

STAR WARS PLAYER AID

SKILLS AND COMMON USES

(AP=Armor Penalty | *Trained Only Uses are Italicized*)

Acrobatics (Dex, AP, p.62)

- Balance
- *Cross Difficult Terrain*
- Escape Bonds
- *Fall Prone as Free Action*
- *Reduce Falling Damage*
- *Stand Up From Prone as Swift Action*
- *Tumble*

Climb (Str, AP, p.63)

- Climb Surface
- Accelerated Climbing
- Catching Yourself When Falling
- Making Handholds and Footholds

Deception (Cha, p.64)

- Deceive
- Create Diversion to Hide
- Feint

Endurance (Con, AP, p.65)

- Force March
- Ignore Hunger
- Ignore Thirst
- Run
- Sleep in Armor
- Swim/Tread Water

Gather Information (Cha, p.67)

- Learn News and Rumors
- Learn Secret Information
- Locate Individual

Initiative (Dex, AP, p.68)

- Start Battle
- Avoid Feint

Jump (Str, AP, p.68)

- Long Jump
- High Jump
- Jump Down

Knowledge (Int, p.68)

- Common Knowledge (DC 10)
- *Expert Knowledge* (DC 15+)

Mechanics (Int, p.68)

- *Disable Device*
- *Handle Explosives*
- *Jury-Rig*
- *Modify Droid*
- *Recharge Shields*
- *Regulate Power*
- *Repair*
- *Repair Droid*
- *Repair Object*

Perception (Wis, p.70)

- Avoid Surprise
- Eavesdrop
- Hear Noise
- Notice Targets
- Search
- Sense Deception
- Sense Influence

Persuasion (Cha, p.71)

- Change Attitude
- Haggle
- Intimidate

Pilot (Dex, p.71)

- Avoid Collision
- Dogfight
- *Engage the Enemy*
- *Increase Vehicle Speed*
- Ram

Ride (Dex, AP, p.72)

- Ride Mount
- Control Mount in Battle
- Fast Mount or Dismount
- Guide with Knees
- Leaps
- Soft Fall
- Stay in Saddle
- Use Mount as Cover

Stealth (Dex, AP, p.72)

- Sneak
- Conceal Item
- Create a Diversion to Hide
- Pick Pocket
- Sleight of Hand
- Snipe

Survival (Wis, p.73)

- Basic Survival
- Endure Extreme Temperatures
- Know Direction
- *Track*

Swim (Str, AP, p.74)

- Swim

Treat Injury (Wis, p.75)

- First Aid
- Long-Term Care
- *Perform Surgery*
- Heal Damage
- Install a Cybernetic Prosthesis
- *Revivify*
- *Treat Disease*
- *Treat Poison*
- *Treat Radiation*

Use Computer (Int, p.76)

- Access Information
- *Astrogate*
- *Disable or Erase Program*
- *Improve Access*
- Issue Routine Command
- *Reprogram Droid*

Use the Force (Cha, p.77)

(Requires Force Sensitivity Feat)

- *Activate Force Power*
- *Force Trance*
- *Move Light Object*
- Search Your Feelings
- *Sense Force*
- Sense Surrounding
- Telepathy

FORCE POINTS USES

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Unless otherwise noted, you can only spend one Force point per round.

- You may spend a Force point as a free action to add a number of dice, depending upon level, to any single attack roll, skill check, or ability check (1st–7th level = 1d6 | 8th–14th level = 2d6 | 15th–20th level = 3d6). Roll and add the *highest* die result.
- Some Talents, Force techniques, Force secrets, and Force powers require you to spend a Force point.
- Return a *spent* Force power to your active suite of powers (See Force powers, page 95), by spending a force point.
- If reduced to 0 hit points and would be killed, you can spend a Force point as a reaction to avoid death and instead fall unconscious.
- Spend a Force Point as a swift action to lower your Dark Side Score by one.

DESTINY POINT USES

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Spending a Destiny point does not take an action and grants one of the following benefits:

- Automatically score a critical hit (no attack roll required).
- Automatically cause an attack made against you to miss (even once the attack is resolved).
- Act out of turn (thus changing your position in the initiative order).
- Take damage that would otherwise harm another character within your reach.
- Increase the effect of some Force power (as noted in their descriptions).
- Use some applications of Force secrets (as noted in their descriptions).
- Immediately gain 3 Force Points (see Force Points, page 92).

STAR WARS PLAYER AID

ACTIONS IN COMBAT

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In every round of combat you may take a **standard action**, a **move action** and a **swift action** *in any order*.

- You may take a **move action** or a **swift action** in place of a **standard action**, but not the other way around.
- You may take a **swift action** in place of a **move action**, but not the other way around.
- You may take a **full-round action** in place of all other actions in a round.

Therefore, a round could consist of:

- a **standard action**, a **move action** and a **swift action** *in any order*; or
- two **move actions**, and a **swift action** *in any order*; or
- a **standard action** and two **swift actions** *in any order*; or
- three **swift actions**; or
- a **full-round action**.

Some actions take such a negligible amount of time that they can be performed in addition to other actions, or happen out of turn:

- Free actions** may be taken out of turn and in any number. They include: shouting to friends, taunting foes, winking, etc. Free actions cannot be performed with flat-footed or the GM rules them inappropriate.
- Reactions** are instantaneous responses to other actions. You may make reactions even if it is not your turn.

DAMAGE AND HIT POINTS

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Damage Threshold: When a creature takes damage equal to or greater than its damage threshold (but not enough to take it to 0 HP) it moves -1 step on the condition track.

0 Hit Points: A creature reduced to 0 hit points moves -5 steps on the condition chart and is disabled/unconscious.

Death: If the damage from an attack knocks a creature to 0 HP *and* is greater than its damage threshold, the creature is killed (droids/items and vehicles are destroyed). Otherwise, the creature moves -5 steps on the condition chart and is disabled/unconscious.

Second Wind: A creature that has taken at least one-half of its total HP may take a swift action once per day to rejuvenate itself. The creature heals ¼ of its total hit points (round down) or a number of points equal to its Constitution score, whichever is *greater*.

CONDITIONS

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Normal
⇕
-1 penalty to all defenses
-1 penalty on attack rolls, ability checks, and skill checks
⇕
-2 penalty to all defenses
-2 penalty on attack rolls, ability checks, and skill checks
⇕
-5 penalty to all defenses
-5 penalty on attack rolls, ability checks, and skill checks
⇕
Move at half speed
-10 penalty to all defenses
-10 penalty on attack rolls, ability checks, and skill checks
⇕
Helpless
(unconscious or disabled)

Recovery: A creature may take a series of three swift actions to recover, improving its condition by +1. It may take these actions over consecutive rounds, but cannot improve Persistent Conditions in this way.

Persistent Conditions: These conditions cannot be recovered from except in certain circumstances, as related by the condition.

TYPES OF ACTIONS

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Standard Actions

- Attack with Melee Weapon
- Attack with Ranged Weapon
- Aid Another
- Attack an Object
- Charge
- Disarm
- Fight Defensively
- Grab
- Grapple

Move Actions

- Move
- Draw or Holster Weapon
- Manipulate an Item
- Stand Up
- Withdraw

Swift Actions

- Activate an Item
- Aim (2 Swift Actions in Same Round)
- Brace (Autofire-Only Weapons, 2 Swift Actions Imm. Before Firing)
- Catch a Second Wind
- Drop an Item
- Fall Prone
- Recover (3 Swift Actions)
- Switch Weapon Mode

Full-Round Actions

- Coup de Grace
- Full Attack
- Run

VEHICLE COMBAT ACTIONS

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Standard Actions

- Aid Another
- Attack with Melee Weapon
- Attack with Ranged Weapon
- Attack with Vehicle Weapon (Gunner Only)
- Attack Run (Pilot Only)
- Dogfight (Pilot Only)
- Fight Defensively (Pilot Only)

Move Actions

- Move (Pilot Only)

Swift Actions

- Aim (2 Swift Actions, Gunner Only)
- Full Stop (Pilot Only)
- Increase Vehicle Speed (Pilot Only)
- Raise or Lower Shields (System Operator Only)
- Recharge Shields (3 Swift Actions, System Operator Only)
- Reroute Power (3 Swift Actions, Engineer Only)

Full-Round Actions

- All-Out Movement (Pilot Only)
- Full Attack (Gunner Only)
- Ram (Pilot Only)

Reactions

- Avoid Collision (Pilot Only)

RANGES

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Weapon Types	PB	Short	Med.	Long
<i>Range Penalties:</i>	0	-2	-5	-10
Heavy	50	100	250	500
Rifle	30	60	150	300
Pistol or Simple	20	40	60	80
Thrown	6	8	10	12