Attributes & Skills

No matter how powerful or experienced your character is, no attribute can ever exceed 6D on your character sheet. Likewise, no skill can ever exceed a +6 modifier.

Except for Force, Attributes grant additional options for actions during combat once you reach ranks 4 and 6.

- Dexterity
- Strength
- Perception
- Knowledge
- Mechanical
- Technical
- Force (Attribute)

Dexterity

Dexterity represents a character’s speed, skill, and precision.

Skills

• **Agility:** Leap, flip, tumble, and dodge

• **Blasters:** Operate ranged blaster weapons

• **Melee (Light):** Fight with weapons that require finesse, like blades and staves

• **Steal:** Lift, stow, and hide items

• **Throw:** Hurl items such as knives or grenades

Bonuses

If your character meets these thresholds, they get the following bonuses during combat.

Dexterity 4. You can Attack with Melee(L), Blasters, or Throw once on your turn as a Free Action.

Dexterity 6. You can Defend with Agility once on your turn as a Free Action. When you do, you can move up to one zone.

Strength

Strength represents a character’s physical might, dynamism, and ability to shrug off wounds.

Skills

• **Athletics:** Push, pull, lift, swim, and climb

• **Brawl:** Attack with fists, headbutts, kicks, or improvised strikes

• **Intimidate:** Impose and coerce others

• **Melee (Heavy):** Fight with weapons that require brute force, like hammers and axes

• **Stamina:** Push through exhaustion, pain, or illness

Bonuses

If your character meets these thresholds, they get the following bonuses during combat.

Strength 4. You can Attack with Brawl or Melee (H) once on your turn as a Free Action.

Strength 6. You can Defend with Athletics once on your turn as a Free Action. When you do, you can move up to one zone.

Perception

Perception represents a character’s awareness, empathy, and social skills.

Skills

• **Deceive:** Con, bluff, or convince

• **Hide:** Avoid notice and sneak past threats

• **Persuade:** Negotiate and charm

• **Search:** Look for hidden objects or details

• **Tactics:** Coordinate and strategize

Bonuses

If your character meets these thresholds, they get the following bonuses during combat.

Perception 4. You can Aim once on your turn as a Free Action.

Perception 6. You can Defend using Hide on your turn as a Free Action. When you do, you can move up to one zone.

Knowledge

Knowledge represents a character’s intelligence, know-how, and breadth of lore and data.

Skills

• **Galaxy:** Recall knowledge of the known galaxy

• **Streetwise:** Navigate criminal underworld

• **Survival:** Utilize survival skills and knowledge

• **Willpower:** Resist and overcome mental attacks

• **Xenology:** Identify cultures and languages

Bonuses

If your character meets these thresholds, they get the following bonuses during combat.

Knowledge 4. You can Help once on your turn as a Free Action.

Knowledge 6. You can Use a Skill once on your turn as a Free Action.

Mechanical

Mechanical represents a character’s proficiency with vehicles, starships, and various weapons and computer systems.

Skills

• **Astrogation:** Navigate space and hyper-lanes

• **Drive:** Operate repulsor craft and land vehicles

• **Gunnery:** Use heavy and mounted weapons

• **Pilot:** Operate and maneuver starships

• **Sensors:** Operate systems to scan and search

Bonuses

Mechanical 4. You can Attack with Drive, Gunnery, or Pilot once on your turn as a Free Action.

Mechanical 6. You can Defend with Drive or Pilot once on your turn as a Free Action. When you do, you can move up to one zone.

Technical

Technical represents a character’s skill with repairing, modifying, and operating technology.

Skills

• **Armament:** Repairing weapons and armor

• **Computers:** Operate and hack computer systems

• **Droids:** Build, repair, and interact with droids

• **Medicine:** Treat or diagnose injury and illness

• **Vehicles:** Repair speeders and starships

Bonuses

Technical 4. You can Use an Item once on your turn as a Free Action.

Technical 6. You can use a Vehicles-Only Action once on your turn as a Free Action.

Force (Attribute)

The Force is a unique attribute only available to Force-sensitive characters. It represents their connection to the mystical energy field known as the Force and their skill in manipulating it.

See Using the Force for how it's applied during gameplay.

Skills

• **Alter:** Move objects telepathically

• **Control:** Influence others

• **Sense:** Detect other people or objects and read minds

• **Dark Side:** Unleash your emotions aggressively or tap into dark and mysterious Force abilities. Dark Side cannot be improved through Milestones and only increases at the GM's discretion when the story calls for it.

• **Redemption:** Heal what is broken and resist the Dark Side. Redemption cannot be improved through Milestones and only increases at the GM's discretion when the story calls for it.