Stats

Covers any rules around character stats.

- Attributes & Skills
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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

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.

Knowledge Points

Knowledgeable characters find their experiences and studies benefit them in surprising ways. Characters have a maximum number of **Knowledge Points** equal to 1 + KNO.

Characters can spend a Knowledge Point to gain one of the following effects:

- Add +1D to your next attribute check or attack. Add +2D instead if it is KNO check.
- Ask the GM for a hint or clue regarding a specific subject.

Force Points

The Force is mystical, myriad energy—unwieldy and unpredictable, wondrous and terrifying in equal measure. All characters can benefit from the Force somewhat, even if they are not Force Sensitive. Characters have a maximum number of **Force Points** equal to 1 + FOR.

Characters can spend a Force Point to gain one of the following effects:

- Reroll any Non-Force attribute check or Attack and add +1D to the result. You cannot reroll the same check more than once. If you choose to gain a Corruption Point after you roll, add double your Dark Side rank to the result.
- Turn a failed Force check to use an Edge into a success.
- Unless you are Wounded, spend an Action to immediately regain 1D Resolve.

Derived Statistics

Derived Statistics are dependent on other aspects of your character and their equipment. The following sections describe Derived Statistics and how to calculate them.

Defense represents your ability to dodge, parry, and generally avoid being hit by an attack.

- **Defense** equals 6 + DEX + Agility + [either Melee (Light), Melee (Heavy), Blasters, or Brawl] - (Armor Penalty)

Initiative represents your awareness, preparedness, dynamism, and ability to coordinate with allies.

- **Initiative** equals 6 + PER + Tactics + Athletics

Resolve represents your vitality, endurance, mental fortitude, and resilience. Losing Resolve does not necessarily mean you have become injured by an attack—only that you have become more vulnerable to being Wounded (see *Personal Combat*).

- **Resolve** equals 12 + (2 x STR) + Stamina + Willpower

Knowledge Points represent your ability to draw upon study and life experience to aid you in any circumstance.

- **Maximum Knowledge Points** equal 1 + KNO

Force Points represent your ability to draw upon the living Force to accomplish extraordinary feats.

- **Maximum Force Points** equal 1 + FOR