Special Combat Rules

Area Attack – p.155

Make a single atk. If result is ≥10, compare with the Ref. Def. of all targets in the AoE. Those hit take full dmg, missed take half dmg. Natural 20s auto-hit, but do not deal 2x dmg. Targets with cover take no damage if the result fails to overcome their Ref. Def. (-5 applies)

Autofire – p.156

Make a single atk at -5 and compare with the Ref. Def. of all targets in the 2sq x 2sq AoE. Those hit take full dmg, missed take half dmg. Consumes 10 shots/bullets.

Burst Radius & Splash Weapons – p.155

Same as Area Attack above; Center of burst/grenade must be on a crosshair of squares on game mat grid.

Statistics for Objects - p.151

Manufactured Objects	DR	HP	Dmg Thr	Str (brk)
Fine (comlink)	-	1	5	1(10)
Diminutive (datapad)	-	1	5	1(10)
Tiny (computer)	-	2	5	1(10)
Small (storage bin)	2	3	6	4(12)
Medium (desk)	5	5	10	10(15)
Large (bed)	5	10	20	10(15)
Huge (conference table)	10	10	35	20(20)
Gargantuan (small bridge)	10	20	55	40(30)
Colossal (house)	10	30	85	80(50)
Tools and Weapons				
Computer Console	-	5	10	10(15)
Weapon, Tiny (hold out blaster)	5	2	10	10(15)
Weapon, Small (Blaster Pistol)	5	5	12	15(17)
Weapon, Med. (Blaster Rifle)	5	10	15	20(20)
Weapon, Large (Heavy Blast Rifle)	10	10	17	25(25)
Weapon, Huge (E-Web)	10	20	30	30(30)
Bindings				
Mesh Tape	-	1	15	20(20)
Liquid Cable	-	2	19	28(24)
Syntherope	-	4	20	30(25)
Chain	10	5	26	32(26)
Binder Cuffs	10	20	25	40(30)
Locks				
Cheap	-	1	5	1(10)
Average	2	5	10	10(15)
Good	5	10	15	20(20)
High Security	10	120	30	50(35)
Ultra-high Security	20	150	35	60(40)
Barriers				
Metal bars (2 cm thick)	10	30	25	40(30)
Permacrete wall (30 cm thick)	10	150	30	50(35)
Metal wall or hull (15 cm thick)	10	150	35	60(40)
Wooden door (5cm thick)	5	25	10	10(15)
Metal door / Airlock (5 cm thick)	10	50	30	50(35)
Blast door (50 cm thick)	10	750	40	70(45)

Actions in Combat - p.144

Every round, on your character's turn, you may take a standard action, a move action, and a swift action (in any order). You may take a move action or swift action in place of a standard acton, but not the other way around.

Weapon Ranges - p.129

Weapon Type	Pt. B (0)	Shrt (-2)	Med (-5)	Lng (-10)
Thrown	6	8	10	12
Pistols & Simple	20	40	60	80
Rifles	30	60	150	300
Heavy	50	100	200	500

Examples of Actions - p.150

Standard:	Move:	Swift:	Full-Round:
• Attack	• Move	• Activate item	• Coup de
• Aid Another	• Draw or	• Aim (x2)	Grace
• Suppress	Holster Weap	• Second Wind	• Full Attack
• Charge	• Manipulate	• Drop Item	• Run
• Disarm	an Item	• Fall Prone	
• Fight Def.	• Stand Up	• Recover (x3)	
• Grab	• Withdraw	• Switch	
• Grapple	item	Weap. Mode	

Second Wind - p.146

Once per day, If you are reduced to ½ your max HP, you can catch a second wind as a swift action. This heals ¼ your max HP total or a total equal to your Con score, whichever is greater.

Condition Track - p.148

Normal state (no penalties)
-1 step ↕ +1 step
-1 penalty to all defenses;   **-1 penalty on attack rolls, ability checks, and skill checks**
-1 step ↕ +1 step
-2 penalty to all defenses;   **-2 penalty on attack rolls, ability checks, and skill checks**
-1 step ↕ +1 step
-5 penalty to all defenses;   **-5 penalty on attack rolls, ability checks, and skill checks**
-1 step ↕ +1 step
Move at half speed; -10 penalty to all defenses;   **-10 penalty on atk rolls, ability checks, and skill checks**
-1 step ↕ +1 step
Helpless (unconscious or disabled)

Damage from Falling Objects - p.254

Object Size	Example(s)	Atk. Bonus	Dmg	Str DC
Tiny	Blaster, Datapad	-5	1d4	-
Small	Blaster Rifle	-2	1d6	-
Med.	Locker, Heavy Armor	+0	2d6	5
Large	Speeder Bike	+2	4d6	10
Huge	Landspeeder	+5	8d6	15
Gargantuan	Starfighter	+10	12d6	20
Colossal	AT-AT	+20	20d6	25

Ability Modifiers - p.18

Score	Mod	Score	Mod	Score	Mod	Score	Mod
1	-5	8-9	-1	16-17	+3	24-25	+7
2-3	-4	10-11	+0	18-19	+4	26-27	+8
4-5	-3	12-13	+1	20-21	+5	28-29	+9
6-7	-2	14-15	+2	22-23	+6	30-31	+10

Skills - *page #*	(Key Ability)	Use Untrained?	AC Penalty?
Acrobatics - *p.62*	DEX	Yes	Yes

Trained Only	Cross Difficult Terrain	
	Fall Prone	
	Reduce Falling Damage (DC15; treat fall as if it were 3m shorter. Every 10 above DC, subtract another 3m from total for determining damage)	
	Stand Up from Prone	
	Tumble	
	Gain +5 to Ref. Def. when fighting defensively	

Climb - *p.63*	STR	Yes	Yes
Deception - *p. 64*	CHA	Yes	No

Deception Check Modifiers	Simple	+5
	Moderate	+0
	Difficult	-5
	Incredible	-10
	Outrageous	-20

Endurance - *p.66*	CON	Yes	Yes
Gather Info - *p.67*	CHA	Yes	No
Initiative - *p.68*	DEX	Yes	Yes
Jump - *p.68*	STR	Yes	Yes
Knowledge - *p.68*	INT	Yes	No

Fields of Study	**Bureaucracy:** Business procedure, legal systems and regulations, and organizational structures.
	Galactic Lore: Planets, homeworlds, sectors of space, galactic history, and the Force.
	Life Sciences: Biology, botany, genetics, archaeology, xenobiology, medicine, and forensics
	Physical Sciences: Astronomy. astrogation, chemistry, mathematics, physics, engineering
	Social Sciences: Sociology, psychology, philosophy, theology, and criminology
	Tactics: Techniques and strategies for disposing and maneuvering forces in combat
	Technology: Function and principle of technological devices, as well as knowledge of cutting edge theories and advancements.
Trained Only	**Expert Knowledge** – Has a chance to know something that is not common knowledge, specific to their field of study. This is any knowledge with a DC higher than 15.

Mechanics - *p.68*	INT	No	No

	Handle Explosives – Set Detonator
	Handle Explosives – Place Device
	Jury-Rig
	Recharge Shields
	Regulate Power
	Repair Object
Requires Tool kit	Disable Device
	Handle Explosives – Disarm Explosive Device
	Modify Droid
	Repair
	Repair Droid

Perception - *p.70*	WIS	Yes	No

Eavesdrop	DC 10 (+5 noisy area)
Hear distant or ambient noises	DC 10
Search for Hidden	DC 15
Sense Deception	Opposed by Decept.

Skills - *page #*	(Key Ability)	Use Untrained?	AC Penalty?
Persuasion - *p.71*	CHA	Yes	No

	Attitude	*The Creature is…*
Attitude Steps	Hostile	Takes risks to harm you, usually AoS
	Unfriendly	Wishes you ill but won't go out of its way
	Indifferent	Regards you in a neutral manner
	Friendly	Wishes you well, but won't risk their life
	Helpful	Takes risks to help you

	Situation	**Mod**
Intimidate Modifiers	Target is helpless or completely at your mercy	+5
	Target is clearly outnumbered or disadvantaged	+0
	Target is evenly matched with you	-5
	You are clearly outnumbered or disadvantaged	-10
	You are helpless or completely at the target's mercy	-15

Pilot - *p.71*	DEX	Yes	No
Ride - *p.72*	DEX	Yes	No
Stealth - *p.72*	DEX	Yes	No
Survival - *p.73*	WIS	Yes	No
Swim - *p.74*	STR	Yes	No
Treat Injury - *p.74*	WIS	Yes	No

	First Aid (req. Medpac) – Full round action – DC 15
	Target gains HP equal to its lvl + 1/total >15. Medical kit provides +2 to check.
	Maximum of one application per 24 hour period.
Trained Only	Install a Cybernetic Prosthesis (req. Feat)
	Perform Surgery (req. Surgery Kit)
	Revivify (req. Medical Kit)
	Treat Disease (req. Medical Kit)
	Treat Poison (req. Medical Kit)
	Treat Radiation (req. Medical Kit)

Use Comp - *p.75*	INT	Yes	No

Trained Only	Access Information (req. computer attitude of indifferent or better)	
	Astrogate	
	Disable or Erase Program (req. comp. attitude of helpful)	
	Improve Access (Roll Computer Use vs. the computer's will defense; Apply applicable mods:	
	Current Computer Attitude	*Modifier*
	Hostile	-10
	Unfriendly	-5
	Indifferent	-2
	Friendly	+0
	Issue Routine Cmd. (req. comp. attitude of ≥ Friendly)	
	Reprogram Droid (req. Tool Kit)	

	Attitude	**The Computer treats you as…**
Computer Attitude Steps	Hostile	A hostile intruder and attempts to trace your location and isolate your connection.
	Unfriendly	An unauthorized user and blocks your access to its programs and info.
	Indifferent	A guest or visitor and grants you access to nonsecret programs and info.
	Friendly	An authorized user and grants you access to any programs and non-secret information.
	Helpful	Owner/Admin, granting you access to all of its programs and info programs and info

Use the Force - *p.77*	CHA	Yes	No
	Activate Force Power, Force Trance, Etc.		

Statistics for Substances - *p.152*

	DR	HP / CM
Paper (flimsiplast, durasheet)	-	1
Rope (syntherope, liquid cable)	-	1
Soft Plastic (synthmesh, synthleather)	-	1
Glass (duraplex, plastex)	-	1
Ice or delicate crystal	-	1
Ceramic (ceramisteel)	-	1
Hard Plastic (duraplast, plasteel)	2	2
Wood (synthwood or any natural wood)	5	5
Light Metal (transparisteel)	5	5
Stone (permacrete, ferrocrete)	10	5
Metal (durasteel, quadanium steel)	10	10
Heavy Metal (duranium, lanthanide)	10	15
Exotic Metal (neutronium, Mandalorian Steel)	20	20

Environmental Hazards

(+vs Fort)	Effect on hit or miss
Acid & Corrosive Atmosphere – *p.253*	
+5	2d6 acid damage – on miss takes half. This attack occurs every round until the acid is washed off or treated.
Toxic Atmosphere – *p.253*	
+5	1d6 damage & -1 persistent step on condition track. – on miss takes half damage and does not move down on the condition track.
Vacuum – *p.253*	
+20	1d6 damage & -2 persistent step on condition track. – on miss takes no damage but moves down -1 step. Cannot move up until out of vacuum. Unconscious creatures take cumulative 1d6 damage per round of exposure.
Extreme Heat or Cold – *p.254*	
+5	2d6 temp & -1 persistent step on condition track – on miss takes half damage and does not move down on the condition track.
Fire – *p.255*	
+5	1d6 fire damage – on miss takes half.
Smoke – *p.256*	
+5	2d6 temp & -1 persistent step on condition track – on miss takes half damage and does not move down on the condition track. Grants concealment.
Falling Damage – *p.255*	

When a creature, droid, object or vehicle falls, make an attack roll +20 vs. its Fort Defense. If successful, the subject takes 1d6 / 3 meters fallen (max 20d6). If the attack fails, they take half. The subject always lands prone.

Exception: Those trained in Acrobatics can reduce the damage by 3m (DC 15) and 3 additional meters for every 10 they clear above 15. If the check succeeds and they take no damage, they land on their feet.

Restricted Objects - *p.119*

Restriction Rating	License Fee	Black Market Cost	Skill DC	Time Required
Licensed	5%	x2	10	1 day
Restricted	10%	x3	15	2 days
Military	20%	x4	20	5 days
Illegal	50%	x5	25	10 days

Using Force Points - *p.92*

As a free action, add d6 to any single atk, skill or ability check

1st – 7th = 1d6	8th – 14th = 2d6*	15th – 20th = 3d6*

*=Only count the highest die roll.

Unless noted, you can only spend one Force point per round.

If a force user, use to return a spent Force power to your active suite.

If reduced to 0 HP and would be killed, use as a reaction to avoid death and instead fall unconscious

As a Swift action to lower your Dark Side Score by 1.

Experience Point Awards - *p.248*

Challenge level	XP Award
0	0
1	200
2	400
3	600
4	800
5	1000
6	1200
7	1400
8	1600
9	1800
10	2000
11	2200
12	2400
13	2600
14	2800
15	3000
16	3200
17	3400
18	3600
19	3800
20	4000

Divide the XP award by the number of heroes in the party to determine how many XP each hero receives. Heroes receive one-tenth XP for anything with a Challenge Level equal to or less than their character level -5.

Trade Goods - *p.118*

Commodity:	Cost	Commodity:	Cost
Animal, common	100	Gems, exotic (1g)	10,000
Animal, exotic	2,000	Holovid	10
Animal, livestock	500	Metal, common (1 ton)	2,500
Art, common	100	Metal, semiprec. (1kg)	200
Art, quality	1,000	Metal, precious (1kg)	10,000
Art, precious	10,000	Ore, common (1m ton)	1,500
Bacta, 1 liter (1kg)	100	Spice, common (1kg)	1,500
Food, common (1kg)	10	Spice, exotic (1 gram)	20
Food, quality (1kg)	20	Textiles, common(1m)	5
Food, exotic (1kg)	50	Textiles, quality (1m)	20
Fuel, 1 liter (1kg)	50	Textiles, exotic (1m)	100
Gems, semiprec. (1g)	100	Water, 1 liter (1kg)	1
Gems, precious (1g)	1,000		

STAR WARS

Vehicle Sizes - *p.166*

Vehicle Size	Size Modifier	Examples
Colossal *(Station)*	-10	*Executor*-class Star Dreadnought, Death Star
Colossal (Cruiser)	-10	*Imperial*-class Star Destroyer, MC80 Mon Calamari Cruiser
Colossal (Frigate)	-10	Corellian Corvette(*Tantive IV*), Nebulon-B Frigate
Colossal	-10	AT-AT, YT-1300 light freighter (*Millennium Falcon*)
Gargantuan	-5	AAT-1 repulsortank, X-wing
Huge	-2	AT-ST walker, TIE fighter
Large	-1	Speeder bike, X-34 landspeeder

Apply the size modifier to the vehicles Reflex Defense, as well as to Initiative and Pilot checks made by the vehicle's occupants.

Astrogation DC Modifiers - *p.237*

Situation	Check Modifier
Using Nav Computer	+5
No Nav computer used	-10
No Holonet access	-5
Attempt to make check in 1 round	-10

Astrogation Details - *SotG p.12*

Age of Astrogation Data	DC
Less than 1 day	10
At least 1 day but less than 1 std. week (5 days)	15
At least 1 week but less than 1 std. month (35 days)	20
At least 1 month but less than 1 std. year (368 days)	25
At least 1 year old	30

Hyperspace Mishaps - *SotG p.13*

D20	Result
1-5	Starship passes too close to a supernova, overloading internal computer systems with solar radiation. All Use Computer checks aboard the starship take a -5 penalty until all persistent conditions are removed.
6-10	Starship skirts the edge of a black hole, causing the intense gravity to warp the vessel's structural integrity. The starship's armor bonus is reduced by -5 until all persistent conditions are removed.
11-15	Starship nearly collides with a massive gas giant, corroding the ship's hull plating and causing the ship to take an additional 10% of its total HP in dmg.
16-19	Starship flies through a super-dense cluster of stars, the stress of which causes the ship's hyperdrive to burn. Hyperdrive is destroyed.
20	Reroll on the above table twice.

Travel in Realspace - *SotG p.11*

Distance	Time Req.
Surface of planet to orbit	1-5 min
Orbit to safe hyperspace jump dist.	1 min
Planetary orbit to planet's moon	10-30 min
Planetary orbit to another planet in same system	2-6 H
Planetary orbit to outer edge of system	12-24 H

Starship Weapon Ranges - *p.168*

Weapon Type	P. Blk (0)	Short (-2)	Med (-5)	Long (-10)
Character Scale (in Squares)				
Blaster Cannon	120	240	600	1,200
Laser Cannon, Point Defense, Tractor Beam	150	300	750	1,500
Ion Cannon	300	600	1,500	3,000
Missile/torpedo	450	900	2,250	4,500
Turbolaser	600	1,200	3,000	6,000
Starship Scale (in Squares)				
Blaster Cannon	1	2	4	8
Laser Cannon, Point Defense, Tractor Beam	1	2	5	10
Ion Cannon	2	4	10	20
Missile/torpedo	3	6	15	30
Turbolaser	4	8	20	40

Docking, Fuel & Maintenance - *SotG p.14*

Average Docking Fees (actual fees can vary)

20 credits / day. Long-term storage available in some places (~200 / month). It takes ~8 hours to ready a stored ship for flight.

Refueling

For starships of ≤Colossal size, 1 day's worth of fuel (1kg) costs ~50c. Multiply those costs by 100 for every size category greater than Col. A starship uses 1 unit (kg/100kg/etc.) of fuel doing the following:

- 1 day of flight in Realspace / Hyperspace
- 1 hour in Atmosphere / Combat
- 1 jump to Lightspeed

Restocking Consumables Cost:

~10 credits **X** number of people on board **X** days of operation

Cost in credits shown for common quality. See trade goods for better.

Routine Maintenance

After 20 jumps, a starship needs to undergo routine maintenance. This costs the same as about 4 days of fuel (200 credits for a ship ≤Colossal size). If it does not receive maintenance after 20 jumps, roll twice when checking system damage.

System Damage - *SotG p.13*

Whenever a starship is disabled, roll a d20:

D20	Result*
1-10	No system damage.
11-15	Starship becomes "used" – SotG p.10
16	Communications/sensors destroyed
17	Weapons destroyed
18	Hyperdrive destroyed
19	Sublight engines destroyed
20	Life support destroyed; 2d12 hours of LS left

* If a result is not applicable, roll twice and apply both results.

Crew Quality - *p.174*

Crew Quality	Atk Bonus	Check Mod.	CL Mod.
Untrained	-5	+0	-1
Normal	+0	+5	+0
Skilled	+2	+6	+1
Expert	+5	+8	+2
Ace	+10	+12	+4

Melee Weapons - *p.122*

Adv. Melee Weapons	Cost	Dam	Stun	Wt.	Type	Avail
Tiny						
Vibrodagger[1]	200	2d4	-	1kg	Sl/P	-
Small						
Vibroblade	250	2d6	-	1.8kg	Sl/P	Li
Medium						
Vibrobayonet	350	2d6	-	1kg	P	Li
Force Pike	500	2d8	2d8	1kg	P/E	Li
Large						
Electrostaff	3,000	2d6/2d6	2d6/2d6	2kg	B&E	Re
Vibro-ax	500	2d10	-	6kg	Sl	Re

Exotic Weapons	Cost	Dam	Stun	Wt.	Type	Avail
Medium						
Atlati[3]	50	2d4	-	1.5kg	B	Ra
Large						
Amphistaff[1,3]	-	Special	-	2kg	SD	Ra
Cesta[2,3]	100	2d4	-	0.5kg	B	Ra

Lightsabers	Cost	Dam	Stun	Wt.	Type	Avail
Small						
Lightsaber, short[1]	2,500	2d6	-	0.5kg	E&Sl	Ra
Medium						
Lightsaber[1]	3,000	2d8	-	1kg	E&Sl	Ra
Large						
Lightsaber, double	7,000	2d8/2d8	-	2kg	E&Sl	Ra

Simple Weapons	Cost	Dam	Stun	Wt.	Type	Avail
Tiny						
Knife[1]	25	1d4	-	1kg	Sl/P	-
Small						
Club/baton	15	1d6	-	0.5kg	B	-
Stun baton	15	1d6	2d6	0.5kg	B	-
Medium						
Mace	50	1d8	-	2.5kg	B	-
Spear	60	1d8	-	1.5kg	P	-
Bayonet	50	1d8	-	1kg	P	Li
Large						
Quarterstaff	65	1d6/1d6	-	1.8kg	B	-

Unarmed	Cost	Dam	Stun	Wt.	Type	Avail
Unarmed, Sm char	-	1d3	-	-	B	-
Combat gloves	150	+1	-	0.4kg	B	-
Unarmed, Med char	-	1d4	-	-	B	-
Combat gloves	250	+1	-	0.5kg	B	-

[1] *Can be thrown,* [2] *Can be used to hurl energy balls (see table 8-4; Ranged Weapons,* [3] *Reach Weapon*

B - *Bludgeoning,* E- *Energy,* P - *Piercing,* Sl - *Slashing,* SD - *See Description,* Ill - *Illegal,* Li - *Licensed,* Mi - *Military,* Re - *Restricted,* Ra - *Rare*

Explosives - *p.131*

Weapon	Cost	Dam	Type	Wt.	Size	Avail
Explosive charge	1,500	10d6[1]	E	0.5kg	Di	Re
Detonite	500	5d6[1]	E	0.1kg	Fi	Re
Timer	250	-	-	0.1kg	Fi	Li

[1] *The explosion damages everything in a 1-square burst radius*
Di - *Diminuitive,* Fi - *Fine,* E - *Energy,* Re - *Restricted,* Li - *Licensed*

Ranged Weapons - *p.126*

Exotic Weapons	Cost	Dam	Stun	Wt.	T/ROF	Avail
Medium						
Flamethrower[1]	1,000	3d6	-	7kg	F/S	Mi
Large						
Bowcaster	1,000	3d10	-	8kg	E&P/S	Li, Ra

Heavy Weapons	Cost	Dam	Stun	Wt.	T/ROF	Avail
Medium						
Grenade launcher	500	Spec.	Spec.	5kg	V/S	Mi
Large						
Blaster, heavy rep.	4,000	3d10	-	12kg	E/A	Mi
Blaster cannon[1]	3,000	3d12	-	18kg	E/S	Mi
Missle launcher[1]	1,500	6d6	-	10kg	Sl/S	Mi
Huge						
Blaster, E-Web rep.[2]	8,000	3d12	-	38kg	E/A	Mi

Pistols	Cost	Dam	Stun	Wt.	T/ROF	Avail
Tiny						
Blaster pistol, hold-out	300	3d4	-	0.5kg	E/S	Il
Small						
Blaster pistol	500	3d6	2d6	1kg	E/S	Re
Blaster pistol, sporting	300	3d4	2d4	1kg	E/S	Li
Ion pistol	250	3d6(i)	-	1kg	E(i)/S	Li
Slugthrower pistol	250	2d6	-	1.4kg	P/S	Li
Medium						
Blaster pistol, heavy	750	3d8	2d8	1.3kg	E/S	Mi

Rifles	Cost	Dam	Stun	Wt.	T/ROF	Avail
Medium						
Blaster carbine	900	3d8	2d8	2.2kg	E/S,A	Re
Blaster rifle	1,000	3d8	2d8	4.5kg	E/S,A	Re
Blaster rifle, sporting	800	3d6	2d6	4kg	E/S	Li
Ion rifle	800	3d8(i)	-	3.1kg	E(i)/S	Re
Slugthrower rifle	300	2d8	-	4kg	P/S,A	Re
Large						
Blaster, light repeating	1,200	3d8	-	6kg	E/A	Mi
Blaster rifle, heavy	2,000	3d10	2d10	6kg	E/S,A	Mi

Simple Weapons	Cost	Dam	Stun	Wt.	T/ROF	Avail
Tiny						
Energy ball[3]	20	2d8	-	0.25kg	E/S	Li,Ra
Grenade, frag[1]	200	4d6	-	0.5kg	Sl/S	Mi
Grenade, ion[1]	250	4d6(i)	-	0.5kg	E(i)/S	Re
Grenade, stun[1]	250	-	4d6	0.5kg	E/S	Re
Thermal detonator[1]	2,000	8d6	-	1kg	E/S	Ill
Small						
Sling	35	1d4	-	0.3kg	B/S	-
Medium						
Bow	300	1d6	-	1.4kg	P/S	-
Large						
Net	25	-	-	4.5kg	*/S	-

[1] *Area attack weapon(see area attacks p.155),* [2] An E-Web repeating blaster mounted on a tripod is treated as a large weapon, [3] *For purposes of range, treat as a thrown weapon if thrown by hand, a simple weapon if hurled by an atlati, or an accurate simple weapon if hurled by a cesta.*

B - *Bludgeoning,* E- *Energy,* P - *Piercing,* Sl - *Slashing,* SD - *See Description,* Ill - *Illegal,* Li - *Licensed,* Mi - *Military,* Re - *Restricted,* Ra - *Rare,* (i) - *ion,* A - *Autofire,* S - *Single-shot*

Equipment - *p.135*

Communication Devices	Cost	Weight
Comlink, short range	25	0.1kg
Comlink, long range	250	1kg
Pocket scrambler	400	0.5kg
Vox-box	200	0.1kg

Computers and Storage Devices	Cost	Weight
Code cylinder	500	0.1kg
Credit chip	100	0.1kg
Datacards, blank (10)	10	0.1kg
Datapad	1,000	0.5kg
Datapad, basic	100	0.3kg
Holoprojector, personal	1,000	0.5kg
Portable computer	5,000	2kg

Detection and Surveillance devices	Cost	Weight
Electrobinoculars	1,000	1kg
Glow rod	10	1kg
Fusion lantern	25	2kg
Recording unit		
Audiorecorder	25	0.1kg
Holorecorder	100	0.1kg
Videorecorder	50	0.1kg
Sensor pack	1,500	9kg

Life Support	Cost	Weight
Aquata breather	350	0.2kg
Breath mask	200	2kg
Atmosphere cannister/filter	25	1kg
Flight suit	1,000	3kg
Space suit	2,000	15kg

Medical Gear	Cost	Weight
Bacta tank *(empty)*	100,000	500kg
Bacta, 1 liter[1]	100	2kg
Cybernetic prosthesis[2]	1,500	*varies*
Medical kit	600	20kg
Medpac	100	1kg
Surgery kit	1,000	10kg

Survival Gear	Cost	Weight
All-temperature cloak	100	1.5kg
Chain *(3 meters)*	25	2.5kg
Field kit	1,000	10kg
Jet pack	300	30kg
Liquid cable dispenser *(15 meters)*	10	0.2kg
Ration pack	5	0.1kg
Syntherope (45 meters)	20	2.5kg

Tools	Cost	Weight
Binder cuffs	50	0.5kg
Energy cell	10	-
Fire extinguisher	50	3kg
Mesh tape	5	0.5kg
Power generator	750	15kg
Power pack	25	0.1kg
Power recharger	100	1kg
Security kit	750	1kg
Tool kit	250	1kg
Utility belt	500	4kg

Equipment *(continued)* - *p.135*

Weapon and Armor Accessories	Cost	Weight
Bandolier	100	2kg
Helmet package	4,000	1kg
Holster		
Concealed	50	0.2kg
Hip	25	0.5kg
Targeting scope		
Standard	100	0.2kg
Enhanced low-light	1,000	1.2kg

[1] It takes 300 liters of bacta to fill a bacta tank.

[2] The cost of a cybernetic prosthesis does not include the surgical cost to install it. *(500 credits)*

Armor - *p.132*

Armor (Check Penalty)	Cost	REF / FORT	Max DEX	SPD 4/6	Wt.	Avail.
Light Armor (-2)						
Blast helmet and vest	500	+2/-	+5	-/-	3kg	-
Flight suit, padded	2,000	+3/+1	+4	-/-	5kg	-
Combat jumpsuit	1,500	+4/-	+4	-/-	8kg	Li
Flight suit, amored	4,000	+5/+2	+3	-/-	10kg	Li
Vonduun crabshell	-	+5/+5	+4	-/-	5kg	Ra
Stormtrooper armor	8,000	+6/+2	+3	-/-	10kg	Mi, Ra
Medium Armor (-5)						
Ceremonial armor	5000	+7/-	+2	4/3	13kg	Re
Corellian powersuit	10,000	+7/-	+3	4/3	20kg	Re
Battle armor	7,000	+8/+2	+2	4/3	16kg	Mi
Heavy Armor (-10)						
Armored spacesuit	12,000	+9/+3	+1	4/3[1]	35kg	Re
Battle armor, heavy	15,000	+10/+4	+1	4/3[1]	30kg	Mi

[1] *When running in heavy armor, you can only move up to three times your speed (instead of four times).*

Li - *Licensed*, Mi - *Military*, Re - *Restricted*, Ra - *Rare*

Weapon Ranges - *p.129*

Type of Ranged Weapon	Pt. Blnk. (No Pen)	Short (-2 Att)	Med (-5 Att)	Long (-10 Att)
Heavy Weapons	0-50	51-100	101-250	251-500
Pistols	0-20	21-40	41-60	61-80
Rifles	0-30	31-60	61-150	151-300
Simple Weapons[1]	0-20	21-40	41-60	61-80
Thrown Weapons[2]	0-6	7-8	9-10	11-12

[1] *Includes bows, slings, and energy balls hurled from atlatls and cestas.*
[2] *Includes grenades and thrown melee weapons such as spears and lightsabers*

Light Sources - *p.257*

Item	Light	Duration
Candle	1 Square	12 hours
Torch	3 Squares	2 hours
Fusion Lantern	6 Squares	24 hours
Glow Rod	3 Squares*	6 hours

* *Creates a beam 6 squares long and 1 square high*