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

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