

Abilities and Skills

Your character has 6 Ability Scores: **Agility**, **Brawn**, **Cunning**, **Intellect**, **Presence**, and **Willpower**.

- **Agility** is a measure of manual dexterity, hand-eye coordination, and body control. Characters with high Agility have a good sense of balance, flexibility, and deft hands. Agility is used for a number of physical skills such as Coordination, and it is key to ranged combat skills such as Ranged (Light) and Ranged (Heavy).
- **Brawn** represents a blend of brute power, strength, and overall toughness. Characters with high Brawn are physically fit and hardy, rarely get sick, and have strong constitutions. Brawn is used for a number of physical skills such as Athletics and Brawl. Brawn is also used to determine a character's Wound Threshold (the amount of physical damage they can take).
- **Cunning** reflects how crafty, devious, clever, and creative a character can be. Characters with high Cunning are savvy, quickly pick up on social and environmental clues, and can more readily come up with short-term plans and tactics. Cunning is used for a number of mental skills, including Deception, Perception, and Survival.
- **Intellect** measures a character's intelligence, education, mental acuity, and the ability to reason and rationalize. Characters with high Intellect can extrapolate and interpolate data, can recall details and draw from previous experience, and can think of long-term strategies and envision the ramifications of present actions. Intellect is used for a number of mental skills, such as Astrogation, Computers, and all of the Knowledge skills.
- **Presence** is a measure of moxie, charisma, confidence, and force of personality. Characters with high Presence make natural leaders, draw attention when they enter a room, can easily strike up a conversation with nearly anyone, and are quick to adapt to social situations. Presence is used for interpersonal skills, such as Charm and Leadership.
- **Willpower** reflects a character's discipline, self-control, mental fortitude, and faith. Characters with high Willpower can withstand stress and fatigue, remain composed during chaotic situations, and exert influence over the weaker-willed. Willpower is used for skills such as Coercion and Vigilance, and is also used to determine a character's Strain Threshold (the amount of mental stress or stun damage they can take).

Every Skill is controlled by one of your Ability Scores. The combination of your Ability Score and the number of Ranks you have trained in a Skill will determine the number and types of dice that you will roll when attempting to use a Skill.

Agility-based Skills

- **Coordination** is used for reducing damage from falling, walking across narrow surfaces, escaping from restraints, and crawling through tight spaces. Characters who have good Coordination will be able to navigate treacherous terrain more easily.

- **Gunnery** is used to make an attack with large turret-mounted weapons, as well as vehicle and starship weapons.
- **Piloting (Planetary)** is used to maneuver vehicles within a planet's atmosphere. This can be ground vehicles on legs or wheels, landspeeders that float just above the ground, or airspeeders that fly around in the atmosphere. A character who is good at Piloting (Planetary) will be able to handle vehicles much more easily.
- **Piloting (Space)** is used to maneuver starships in space. This can be anything from a small one-man starfighter to a large capital vessel. A character who is good at Piloting (Space) will be able to handle starships much more easily.
- **Ranged (Heavy)** is used to make an attack with heavy ranged weapons, such as blaster rifles, bowcasters, and carbines.
- **Ranged (Light)** is used to make an attack with light ranged weapons, such as blaster pistols and dart guns, spears, nets, and grenades.
- **Stealth** is used to hide yourself, another person, or an object from other characters and creatures, or follow someone without being noticed. Characters who are good at Stealth will be able to sneak their way out of trouble much more easily.

Brawn-based Skills

- **Athletics** is used for climbing, swimming, jumping, and running. A character who is good at Athletics will be able to move around and avoid obstacles more easily in combat or during a chase.
- **Brawl** is used to attack an opponent without the use of weapons, or when a beast is using its natural weapons (teeth, claws, etc).
- **Lightsaber** is used to attack an opponent with any type of lightsaber weapon.
- **Melee** is used to attack an opponent with any melee weapon, such as swords, knives, axes, clubs, and pikes.
- **Resilience** is used to stay awake for unusually long periods of time, or to resist the effects of poison, diseases, extreme temperature, dehydration, and other physical conditions that can be hard on the body. A character with high Resilience will be able to survive whatever life throws at them more easily.

Cunning-based Skills

- **Deception** is used to mislead someone about the value of an object, distract an opponent through guile, lay a false trail to escape pursuit, or basically tell any type of convincing lie. A

character who is good at Deception will be able to deceive their opponents and avoid trouble more easily.

- **Perception** is used to oppose Skulduggery checks, avoid being surprised by a trap or ambush, notice a subtle clue, or watch someone from a distance. A character who has good Perception will be able to notice and recall what is going on around them more easily.
- **Skulduggery** is used to pick pockets and physical locks, disguising oneself, setting traps, and knowing how to get through a secure area without setting off alarms. A character who is well-trained in Skulduggery will be able to engage in any number of criminal behaviors more easily.
- **Streetwise** is used to find and identify merchants who sell illegal goods or individuals who otherwise engage in criminal activity, pick up on conversational references to criminal activity, or approach a criminal to discuss contracting their services without coming across as a threat. A character with good Streetwise will be able to navigate the world of crime more easily.
- **Survival** is used to identify safe food, water, or shelter in a natural environment, predict an imminent storm, track a person or creature through the wilderness, or handle and domesticate animals. A character who is good at Survival will be able to handle their time in wilderness more easily.

Intellect-based Skills

- **Astrogation** is used to calculate routes through hyperspace. A character who is good at Astrogation will be able to plot a course from one star system to another without running the ship into any obstacles such as black holes, planets, and large asteroids.
- **Computers** is the skill used for opening an electronically locked door, controlling an elevator, bypassing a security system, search through computerized records, decrypt files that are encrypted, alter a droid's programming, and any number of other actions that might be taken with a computer. Characters who are good at Computers will be able to access the world of technology more easily.
- **Knowledge (Core Worlds)** is used to recall facts about the Core Worlds of the galaxy, including accents, styles of dress, mannerisms, important locations, where to acquire goods and supplies, as well as the laws and customs of various worlds.
- **Knowledge (Education)** is used to recall or apply academic knowledge, such as mathematics, scientific facts, philosophy, politics, and history. It can also be used to help you decide how to proceed with contacting government officials.
- **Knowledge (Lore)** is used to recall ancient legends from an extremely distant past, or to decipher ancient writings.
- **Knowledge (Outer Rim)** is used in pretty much the same way as Knowledge (Core Worlds), except that it applies to worlds in the Outer Rim territories rather than the Core

Worlds.

- **Knowledge (Underworld)** is used to recall facts regarding the criminal underworld. This may seem to overlap slightly with the Streetwise skill, but it deals more with the knowledge of where to access illegal goods and services, whereas Streetwise deals more with making successful social interactions within the criminal underworld.
- **Knowledge (Warfare)** is used to recall strategies and tactics of general warfare or specific details of historical battles. This skill can also determine your ability to come up with a successful strategy for an ongoing battle.
- **Knowledge (Xenology)** is used to identify an unfamiliar species, how to interact with them, what their weaknesses are, general anatomy, what they eat, and what environmental conditions they prefer.
- **Mechanics** is used to craft, modify, or repair equipment and vehicles. Characters who are good at Mechanics will be able to maintain and personalize their gear more easily
- **Medicine** is used to apply medicine, treat poison, perform surgery, or diagnose diseases. Characters who are good at Medicine will be able to heal themselves and their allies more easily.

Presence-based Skills

- **Charm** is used for persuading through flattery, flirting, or grace, appealing to a someone's better nature or seducing someone. A character who is good at the Charm skill will be able to control social situations and get their way more easily.
- **Cool** is used to determine when another character is not telling the truth or otherwise gain insight during a conversation, and can be used to determine Initiative in situations where the character has been patiently waiting and expecting a battle. Characters who are good at the Cool skill will generally fare better in social encounters, as it is generally used to resist Charm and Negotiation.
- **Leadership** is used to rally an ally who has succumbed to Fear, sway a crowd to take action, or reinforce the loyalty of one's own underlings or allies. Characters who are good at Leadership will be able to take charge of a tense situation more easily.
- **Negotiation** is used to change the price of an object being bought or sold, or to gain the upper hand in any agreement with another person. A character who is good at Negotiation will be able to get good deals more easily.

Willpower-based Skills

- **Coercion** is used for persuading or questioning someone through the use of threatening behavior. A character who is good at Coercion will be able to interrogate prisoners and

otherwise get what they want from enemies.

- **Discipline** is used to resist Leadership, Coercion, Deception, and the effects of Fear. A character with good Discipline will be able to resist temptation, act bravely, and sort lies from truth more easily.
- **Vigilance** is used to determine Initiative in situations where the character has not been patiently awaiting battle, and can also be used to settle a dispute of whether or not you remembered to pack a particular piece of equipment that you have just realized you needed. Characters who have high Vigilance can handle unexpected circumstances more easily.

Making Skill Checks

Once you know what Skill you are using and what its ruling Ability is, you can start to assemble a dice pool for rolling your skill check. Check the number of the Ability Score and the number of Ranks trained in the Skill. The higher number is how many dice you can add to your dice pool, the lower number is the number of these dice that will be yellow Proficiency Dice, and the difference between the two numbers is how many will be green Ability Dice.

For Example, if you have an Agility Score of 3 and you have 2 Ranks of the Ranged (Light) skill, then you will roll 2 yellow Proficiency Dice and 1 green Ability Die whenever you shoot a blaster pistol. 3 total dice, lower of your two scores in yellow dice, and the rest are green dice.

Certain talents or circumstances (having the high ground during an attack, low gravity while jumping, etc.) may allow you to also add blue Boost Dice to your dice pool as a bonus. The GM will then add purple Difficulty Dice and red Challenge Dice based on the difficulty of the task you are performing, and black Setback Dice to represent enemy talents or environmental conditions that could make things more difficult (shooting at someone who is partially concealed, high gravity when jumping, etc.)

Boost Dice, Ability Dice, and Proficiency Dice have icons that represent Success, Advantage, and Triumph. Setback Dice, Difficulty Dice, and Challenge Dice have icons that represent Failure, Threat, and Despair. Count up all the icons after rolling the dice. Failure results cancel out Success results. In order for the Skill check to be successful, there must be at least 1 Success remaining after the cancellations. Similarly, Threat results cancel out Advantage results. And whichever type of result is left over can be used to trigger effects outside of simple failure or success. For example, each weapon has a Crit Rating, the number of successes you must roll to trigger a critical hit. On the other hand, Threat results may trigger negative effects such as running out of ammo. Triumph results count as successes, and can also be used to trigger powerful positive effects. Similarly, Despair results count as a Failure and can also be used to trigger powerful negative effects. Threat and Despair do not cancel each other out.

It may all seem like a lot to remember before you try it, but once you have done it a few times, it can become very easy. Just remember that the others playing with you are also learning, and the most important thing is that we all have fun!