Dice Checks

Star Wars only uses six-sided dice to resolve its gameplay. The GM calls for a dice check when a character attempts something challenging, dangerous, or risky. The player gathers a number of dice equal to the dice rating of the applicable attribute, rolls them, adds the applicable skill's rating to their sum, and compares the total to the dice check’s target number (TN). There are six different types of dice checks:

- **Attribute Rolls** determine how successful you are at skill-based challenges.
- **Attack Rolls** determine if you can hit a target successfully enough to deal damage to their Resolve.
- **Damage Rolls** determine how much Resolve a target can potentially lose.
- **Exploding Rolls** are used when called for, adding an extra die to the sum every time you roll a 6.
- **Flat Rolls** are used for any circumstances not covered above.

Modifying Checks

A **Dice Pool** represents the total number of six-sided dice rolled when making a **Dice Check**.

Dice Checks can be modified with as low as a -2D total penalty and as high as a +2D total bonus. Bonuses and penalties are subtracted from the Dice Pool before rolling the check. Dice Pools can never be less than 1D or greater than 7D. Dice Checks can be modified in the following ways:

- Before rolling, you can spend a Knowledge Point to add +1D to your check.
- After rolling, you can spend a Force Point to reroll and add +1D to your check.
- Specific tools and items may provide a +1D to a check.
- The GM can add or subtract one or two dice from a check to represent advantageous or disadvantageous conditions.

Opposed Checks

When a character opposes another character's check, they each roll and compare results. The highest result wins. On a tie, the character who initiated the check wins.

Target Numbers

Target numbers represent the number required to meet or exceed a successful dice check. TNs have five levels of challenge: **Easy** (5-10), **Moderate** (10-15), **Difficult** (15-20), and **Improbable**

(20-30+). Examples:

CHECK	ABILITY	TN
Catch a falling object	DEX + Agility	5-10
Kick open an unlocked door	STR + Athletics	5-10
Notice an object or movement that stands out	PER + Search	5-10
Recall context around a reasonably common subject	KNO + Galaxy	5-10
Drive a common but unfamiliar vehicle along an easy route	MEC + Drive	5-10
Make minor repairs to a simple weapon	TEC + Armament	5-10
Sense emotional states or coming danger	FOR + Sense	5-10
Pickpocketing a distracted merchant	DEX + Steal	10-15
Threatening a thug to back down	STR + Intimidate	10-15
Convincing an angry group that you mean them no harm	PER + Persuade	10-15
Making a local connection with a criminal organization	KNO + Streetwise	10-15
Navigating charted hyper-lanes	MEC + Astrogation	10-15
Diagnose and treat a common injury	TEC + Medicine	10-15
Lift a heavy object with your mind	FOR + Alter	10-15
Shoot a distant object to set off a trap	DEX + Blasters	15-20
Resist the effects of extreme climates and weather	STR + Stamina	15-20
Lie to a grand jury on trial	PER + Deceive	15-20
Identify rare fauna that can offer a helpful benefit	KNO + Survival	15-20
Successfully land a starship amidst challenging environs	MEC + Pilot	15-20
Splice a secure computer system	TEC + Computers	15-20
Inflict fear upon an enemy	FOR + Dark Side	15-20
Evading a hail of blaster crossfire	DEX + Agility	20-30
Tear the ears off a Gundark	STR + Athletics	20-30

Pinpoint a key strategic weakness during an Imperial siege	PER + Tactics	20-30
Translate a forgotten language	KNO + Xenology	20-30
Break a strong system-wide communications jam	MEC + Sensors	20-30
Design a unique droid model	TEC + Droids	20-30
Use a legendary Force ability	FOR + Any	20-30

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