

Star Wars RPG Player Screen

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Range Difficulties:

Point-blank = Very Easy
Short = Easy
Medium = Moderate
Long = Difficult

Defensive skills:

Dodge = All ranged attacks
Melee Parry = All short ranged attacks. +5 if edged against blunt or brawling.
Brawling Parry = All short ranged attacks. Attacker gets +10 if the weapon is edged.
Vehicle Dodge = All attack made against characters vehicle. Roll the *vehicle skill*.
All defensive rolls replaces the difficulty, even if it's lower than the difficulty.
Dodge is worthless against melee attacks.

Difficulty Numbers:

Very Easy = 1-5 or 1D
Easy = 6-10 or 2D
Moderate = 11-15 or 3D-4D
Difficult = 16-20 or 5D-6D
Very Difficult = 21-30 or 7D-8D
Heroic = 31+ or 9D+

Grenade Scatter Diagram:

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6 1 2
 \ ↑ /
5 ← ⊗ → 3
   ↓
   4
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↑ = Direction of Throw

Hit location:

1 = Head
2-3 = Torso
4 = Arms (1-3 left / 4-6 right)
5 = Left Leg
6 = Right leg

Special Rules:

Multiple Actions: -1D per action, beyond first in the round.
Preparing: Takes double amount of time, +1D to action.
Rushing: Takes ½ the time, use only ½ amount of dice.
Drawing: NOT AN ACTION, but gives -1D.
Set to stun: NOT AN ACTION, but gives -1D.
Reloading: costs -1D

Character Damage:

0-3 = Stunned
4-8 = Wounded
9-12 = Incapacitated
13-15 = Mortally Wounded
16+ = Killed

Armor Damage:

If the wearer is... The armor loses...
Wounded = Lightly Damaged (-1 pip)
Incapacitated = Heavily Damaged (1D)
Mortally Wounded = Severely Damaged (Useless but repairable)
Killed = Destroyed beyond repair

Scales:

Character = -
Speeder = 2D
Walker = 4D
Starfighter = 6D
Capital = 12D
Death Star = 24D

Vehicle Damage:

0-3 = Shields Blown/Controls Ionized
4-8 = Lightly Damaged
9-12 = Heavily Damaged
13-15 = Severely Damaged
16+ = Destroyed

Character Points:

2 To increase a skill or attribute roll.
2 To increase damage on an attack.
5 To increase a specialization roll.
5 To increase defensive skill rolls.
5 To increase Strength rolls to resist damage.

Movement Speeds:

Cautious = ½ Move
Cruising = Move
High Speed = 2 * Move
All-Out = 4 * Move

Medpacks:

Stunned, Unconscious = Very Easy
Wounded, Wounded Twice = Easy
Incapacitated = Moderate
Mortally Wounded = Difficult

Wooops. A 1 on the Wild Die

Roll another Die
1 = Complication
2-5 = Subtract Wild Die plus highest
6 = Add dice as normal