



YOUR TURN

Move up to your Speed (finish moving, then act)

1 Action · 1 Bonus Action (if any)

1 Reaction per round (off-turn, on trigger)

1 free object interaction (draw/open/grab)

No moving after your Action unless a trait allows it.

COMMON ACTIONS

Attack	Melee, ranged, unarmed, natural-weapon, special, or Force-power attack.
Aim	Forgo all movement for +1 to your next attack roll.
Dash	Move up to double your Speed this turn.
Dodge	Until your next turn: attacks vs you have Disadv; you make DEX saves with Adv.
Help	Give an ally Adv on their next check or attack vs a creature within 5 ft.
Hide	Stealth check to go hidden (needs cover, darkness, concealment, or distraction).
Ready	Prepare an Action to fire when a set trigger happens.
Search	Look for hidden creatures, traps, clues, weak points, or compartments.
Push	Shove a creature away/prone: Athletics contested by its Athletics or Acrobatics.
Grapple	Attack action, contested Athletics. On success the target is Grappled.
Treat Injury	Use a Medpac + the Treat Injury skill to heal or stabilize a creature.
Use an Object	Activate a device, open a panel, throw a detonator, use specialized gear.
Use a Trait	Activate a class, species, or talent trait that requires an Action.
Use a Force Power	Activate a Force power that requires an Action.
Switch Weapon	Holster one + draw another = your free object interaction (1/turn). A second swap that turn costs your Action.

ATTACK ROLLS

Ranged	d20 + DEX + PB
dmg	weapon dice only — NO ability mod
Melee	d20 + STR (DEX if finesse & higher) + PB
dmg	weapon dice + STR (always)
Unarmed	d20 + STR + PB; dmg 1 + STR

Finesse changes the attack roll only — melee damage still adds STR.

ARMOR CLASS

AC = **10 + DEX** (armor-capped) + **armor + shield + size** + other.

SIZE	AC MOD
Diminutive	+3
Tiny	+2
Small	+1
Medium	+0
Large	-1
Huge	-2
Gargantuan	-3

COVER

Standard	+2 to +5 AC & DEX saves
Improved	+6 to +10 AC & DEX saves
Full	can't be targeted directly

RANGE BANDS

BAND	DISTANCE	ATK
Point Blank	0–20 ft	0
Short	21–60 ft	-2
Medium	61–120 ft	-5
Long	121–250 ft	-10

ADVANTAGE & CRITS

Adv / Disadv: roll 2d20, take higher / lower. One of each cancels; they don't stack.

Critical: natural 20 (some class traits widen the range). Effect varies by weapon/class.

MEDPACS

TIER	HEAL	COST	CURES
I	1d6	50	—
II	2d6	150	—
III	3d6	350	Basic toxins/diseases
IV	4d6	700	Rare toxins/diseases
V	5d6	1,500	Very rare toxins/diseases

Treat Injury (WIS) adds to medpac heal: <10 base · 10–14 +WIS · 15–19 +WIS+PB · 20+ +WIS+2PB · nat 20 ×2. Stabilize w/o medpac = DC 25.

ENCOUNTERS – THREAT RATING

Build by total TR vs party (4 PCs):

Easy	≈ 0.5 × party level
Standard	≈ 1 × party level
Hard	≈ 1.5 × party level
Deadly	≈ 2+ × party level

3 players → treat 1 level lower · 5+ → 1 level higher. TR scale: 0.25 minion · 0.5 grunt · 1–2 standard · 3–5 elite · 6–10 boss.



DAMAGE TYPES (13)

Energy · Kinetic → Bludgeoning / Slashing / Piercing · **Fire** · **Cold** · **Ion** · **Electric** · **Chem-Toxic** · **Force** · **Stun** · **Sonic**.

RESIST / VULN / IMMUNITY

Resistance: halve that type's damage

Vulnerability: double it

Immunity: negate it

Flat DR X: subtract X per hit

Apply after all other modifiers; multiple resistances don't stack.

STUN DAMAGE

Never reduces HP. Target makes a **CON save** vs DC = base + attacker PB:

Light weapon	DC 8
Medium weapon	DC 10
Heavy weapon	DC 12
Fail	Stunned
Succeed by 1–3	Dazed
Succeed by 4+	no effect

CONDITIONS

Stunned	no actions/moves; fail STR/DEX saves; attackers Adv
Dazed	Disadv on attacks until end of next turn
Prone	melee vs it +5; ranged vs it –5; its melee –5; stand = 1/2 move
Grappled	Speed 0; escape = contested Athletics
Restrained	Speed 0; Disadv attacks; attackers Adv; Disadv DEX saves
Blinded	auto-fail sight checks; attackers Adv; its attacks Disadv
Frightened	Disadv while source seen; can't move closer
Poisoned	Disadv on attacks & ability checks
Bleeding	1d8 kinetic at end of turn (DC 12 Treat Injury cures)
Burning	1d6 fire at start of turn; action to put out
Freezing	Speed 1/2; Disadv DEX checks/saves
Shaken	no reactions; –1 attacks & saves
Confused	roll 1d6 each turn for behavior; no reactions
Charmed	can't harm charmer; charmer Adv on social
Surprised	round 1: no actions/reactions (still roll init)
Unconscious	incapacitated, prone; attackers Adv; melee hit = crit
Paralyzed	can't move/act; auto-fail STR/DEX; melee hit = crit

DEATH & DYING

At 0 HP: Unconscious; roll a **Death Save** (d20, no mods) each turn.

10+	success
9 or less	failure
Nat 20	regain 1 HP, conscious
Nat 1	2 failures

3 successes = stable · 3 failures = dead. Hit at 0 HP = 1 failure (crit = 2).

AREA DAMAGE

Autofire: spray a 2×2 area (10×10 ft). Attack roll –5 (–2 if braced). Every creature in the area makes a **DEX save vs your attack-roll total** — fail = full damage, success = half.

Grenades: no attack roll, no proficiency. 10-ft-radius blast; each creature makes a **DEX save vs DC 13** — fail = full damage/effect, success = half (or avoids a non-damage effect). Can reach Full Cover by positioning.

DC 13 is fixed by the grenade, not the thrower; traits like Grenadier raise it.

AREA TEMPLATES



Cone: 1 sq wide at 5 ft · 3 sq at 10 ft · 5 sq at 15 ft.

Burst (radius): all spaces within X ft of the origin point.

Line: straight path from origin, 1 square wide unless stated.



THE 19 SKILLS

Acrobatics	DEX
Athletics	STR
Deception	CHA
Endurance	CON
Insight	WIS
Intimidation	CHA
Investigation	INT
Know: Galactic Lore	INT
Know: Sciences	INT
Know: Tactics	INT
Mechanics	INT
Perception	WIS
Persuasion	CHA
Pilot	DEX
Stealth	DEX
Survival	WIS
Treat Injury	WIS
Use Computer	INT
Use the Force	WIS

No passive skills. Every check is an active roll — no passive Perception or Investigation. Players roll when the moment calls for it.

CHECKS & DCS

Roll d20 + ability + PB (+ PB again if Expert in the skill).

Very Easy	5
Easy	10
Moderate	15
Hard	20
Very Hard	25
Nearly Impossible	30+

PROFICIENCY BONUS

LEVEL	PB
1–4	+2
5–8	+3
9–12	+4
13–16	+5
17–20	+6

RESTS

Short (1 hr): regain **level + CON + PB** HP. Max 3 before a Long Rest.

Long (6 hr): full HP, all Force Points, all per-long-rest traits recharge.

Second Wind: 1d10 + level, bonus action, 1/Long Rest.

THE FORCE

Force Points = **WIS**×2 + **level** + **PB**. Recover: Short = 1/3 (min 1) · Long = all.

Force DC = 8 + PB + WIS. **Concentration save** = DC 10 or 1/2 damage (higher).

BASIC FORCE POWERS

POWER	FP	SAVE
Force Push	1	STR*
Shove away + Prone; 1d4 bludg / 10 ft pushed (max 4d4), +1d6 on collision. Success: half push & dmg, no Prone.		
Force Pull	1	STR*
Pull target up to your reach; no damage. Collision = 1d6 + Prone. Success: half distance.		
Force Stun	2	CON
Stunned until your next turn. Success: not stunned, Disadv on its next attack.		
Mind Trick	2	WIS
Charmed or Confused (your choice) until your next turn. Success: unaffected. INT ≤4 or charm-immune auto-succeed.		
Force Lightning	4	DEX
30-ft line or 15-ft cone: 4d6 electric + PB + WIS; no Reactions if failed. Success: half damage.		

*Push/Pull = Use the Force check contested by the target's STR save. Others: save DC = 8 + PB + WIS. Fail = full effect; success = reduced/none as listed.

HEROIC SURGE

1 point/session (max 3). Free action — spend 1 to:

- Reroll any d20 (take higher)
- Take an extra Action
- Act immediately (interrupt initiative)
- Resist fear/mental influence (Adv on save)