

ATTRIBUTE MODIFIERS

Attribute Score/Modifiers	3	4-5	6-8	9-12	13-15	16-17	18	19	20	21	22	23	24	25
STR (Melee Hit/Melee Damage)	-3	-2	-1	0	+1	+2	+3	+3	+4	+4	+5	+5	+6	+6
REF (Protection)	-3	-2	-1	0	+1	+2	+3	+4	+4	+5	+5	+6	+6	+7
REF (Range Hit)	-3	-2	-1	0	+1	+2	+3	+4	+4	+5	+5	+6	+6	+7
REF (Initiative Modifier)	-2	-1	-1	0	+1	+2	+3	+3	+4	+4	+4	+5	+5	+5
REF (Scoundrel Skill Modifier)	-60	-30	-15	0	0	+5	+10	+15	+20	+25	+30	+35	+40	+45
REF (Spy Skill Modifier)	-40	-20	-10	0	+5	+10	+15	+20	+25	+30	+35	+40	+45	+50
END (Stamina Per Level)	-3	-2	-1	0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
END (Toxin/Shock Defense)	-2	-1	0	0	0	0	0	+1	+1	+2	+2	+3	+3	+4
INT (Extra Starting Languages)	0	0	0	0	1	2	3	4	5	6	7	8	9	10
WIL (Force Points Per Level)	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
WILL (Force Defense)	-3	-2	-1	0	1	2	3	4	5	6	6	7	7	8

SOLDIER ATTACKS PER LEVEL

Level	0-2	3-6	7-10	11-14	15-17	18-19	20
Attacks	1	2	3	4	5	6	7



FORCE POWERS

Standard Force Powers	Points	Light Side Force Powers	Points	Dark Side Force Powers	Points
Breathe Control	1	Force Aura	1	Wound	1
Force Deflection	1	Sooth	3	Fear	3
Force Jump	1	Stun	3	Crush	3
Mind Trick	1	Stun Droid	4	Slow	3
Precognition	1	Force Valor	5	Choke	4
Throw Lightsaber	1	Disable Droids	6	Affliction	6
Burst of Speed	2	Force Shield	6	Drain Knowledge	6
Force Camouflage	2	Knight Valor	8	Force Lightning	8
Force Push	2	Heal	9	Drain Force	9
Force Sight	3	Revitalize	9	Drain Life	9
Sense Force	3	Stasis	9	Horror	9
Telekinesis	4	Destroy Droids	12	Insanity	12
Battle Meditation	6	Force Armor	12	Plague	12
Affect Mind	8	Master Valor	12	Kill	15
Force Suppression	9	Stasis Field	15	Force Storm	18
Telepathy	10				
Force Confusion	12				
Master Battle Meditation	12				



SCOUNDREL SKILL TABLE

Level	Gambling	Pilfering	Security	Sneak	Piloting
1	+1	23	17	19	0
2	+2	26	20	22	0
3	+3	29	23	25	0
4	+4	33	27	29	+1
5	+5	37	31	33	+1
6	+6	41	35	37	+1
7	+7	46	40	42	+2
8	+8	51	45	47	+2
9	+9	56	50	52	+2
10	+10	62	56	58	+3
11	+11	68	62	64	+3
12	+12	74	68	70	+4
13	+13	81	75	77	+4
14	+14	88	82	84	+5
15	+15	95	89	91	+5
16	+16	107	92	93	+6
17	+17	115	95	95	+6
18	+18	123	97	97	+7
19	+19	124	98	98	+7
20	+20	125	99	99	+8



SPY SKILL TABLE

Level	Pilfering	Security	Sneak	Disguise	Assassinate
1	25	19	21	30	10
2	28	22	24	32	15
3	31	25	27	34	20
4	35	29	31	38	25
5	39	33	35	42	30
6	43	37	39	46	35
7	48	42	44	51	40
8	53	47	49	56	45
9	58	52	54	61	50
10	64	58	60	67	55
11	70	64	66	74	60
12	76	70	72	81	65
13	83	77	79	89	70
14	90	84	86	97	75
15	97	91	93	100	80
16	109	94	95	103	85
17	117	97	97	106	90
18	125	99	99	111	95
19	126	100	100	116	100
20	125	99	99	120	105



DEFENSES

Bounty Hunter		Defenses				
Level	Energy	Force	Radiation	Shock	Toxins	
1-3	17	20	16	15	16	
4-6	15	18	14	13	14	
7-9	13	16	12	11	12	
10-12	11	14	10	9	10	
13-16	9	12	9	7	9	
17-19	7	11	8	5	8	
20	5	10	7	3	7	

Pilot/Medic		Defense				
Level	Energy	Force	Radiation	Shock	Toxins	
1-4	17	20	14	13	14	
5-8	14	18	12	10	12	
9-12	12	16	10	7	10	
13-16	10	14	8	4	7	
17-20	8	12	6	2	4	

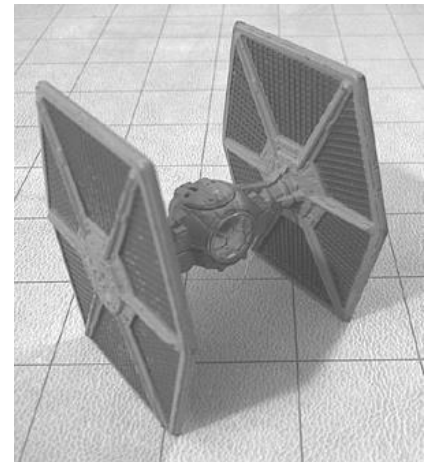
Scoundrel/Spy		Defense				
Level	Energy	Force	Radiation	Shock	Toxins	
1-4	18	19	15	18	15	
5-8	15	17	13	16	13	
9-12	12	15	11	14	11	
13-16	9	13	9	12	9	
17-19	6	11	6	10	7	
20	3	9	4	8	5	

Soldier		Defense				
Level	Energy	Force	Radiation	Shock	Toxins	
1-2	16	20	16	14	15	
3-4	14	19	14	12	13	
5-6	12	18	12	10	11	
7-8	10	17	10	8	9	
9-10	8	16	8	7	7	
11-12	6	15	7	6	6	
13-14	5	14	6	5	5	
15-16	4	13	5	4	4	
17-18	3	12	4	3	3	
19-20	2	11	3	2	2	

Jedi/Sith		Defense				
Level	Energy	Force	Radiation	Shock	Toxins	
1-5	17	10	17	16	14	
6-10	14	8	14	13	10	
11-15	11	6	11	10	6	
16-19	7	4	7	7	3	
20	4	2	4	3	2	

FORCE POINTS / LEVEL

Level	Force Points
1	1
2	2
3	3
4	4
5	5
6	6
7	8
9	12
10	14
11	16
12	19
13	18
14	24
15	27
16	31
17	35
18	38
19	42
20	45



MORALITY PERSONALITY MODIFIERS

Good dealing with Good:	+2
Evil dealing with Evil:	+2
Fair dealing with Fair:	+1
Good dealing with Evil:	-2
Fair dealing with Good/Evil:	-1

WEAPONS

Name	Cost	Damage	Type	Defense
Axe	15	1d6	2 Handed	
Baton	2	1d4	1 Handed	
Blaster, Pistol**	38	1d8	1 Handed	Shock or Stun 1d4 Rounds
Blaster, Rifle**	125	1d10	2 Handed	Shock or Stun 1d4 Rounds
Blaster, Rifle, Heavy**	500	1d12	2 Handed	Shock or Stun 1d4 Rounds
Bow	12	1d6	2 Handed	
Bowcaster	180	1d8	2 Handed	
Dagger*	3	1d4	1 Handed	
Detonite	63	1d20	1 Handed	
Electrostaff**	375	1d8	2 Handed	Special
Flamethrower	125	3d4	2 Handed	
Grenade, Frag*	25	1d12	1 Handed	
Grenade, Ion*	30	1d8	1 Handed	Droids: Shock Defense
Grenade, Stun*	30	0	1 Handed	Shock or Stun 1d4 Rounds
Ion Pistol	30	1d6	1 Handed	Droids: Shock Defense
Ion Rifle	100	1d8	2 Handed	Droids: Shock Defense
Lightsaber	375	1d12	2 Handed	
Lightsaber, Double	875	2d8	2 Handed	
Mace	6	1d6	1 Handed	
Missile Launcher	220	2d12	2 Handed	
Quarterstaff	8	1d6	2 Handed	
Sling	4	1d4	1 Handed	
Spear*	8	1d6	2 Handed	
Stun Baton**	2	1d6	1 Handed	Shock or Stun 1d4 Rounds
Sword	10	1d6	1 Handed	
Sword, Great	15	1d8	2 Handed	
Thermal Detonator*	250	1d20	1 Handed	
Vibroaxe	63	1d8	2 Handed	
Vibro dagger*	25	1d6	1 Handed	
Vibrosword	30	1d8	1 Handed	
Vibrosword, Great	45	1d10	2 Handed	

* This weapon can be thrown.

** This weapon can be set to “stun” and then requires a Shock Defense roll.

ARMOR

Name	Droid Upgrade	Cost	Armor	Type
Armored Spacesuit*	-	750	9	Heavy
Battle Armor*	Battle Droid	450	8	Medium
Battle Armor, Heavy*	Heavy Battle Droid	1,000	10	Heavy
Blast Helmet	Head Plate	10	1	Light
Blast Vest	Chest Plate	30	2	Light
Bounty Hunter Armor*	Hunter Droid	200	6	Medium
Combat Fatigues	-	40	2	Light
Combat jumpsuit	-	85	4	Light
Flight Suit*	-	60	3	Light
Leather Combat Suit	-	60	3	Light
Scout Armor	Scout Droid	85	5	Light
Trooper Armor*	Combat Droid	200	6	Medium

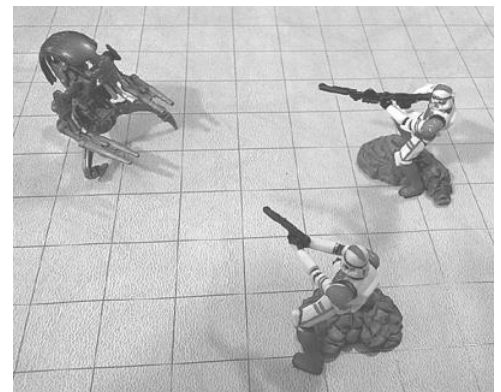
* This armor cannot combine with a helmet.

GEAR

Name	Cost
Aquata Breather	45
Arrow (100)	5
Bacta Fluid	20
Binoculars	125
Bolt, Bowcaster (100)	20
Breathe Mask	25
Bullet, Metal (100)	5
Comlink	30
Chemical Canister	10
Cutting Torch	80
Data Pad	125
Energy Cell	10
Glow Rod	10
Handcuffs	6
Holoprojector	125
Jet Pack	50
Medical Kit	30
Medpac	10
Missile	50
Parts Kit	20
Portable Computer	625
Rations (10 Days)	60
Recording Unit	10
Security Kit	95
Syntherope (150')	4
Tool Kit	30

DROIDS

Type	Cost
Astromech Droid	400 x Level
Battle Droid	400 x Level
Medical Droid	500 x Level
Protocol Droid	300 x Level
Security Droid	250 x Level



VEHICLES

Space Vehicles

Name	Cost	Crew	Cargo	Speed	Hull	Protection	Attack	Special Attack
Corellian Transport (M)	25,000	2 Crew - 10 Passengers	20	120'	360	15	Laser Cannon	-
Star Destroyer (L)	2,500,000	37,000 Crew - 9,700 Passengers	1,000	30'	6,300	30	Laser, Turbo	Tractor Beam
TIE Fighter (M)*	10,000	1 Crew	5	160'	180	8	Laser Cannon	-
TIE Interceptor (M)**	11,000	1 Crew	8	160'	270	10	Laser Cannon, Heavy	-
X-Wing Fighter (M)	15,000	1 Crew - 1 Astromech Droid	-	160'	360	10	Laser Cannon, Heavy	Proton Torpedo x6
Y-Wing Fighter (M)	12,000	2 Crew - 1 Astromech Droid	10	160'	360	8	Laser Cannon	Proton Torpedo x8

Ground Vehicles

Name	Cost	Crew	Cargo	Speed	Hull	Protection	Attack	Special Attack
Airspeeder (S)	8,000	2 Crew	5	160'	180	10	Laser Cannon	Harpoon Gun
Assault Tank (S)	15,000	4 Crew - 6 Passengers (Outside)	5	60'	540	20	Laser Cannon, Heavy	Missile Launcher
AT-AT (M)	20,000	5 Crew - 40 Passengers	20	40'	900	20	Laser Cannon, Heavy	Blaster Cannon
AT-ST (T)	10,000	2 Crew	-	60'	360	10	Blaster Cannon	-
Landspeeder (T)	5,000	1 Crew - 1 Passenger	5	120'	120	8	-	-
Speeder Bike (T)	4,000	1 Crew - 1 Passenger	-	120'	120	8	Laser Cannon	-

* Cannot have a hyperdrive.

** Does not come with hyperdrive, but can be equipped with one.

VEHICLE OUTFITS

Name	Cost	Size	Damage	Description
Tractor Beam	6,000	M/L	-	A device used to move and guide items in space.
Sensor Jammer	10,000	S/M/L	-	A device capable of blocking or fooling sensors.
Harpoon Gun	50	S/M/L	-	A device that uses a cable to tether to objects.
Laser Cannon	100	T/S/M/L	4d10	These are standard laser cannons.
Laser Cannon, Heavy	150	M/L	6d10	These are larger than standard laser cannons.
Laser, Turbo	500	L	9d10	These are the largest laser cannons outfitted on ships.
Proton Torpedo	100	M/L	9d10	This is a type of ordnance used throughout the galaxy.
Missile	50	S/M/L	6d6	This this a small missile used in missile launchers.
Blaster Cannon	75	T/S/M/L	3d10	These are standard blaster cannons.
Ion Cannon	200	M/L	4d10	These are cannons that are used when one wants to disable a ship.
Hyperdrive	5,000	M/L	-	For spaceships only. Allows them to travel hyperdrive speeds.



EXPERIENCE FOR ACTIONS

Action	Award
Complete Mission/Adventure	Avg Lvl of Group * 1,000
Healing	Healing Value
Repairing	Repairing Value
Attribute Checks	Player Level * 5
Detect Lie	Player Level * 5
Tracking	NPC Level * 5
Revive From Coma	Patient Level * 20
Fix Broken Droid	Droid Level * 20
Gambling	Credit Value / 10
Pilfering	Victim Level * 10
Security	Player Level * 5
Sneak	Outwitting
Disguise	Outwitting
Assassinate	Killing
Credits Found	Credit Value
Property Acquired	Credit Value / 100



EXPERIENCE AWARDS

Level	Base	Bonus
1	20	10
2	40	20
3	100	50
4	160	80
5	400	200
6	640	320
7	880	440
8	1,120	560
9	2,000	1,000
10	2,200	1,100
11	2,400	1,200
12	2,500	1,250
13	2,600	1,300
14	2,700	1,350
15	2,800	1,400
16	3,000	1,500
17	3,400	1,700
18	3,800	1,900
19	4,200	2,100
20	5,000	2,500

ATTACK CATEGORIES

Level	I	II	III	IV	V	VI
1	10	10	10	10	8	6
2	10	10	10	9	7	5
3	10	9	9	8	6	4
4	9	9	9	7	5	3
5	9	8	8	6	4	2
6	9	8	8	5	3	1
7	8	7	7	4	2	0
8	8	7	6	3	1	-1
9	8	6	5	2	0	-2
10	7	6	4	1	-1	-3
11	7	5	3	0	-2	-4
12	7	5	2	-1	-3	-5
13	6	4	1	-2	-4	-6
14	6	4	0	-3	-5	-7
15	6	3	-1	-4	-6	-8
16	5	2	-2	-5	-7	-9
17	5	1	-3	-6	-8	-10
18	5	0	-4	-7	-9	-11
19	4	-1	-5	-8	-10	-12
20	3	-2	-6	-9	-11	-13
21	2	-3	-7	-10	-12	-14
22	1	-4	-8	-11	-13	-15
23	0	-5	-9	-12	-14	-16
24	-1	-6	-10	-13	-15	-17
25	-2	-7	-11	-14	-16	-18

RANGES

Weapon Type	Close Range (+1)	Medium Range (0)	Far Range (-1)
Pistol	70'	140'	210'
Bow	50'	100'	150'
Bowcaster	70'	140'	210'
Dagger	10'	20'	30'
Grenade	30'	60'	90'
Lightsaber	10'	30'	50'
Missile Launcher	150'	900'	2,500'
Rifle	80'	160'	240'
Sling	40'	80'	160'
Spear	20'	40'	60'

Vehicle Weapon Type	Close Range (+1)	Medium Range (0)	Far Range (-1)
Cannon	200'	600'	1,200'
Harpoon Gun	100'	200'	300'
Missile	150'	900'	4,500'
Torpedo	150'	900'	4,500'
Tractor Beam	300'	750'	1,500'

