

Rolls

1o3d10 means rolling 3d10 and (usually) keeping the value on the middle (target dice).

Dice explosion, critical and fail

Explosion: When the target dice equals maximum value, roll again and add the maximum number received.

Critical: A critical hit is produced when the difficulty you are rolling against is overcome by 10 or more.

Critical Fail: A fail is target dice being 1 and the immediate higher being less than 5. Only works for 1o3d10.

Midichlorian Luck

Each character has 1 Midichlorian Luck point per day in-game and can use it to change one dice to its highest value. IT CANT BE USED TO AVOID CRITICAL FAILS.

Actions in combat

On initiative roll a result of <20 will grant you one action, 20 to 29 two actions, etc...

A fail on initiative roll means the character loses first turn and will be last in the next.

A turn consists of 1 long action and 1 short action.

Attacks, Force usage and such are long actions.

Giving someone something or inject a revitalizer is a short action.

Short action movement: 3 meters (2 cells)

Long action movement: 6 meters (4 cells)

Maximum movement speed (independent of extra actions from rolling initiative): 9 meters (6 cells)

Health states

Normal: HP equal or higher that STR

Wounded: HP between 0 and STR (When wounded, your target dice is the lower).

Unconscious: HP under 0

Dead: Less than -STR x3

Unconsciousness and death

When a character falls unconscious, they are unable to move, interact or use the force. Every turn, they must roll 1d10. If 6 or higher, nothing happens. If 5 or

lower, the player loses the dice amount of HP. However, a companion can come next to the player and try to stabilize his wounds by rolling Intelligence + Medicine + 1o3d10 to a DC of 18. When a character is stabilized, he stops rolling the 1d10 and stays in the amount of HP he had until that moment.

Melee attacks

Strength + Melee Weapons + 1o3d10

Against the enemy's Defense.

Equal or over it, it's a hit. If the defense is overcome by 10, add 1d6 to the damage, if it's by 20, 2d6, etc. Attacking from the back adds +4 to attack roll. Roll damage dice, subtract enemy's absorption. Extra 1d10 indicates location of damage.

Ranged attacks

Dexterity + Ranged Weapons + 1o3d10

Against distance difficulty:

| Distance | Difficulty |
|---------------------------|------------|
| 1.5m (1 cell) | 10 |
| 3m - 4.5m (2-3 cells) | 15 |
| 6m - 10.5m (4-7 cells) | 20 |
| 10.5m - 15m (8-10 cells) | 25 |
| 15m - 22.5m (11-15 cells) | 30 |
| >22.5m (>16cells) | 35 |

Add modifiers when target is:

(Running Prone Small cover Medium cover Big cover Total cover Moving Vehicle)

Extra 1d10 indicates location of attack (if wanted).

| Value (d10) | Location | Damage Modifier |
|-------------|------------|-----------------|
| 1 | Left leg | 0 |
| 2 | Right leg | 0 |
| 3 | Upper back | +1 |
| 4 | Neck | +2 |
| 5 | Left arm | 0 |
| 6 | Right arm | 0 |
| 7 | Lower back | 0 |
| 8 | Stomach | +1 |
| 9 | Chest | +1 |
| 10 | Head | +1d6 |

Introducing reactions

| Initiative Total Roll | Reaction Points |
|-----------------------|-----------------|
| <10 | 1 |
| 10 - 15 | 2 |
| 15 - 25 | 3 |
| >25 | 4 |

| Reaction | Reaction Points |
|--------------------|-----------------|
| Dodge | 1 |
| Move up to 2 cells | 2 |
| Deflect/Block | 2 |

A character can move up to 3m (2 cells) using one Reaction Point only one time in-between turns. This movement can't be used as a dodge. This movement must also be used to perform another reaction move.

Dodge

When trying to dodge, roll:

Dexterity + Dodge + 1o3d10

Against a difficulty of 18.

If it's a fail, the hit is produced and damage rolls would apply.

Deflecting ranged attacks

After a shot (hit and damage calculation), if it would be a hit or a miss by a difference of less than 5 (>4), a Jedi can perform a deflection or a block with his light saber (as long as it's on). When trying to deflect, first roll:

Perception + Reflexes + 1o3d10

Against 18.

If fail, it's a hit. If succeeded, means the Jedi was able to hit the incoming shot. The Jedi must now choose a target and roll:

Dexterity + 1o3d10

Against distance.

If succeeded, means the Jedi was capable enough to correctly direct the shot towards his chosen target.

| Distance | DC |
|------------|----|
| Very short | 10 |
| Short | 15 |
| Normal | 20 |
| Far | 30 |

If succeeded the enemy you were targeting receives the weapon damage -2.

The Force

There are 3 schools of the force that are currently being taught in the Academies plus a unique move, the Force Jump:

Force Jump:

Roll Force Jump + 1a3d10
Against Conditions

| Distance / Height | Difficulty |
|---|------------|
| Distance / Height 1.5m - 4.5m (1-3 cells) | 10 |
| Distance / Height 4.5m - 10.5m (4-7 cells) | 15 |
| Distance / Height 10.5m - 15m (8-10 cells) | 20 |
| Distance / Height 15m - 22.5m (11-15 cells) | 25 |
| Target moving slow | +3 |
| Target moving normal | +5 |
| Target moving fast | +8 |

Physical School:

Physical School + 1a3d10
Against DC 12 + Conditions.

| Condition | Modifier |
|----------------------------|----------|
| Weight <50kg | +1 |
| Weight 50kg-100kg | +3 |
| Weight 100kg-500kg | +5 |
| Weight 500kg-1T | +7 |
| Weight >1T | +10 |
| Acceleration <20km/h | +2 |
| Acceleration 20km/h-50km/h | +5 |
| Acceleration 50km/h-80km/h | +8 |
| Acceleration >80km/h | +10 |
| Distance <2m | +1 |
| Distance 2m-8m | +3 |
| Distance 8m-15m | +5 |
| Distance >15m | +10 |
| Organic target | +5 |

-Organic beings are slightly less affected by this School, even though you are pushing or pulling the armor containing organic beings.

-A character can only keep an object in the air until the next turn.

-Two or more players can combine their Force to lift an object heavier than usual. All of them will roll separately then add the rolls and add -5 for each player involved.

Alteration School:

Alteration School + 1a3d10
Against DC 10 + Conditions.

| Condition | Modifier |
|------------------------|----------|
| Intelligence <5 | +1 |
| Intelligence 5 - 6 | +3 |
| Intelligence 7 - 8 | +5 |
| Intelligence 9 - 10 | +7 |
| Intelligence > 10 | +10 |
| Easy Mental Trick | +2 |
| Normal Mental Trick | +5 |
| Hard Mental Trick | +8 |
| Very Hard Mental Trick | +10 |
| Distance <2m | +1 |
| Distance 2m-8m | +5 |
| Distance 8m-15m | +10 |
| Distance >15m | +20 |

-Droids or other mechanicals are completely unaffected by this abilities.

Organic School:

Organic School + 1a3d10
Against DC 12 + Conditions.

| Condition | Modifier |
|-----------------|----------|
| Distance <2m | +0 |
| Distance 2m-5m | +5 |
| Distance >5m | +15 |
| Strength <5 | +1 |
| Strength 5 - 6 | +2 |
| Strength 7 - 8 | +5 |
| Strength 8 - 9 | +8 |
| Strength >10 | +10 |
| Easy maneuver | +1 |
| Medium maneuver | +5 |
| Hard maneuver | +10 |

-Droids or other mechanicals are completely unaffected by this abilities.

Healing

There are 5 types of healing:

Force healing:

Using Midichlorians to heal wounds, repairing tissue and healing burn scars. Can be used on yourself or on another character. It costs one long action if in combat.

Organics +1a3d10
against 15.

If succeeded, heal 1d6 HP.

Revitalizer:

An injection of nanobots that will detect wounds and heal them. They heal 1d6 HP in the first turn and 1d6 HP in the next one. It costs one short action in combat.

Short rest: Resting for 1 hour heals you 1d10 HP.

Long rest:

Resting for 8 hours (for humans) heals you completely.

