	Reaction	-5 partial conceal, -10 total conceal, -5 per 10 sq distance	
		Active	»»»	WIS	N	Y	Y	Standard	DC: C = -15, G = -10, H = -5, L = 0, M = 5, S = 10, T = 15, D = 20, F = 25
		vs Hiding	»»»			Y	Y	Standard	Opposed stealth
	Search	1-sq Area	15+	WIS	N	Y	Y	Full-round	Clues, hidden compartments, doors, traps, irregularities, etc
		Character	»»»						Concealed weapons. Opposed stealth. +10 for hands-on search
	Aid Attack		10	WIS	Y	N	N	Standard	+2 ally's next ranged attack. Usually requires electrobinoculars
Sense Deception		»»»	WIS	N	N	N	Reaction	Opposed Deception	
Sense Influence		20	WIS	N	Y	Y	Full-round	Notice mind-affecting influence	
Knowledge	Common Knowledge	10	INT	N	T	N	Swift		
	Expert Knowledge	Simple	15		Y	Y	N	Swift	Fail <5 = know nothing, Fail ≥5 = believe something false Failed checks cannot be retried
		Moderate	20	INT	Y	Y	N	Swift	
		Tough	25+						
Gather Info	Major news, popular local rumors	10						( can use Persuasion to haggle to reduce bribes )	
	Details, truth of rumors	20						50 credit bribe	
	Secret info	25+	CHA	N	T	N	1d6 hours	5000+ credit bribe. Fail ≥5 = someone notices you asking around	
	Locate Person	Easy	15						—
		Obscure/Hiding	25						500 credit bribe
	Identify Object	20+						Learn details about mysterious object (e.g. by consulting experts)	
	Locate Passengers / Freight	—	WIS	N	N	N	1 hour	—	
Learn Market Conditions	—	WIS	N	N	N	1 hour	( +Persuasion, +K:GL )		
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Persuasion	Improve Attitude	W	CHA	N	T	N	Full-round	— 0 -2 -5 -10 INT ≥ 2. Can repeat once per 24 hours	
	Haggle	W	CHA	N	T	N	Full-round	0 -5 -10 -15 — +/- 1% of base price per point of success	
	Improvised Communications	20*	CHA	N	T	Y	Move	Convey simple idea (without shared language). Add target's INT mod	
	Intimidate	W	C/S	N	T	N	Full-round	Helpless = +10, Outmatched = +0, Even = -10, User Outmatched = -20, User Helpless = -30. Target becomes 1 step more hostile once gone	
Deception	Disguise, Forgery	Simple	+5				1 minute	Make one check, compare to Perception of all observers	
		Moderate	+0				10 minute		
		Difficult	-5	CHA	N	T	N		1 hour
		Incredible	-10						1 day
		Outrageous	-20						2 weeks
	Deceptive Info	Simple	+5					Standard	Opposed Will. Fail <10 = unconvinced, Fail ≥10 = knows you're lying
		Moderate	+0					Full-round	
		Difficult	-5	CHA	N	T	N	1 minute	
		Incredible	-10					1 minute	
	Create a Diversion to Hide		W	CHA	N	T	N	Move	Needed to move to hiding place. Fail = unable to make Stealth check
		Feint		I	CHA	N	N	Standard	Opposed Initiative. -5 vs nonhumanoid / ≤3 INT. flat-footed vs your next atk
	Cheat	vs Individual			Y				-5 penalty per additional target
vs Group									
Cheat		P	CHA	Y	N	N	(varies)	Substitute Deception for Gamble checks	
Innuendo	Simple Message	10					(varies)	Fail = message not transmitted	
	Complex Message	15+	CHA	Y	N	N	(varies)	Observers can make opposed Perception to detect message	

Athletics  
Endurance  
Acrobatics

		DC	Abl	T	10	20	Time		
Athletics	Climb	Slope / Knot rope + wall	0	STR	N	Y	N	Move	1/4 speed. Fail <5 = no progress, Fail ≥5 = fall Considered flat-footed. Make new climb check as reaction when damaged Corner to brace = -5 DC, Two opposite walls = -10 DC, Slippery = +5 DC
		Knot rope / Rope + wall	5						
		Wall + ledges to stand on	10						
		Rope / Tree	15						
		Wall + narrow handholds	20						
		Brick wall / Rock wall	25						
	Catch Self while Falling	Slope	»»	DEX	N	N	N	Reaction	DC = Climb DC + 10
		Vertical wall							DC = Climb DC + 20
	Long Jump	Standing	10x	STR	N	Y	Y*	(Move)	Fail = jump [check/10] sq
		Running	5x						Fail = jump [check/5] sq. Requires 4-sq running start
	High Jump	Standing	40x	STR	N	Y	Y*	(Move)	Fail = jump [check/40] sq
		Running	20x						Fail = jump [check/20] sq. Requires 4-sq running start
		Pole vault	10x						Fail = jump [check/10] sq. Requires pole of sufficient height
	Jump Down		15	STR	Y	Y	N	Free	Treat fall 2 sq shorter. +2 extra sq per 10 points of success
Swim	Calm water	10	STR	N	Y	N	Move	1/4 speed. Fail <5 = no progress, Fail ≥5 = go underwater until check passes Failed checks cannot be retried same round x2 armor penalties. If proficient: x1 penalty (rather than no penalty)	
	Rough water	15							
	Stormy water	20							
Endurance	Force March (>8 hours)	10+	CON	N	N	N	1 per hour	+2 DC per hour. Fail = -1 cond, removed with 8 hours rest	
	Run (>[CON score] rounds)	10+	CON	N	N	N	1 per round	+1 DC per round. Fail = -1 cond, removed by resting as many rounds as run (can only move at normal speed while resting)	
	Sleep in Armor	Light	10	CON	N	P	N	1 check per sleep	Fail = no sleep and -1 cond Can take 10 if proficient with armor
		Medium	15						
		Heavy	20						
	Swim	Tread Water	10+	CON	N	N	N	1 per hour	+2 DC per hr. Fail = -1 cond, removed by resting for as long as swam x2 armor penalties. If proficient: x1 penalty (rather than no penalty)
Swim		15+							
Droid: 100+ Hours w/o Recharge		10+	STR	N	N	N	1 per hour	+1 DC per hr. Fail = -1 cond, removed with 1-hr shutdown recharge	
Acrobatics	Balance	8-15 cm	DEX	N	T	N	(Move)	1/2 speed. Fail = fall prone, DC 15 Initiative to catch hold of surface Slippery / Unstable = +5 DC Flat-footed unless Trained. New check as reaction whenever damaged	
		4-7 cm							15
		<4 cm							20
	Cross Difficult Terrain		15	DEX	Y	Y	N	(Move)	Move full speed (instead of half speed)
	Tumble		15	DEX	Y	N	N	(Move)	No AoO (each threatened square counts as 2 squares)
	Squeeze through Tight Space		20	DEX	N	Y	Y	Full-round	Success = move 1 square
	Escape Bonds	Ropes	»»	DEX	N	Y	Y	1 minute	DC = Opposed DEX check + 10
		Primitive Cuffs	25						—
		Binder Cuffs	30						—
		Net	15					Full-round	—
	Escape Grapple		»»	DEX	N	N	N	Standard	Opposed by grapple check. Can use instead of making grapple check
	Reduce Fall Damage	Self	15	DEX	Y	N	N	Reaction	Treat fall 2 sq shorter. +2 extra sq per 10 points of success
		Falling Object	15						Half damage
	Stand Up / Fall Prone (Fast)		15	DEX	Y	N	N	»»	Stand up = swift (instead of move). Fall prone = free (instead of swift)
Launch Projectile in Zero-G		15	DEX	N	T	N	(Standrd)	Slughthrows, throws. Fail = flat-footed, move action to regain footing	

Use Computer  
Mechanics  
Stealth

		DC	Abl	T	10	20	Time		
Use Computer	Improve Access	W	INT	Y	Y	N	Full-round	Hos = -10, Unf = -5, Ind = -2. Fail ≥5 = access moves -1 step, admin notified Fail ≥5 (Hostile) = connection isolated, further access rejected for 24 hours	
	Issue Routine Command	—	INT	N	Y	N	Standard	Turn on/off, access data, open doors, etc. Requires Friendly or better Contradicted by user with same access level → opposed Use Comp check	
	Connect to Network	Linked	—	—	N	—	—	Full-round	—
		Remote	10	INT	N	Y	Y	Full-round	—
	Access Info	General	15	INT	N	Y	Y	1 minute	Requires Friendly or better attitude
		Specific	20					10 minute	
		Private	25					1 hour	
		Secret	30					8 hours	
	Disable / Erase Program	15	INT	Y	Y	Y	10 minute	Requires Helpful attitude	
	Backtrail	25	INT	Y	Y	Y	10 minute	Reveal identity of last user, and what they did or sought	
	Cover Tracks	+5	—	Y	—	—	—	+5 to DC of other checks, to give +5 DC to attempts to backtrail or analyze	
	Download / Copy Droid Memory	Partial	W	INT	Y	Y	Y	1 minute	Specific memory. Droid must be shut down
		Complete						10 minute	Full personality. Droid must be shut down
	Wipe Droid Memory	Partial	W	INT	Y	Y	Y	1 minute	Specific memory removed. Droid must be shut down
Complete		1 min / Lvl						Returned to stock condition, all quirks removed. Droid must be shut down	
Transfer Droid Memory	20	INT	Y	Y	N	10 minute	Droid's level reduced by 1 Same model = DC 20, Different model = DC 25, Different degree = DC 35		
Study with Sensors	10	INT	N	Y	Y	Move	Size, if shields active, if life signs	-5 per 10 hex distance. -5 if target is powered down or masking emissions.	
	15						Make/model, number of weapons		
	20						Types of weapons, number of life signs		
	25						Hidden ext compartments / weapons		
Mechanics	Disable Device / Bypass Lock	Simple	15	INT	Y	Y	N	Full-round	Requires security kit. Fail by ≥5 = think device is disabled when it isn't. +5 DC to leave no trace. +5 DC (per 1d4 dmg) to Booby Trap for next user (next user can make Initiative vs Mechanics for half dmg)
		Tricky	20						
		Complex	25						
	Handle Explosive	Set simple	—	—	N	—	—	Full-round	Ignore DR. x2 dmg per 10 points success. Stationary targets only Fail <10 = no explode, Fail ≥10 = explode on you. Higher DC = opposed disarm Fail <5 = not disarmed, Fail ≥5 = explodes immediately
		Max damage	15						
		Detonator	10+						
		Disarm	15+						
	Overload Energy Weapon	20+	INT	Y	Y	N	1 hour	+3 dmg, disabled on attack ≤5, explodes on nat 1. +5 DC per size above T	
Jury-Rig	25	INT	Y	Y	N	Full-round	+2 cond. Device disabled at end of encounter		
Add / Remove Restraining Bolt	10	INT	Y	Y	N	Full-round	Self: +5 DC, DC 20 CHA check, requires H processor, retry once per 24 hours		
Shut Down Unwilling Droid	Ref	DEX	N	T	N	Standard	Must be grappled. Locked access = only shut down if disabled or helpless		
Stealth	Sneak	Move ≤ speed	P	DEX			—	-5 if moving > speed during round, -10 if greater than 2x speed	
		Snipe	-10	DEX	N	Y	N	Move	Must pass check and move ≥2 sq to stay hidden
		Stay Hidden	10	CON				1 per hour	+2 DC per hour. Fail = opponent has opportunity to notice you
	Conceal Object (Held / Worn)	P	DEX	N	Y	N	Standard	Hands-on search = +10. Move action to retrieve concealed object Item 1 size smaller than you = -5, 2 = +0, 3 = +5, ≥4 = +10	
	Hide Object	»»	INT	N	Y	N	Full-round	Sets DC for search check. Containers made for stealth give a bonus	
	Pick Pocket	P+5	DEX	N	Y	N	Standard	Target has +5 on opposed check. Fail <5 = not noticed, Fail ≥5 = noticed	
Sleight of Hand	P	DEX	N	Y	N	Swift+	Palm an object, flip a switch, draw a weapon, etc		

Use the Force  
Ride  
Survival