Microlite20 Star Wars

These are rules for a Microlite20 version of the Star Wars RPG. While they attempt to stay true to the spirit of Microlite20 they don't necessarily map directly to either edition of the D20 Star Wars RPG rules. The rules are meant to be relatively lightweight and favor an epic type of play befitting the Star Wars universe. All you need to play is some polyhedral dice and every player should have something to keep notes on.

Characters

Stats
Star Wars uses four stats: Strength (Str), Dexterity (Dex), Mind (Mnd), and Charisma (Cha).
Roll 4d6, dropping the lowest die. Total the remaining 3 dice and allocate to one of the stats. Repeat for the remaining stats.
Stat bonuses are (STAT-10)/2, rounded down.

Species
The Star Wars universe is filled with diverse alien species. At the time of character creation the player picks a species for their character. Different species offer certain bonuses at their first level, these can be modified at the GM's discretion.

Humans: +1 to all skills (except for Force.)
Bothans: +1 Dex & Deception expertise
Cereans: +2 Mind
Duros: +1 Dex, Pilot expertise
Droid (Small): +2 Technical, Droid, Starship, or Vehicle repair, Small size, cannot be Jedi
Droid (Medium): +2 Technical, Extra expertise at first level, cannot be Jedi
Droid (Large): +2 Physical, Extra expertise at first level, Large size, cannot be Jedi
Ewok: -2 Str, +2 Dex, Stealth expertise, and Small size
Gamorreans: +2 Str
Gungans: +2 Physical, and Natural Swimmer (Can swim at base speed)
Ithorians: +1 Mind and Survival expertise
Kel Dor: +1 Dex, +1 Physical, +1 Force
Mirialan: +1 Dex, Acrobatics expertise
Mon Calamari: +2 Mind and Natural Swimmer (Can swim at base speed)
Quarren: +1 Str, Natural Swimmer (Can swim at base speed)
Rodian: +1 Dex, Tracking expertise
Sullustan: +1 Technical, Starship Repair expertise
Trandoshans: +1 Str, +1 natural Defense.
Twi'Lek: +1 Dex, Deceptive expertise
Wookie: +3 Str, -1 Dex
Wroonian: +2 Cha
Zabrak: +1 Dex, +1 Physical, +1 Technical

Size: Most playable species are Medium in size and get no special size related bonuses or penalties and have a base move speed of 6 squares. With the GM's approval players can play also play a Small or Large species. Small characters get -2 Str and +2 Dex and have a movement of 4 squares while Large characters get +4 Str and -2 Dex and a movement of 8 squares.

Classes
There are five classes—*Soldier, Noble, Fringer, Scoundrel, Jedi*. Characters begin at Level 1.
All classes can use any weapon, armor or equipment, including vehicles.

Soldiers are the muscle of the group. Goons, thugs, bodyguards-- they are tough and good with weapons. They gain +1 to all attack and damage rolls. This increases by +1 at 5th level and every five levels afterwards.

Noble are born into high society and are accustomed to privilege. They're often silver tongued and politically savvy. They gain +1 to Communication and Knowledge rolls. This increases by +1 at 4th level and every four levels afterwards.

Fringer are from the outskirts of galactic society and as such are very resourceful. They gain +1 to Technical rolls and gain an extra expertise at 1st and 10th levels.

Scoundrel skirts the edge of the law. They survive by their wits and luck. They gain +1 to Subterfuge and Technical rolls. This increases by +1 at 4th level and every four levels afterwards.

Jedi are Force sensitive characters. While the name of the class is Jedi, members of this class don't have to necessarily be members of the Jedi order. A Jedi's primary skill is Use the Force and they can activate Force Powers. Jedi get an extra 2HP at every odd numbered level (1, 3, 5, etc).

Skills
There are six skills : *Communication, Knowledge, Physical, Technical, Subterfuge, and Use The Force*. Roll higher than the given Difficulty Class or opposed roll to succeed. Only Jedi can have Use the Force as their primary skill.

Each character must choose 1 skill they are best at. Your rank in that skill will be at your level+3. All other skills will be at half the character's level, rounded down, plus one ((Level/2)+1).
Skill roll = d20 + skill rank + whatever stat bonus is most applicable to the use + situation modifiers. For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Piloting a ship is Technical + DEX bonus.

Difficulty Classes			
Very Easy	5	Hard	20
Easy	10	Very Hard	25
Moderate	15	Exceptional	30

Expertise
Characters can pick a skill expertise at Character Creation and every 5 character levels beyond that (5, 10, etc). When performing an action covered by an expertise the character gets a +5 circumstance bonus to the roll.

Vehicle Piloting	Squad Tactics
Vehicle Repair	Stealth
Starship Piloting	Survival
Starship Repair	Tracking
Droid Repair	Command
Computers	Acrobatics
Medicine	Languages
Investigation	
Astrogation	
Deception	

Level Advancement
Encounter Level = Hit Dice of defeated foes, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes.
e.g.: 1 Goon = EL1. 2 Goons = EL2. 4 Goons = EL3, etc.

Add up the Encounter Levels (EL's) of every encounter you take part in. When the total = 10 x the character's current level, you've advanced to the next level. Reset the total to 0 after advancing.

Each level adds:
+1d6 to Hit Points +1 to the character's primary skill(s) +1/2 to all other skills
If the level divides by four (i.e. level 4, 8, 12, etc.) add 1 point to STR, DEX, MND or CHA.
A new Expertise is gained at levels 5, 10, 15, etc.
Soldiers gain +1 to their attack and damage rolls at levels 5,10,15, etc.

Contests

Challenges
Some skill checks should be broken into parts to maintain tension. Examples would be searching disabling all trash compactors on the detention level, sneaking through the Death Star to disable the tractor beam generators, or attempting to build a lightsaber.

Break a complex or long running task into a number of appropriate skill checks and determine the acceptable number of failures. Players in a challenge will make the skill checks against static DCs. If they succeed in their check some amount of time passes and they move on to the next check. If they fail the check the DCs for all subsequent skill checks get a stacking +2 modifier to the difficulty. If they fail a number of checks equal to the acceptable failure limit they fail the whole check and may not make another attempt. A failed skill challenges should carry some sort of in-game penalty like the guards being alerted or the computer system getting locked down.

The GM should encourage players to roll play their actions they're taking in the challenge describing exactly what they're trying to do. The GM doesn't necessarily need to tell the players they are participating in a skill challenge, they can just give them skill checks to make and keep track of successes on the sly. The skill checks in a challenge can be performed by different characters with the GM's approval (this is a good idea) so every player can participate in a challenge.

Chases
Occasionally, two or more characters will directly compete with another outside of a combat situation. Perhaps they're chasing each other, maybe they're debating a topic, etc. It all boils down to the following:

- One character is the Hunter, one is the Prey.
- There are 5 points of Lead. If the Lead increases to 5 or higher, the Prey wins. If the Lead reaches 0, the Hunter wins. The Lead usually starts out at 1, but the GM can decide to use a different number as starting Lead if one side has an advantage.
- Both sides make skill checks each round and describe the actions their character(s) are going to take that round. These will often be opposed skill checks with the highest roll winning a point of Lead. The GM can optionally throw in checks against a static DC to represent obstacles (literal or figurative) that might trip up both characters.

The highest successful skill check total wins 1 pt of Lead, either towards the Hunter's or the Prey's advantage. Depending on what these maneuvers are, additional benefits or penalties may accrue in the following round. If neither skill check passes, the Lead remains unchanged and additional unpleasant effects may ensue as expected for a failed skill roll of that type (crashing, falling, losing the audience's interest, whatever). If only one side fails their check, one or more extra points of Lead may accrue to the other side depending on how badly the roll failed by. Risky Maneuvers: For a DC penalty, you can attempt to change the Lead in one attempt by 2 or more points. Describe what you're doing, then take a +5 DC penalty for every extra point of Lead you want. Failure will usually have pretty serious consequences.

For more epic Star Wars feeling combat scenes consider using chase mechanics instead of the normal combat mechanics. Using

this method for combat the Lead should start at 2 or 3 instead of 1 representing roughly even standing at the start of combat. For instance lightsaber combat could be easily resolved with the chase mechanics with the winner of the chase either escaping from or disabling their opponent. For starship combat the Prey winning might mean they escaped from or disabled the Hunter while the Hunter winning may mean they disabled the Prey or caught them in a tractor beam.

For chases between large groups (5+) characters or ships average the appropriate skill bonus for each side (rounded down) and run the chase normally. The GM should decide the actual tally of the battle depending on the number of times each side lost points of Lead. If the Prey didn't lose any points of Lead during the battle the GM might say they routed the Hunter's forces. A Chase where Lead points were traded back and forth the GM might decide that the winner just squeaked by and lost close to half their force with the loser obviously having lost a larger chunk of theirs.

Combat
Combat is broken into five second rounds. In every round each character gets a turn to act. Roll d20 + DEX bonus for initiative order. Everyone can do one thing each turn; move, attack, dodge, operate a vehicle, etc. Only roll once, on the first round of combat—the order stays the same for subsequent rounds. Movement and range are measured in "squares" a square is 1.5m on a side (about 5') in character scale and 2km in starship scale though the GM is encouraged to change these values to whatever is appropriate for their setting..

Combat Stats
Hit Points: STR Stat + 1d6/Level. If HP reaches 0, you are unconscious and near death. Further damage directly reduces STR. If that reaches 0, you are dead.
Melee attack bonus: STR bonus + Level
Ranged attack bonus: DEX bonus + Level
Defense: 10 + DEX bonus + Physical.

Saves are bonuses added to rolls for characters resisting damage or harmful effects.
Fortitude: Physical + STR bonus
Reflex: Physical + DEX bonus
Will: MND or CHA bonus + level

Add attack bonus to d20 roll. If higher than the character's opponent's Defense, it's a hit. Natural 20 is automatically a critical, doing maximum damage. Soldiers and Fringers can use DEX bonus + Level as their Melee attack bonus instead if wielding a light weapon. Add STR bonus to Melee damage, x2 for 2-handed weapons.

This version of Microlite does not use iterative attacks. If you want to make more than one attack per round, use a Maneuver (see below). All additional attacks through maneuvers occur more or less simultaneously.

Stunned: If a character is stunned they cannot take an action on their turn until the stun wears off.
Ranged Penalties: If the target is relatively close, there is no penalty to hit for range. Add a -2 penalty for every range increment.
Unarmed Combat: Unarmed attacks from Medium creatures do damage equal to 4 + STR bonus. Unarmed attacks have a range of 1 square.
DR: Characters get damage reduction from armor. The DR score is subtracted from any damage dealt to the character.
Stun: All blasters have a stun settings. When a target is hit with a blaster set to stun they are stunned for one round for every point that attacker rolled higher than their defense.

Maneuvers
Maneuvers are things you can do in combat in lieu of a normal attack. One maneuver can be performed per turn.
Aimed Shot: Characters get a +4 to their attack roll but their Defense becomes 10 until their next turn.

Assassinate: If the character successfully sneaks up on a target and makes a successful melee attack against DC10 they can do damage equal to STR + Physical + maximum weapon damage.

Autofire: Allows the character to make multiple attacks against a set of up to five adjacent squares. The attacker makes a single attack roll with the normal range penalties as well as an additional -5 penalty. Any targets in the selected squares must make defensive rolls.

Dodge: Performing a full dodge characters roll d20 + Dex + Phys. The total is their effective Defense until their next turn. If it's lower than their normal Defense then they zigged when they should have zagged. Dodging lets the characters move their normal move distance.

Grab: A character can make a grapple attack on a target in an adjacent square. If they roll a successful melee attack they are then grappled with their target. Both the attacker and the defender's Defense becomes 10 when grappled and they cannot make move actions. When in a grapple the defender can't take normal actions and must make opposed STR + Physical rolls against the attacker to attempt to break free. As long as the defender is grappled the attacker can make automatic unarmed attacks on the defender.

Full Run: At a full run your character can move at twice their normal speed for the round. If running for more than one round in a row make a Str + Physical check against DC 20.

Knockout: A character can attempt an armed melee attack against a creature in an adjacent square to stun them. On a successful hit the target is stunned one round for every point the attacker rolled higher than their defense. The butt of a rifle or handle of a pistol can be used for this melee attack.

Run and Gun: You can make your full move action but can also make an attack action. Doing so incurs a -10 penalty to the attack roll.

Sneak attack: If a character successfully sneaks up on a target and makes a successful attack they can add their Subterfuge bonus to their attack damage.

Take Cover: If the character duck behind an object, they gain a +2 to +10 to their Defense depending on the extent of the cover (light cover = +2 all the way to nearly complete = +10). Half this Defense bonus may also apply to saves if the GM allows it.

Teräs Käsi: A character uses martial arts training to deal more damage with an unarmed attack. A martial arts attack does STR bonus + 1d6 damage and can stun the target at the GM's discretion.

Throw an explosive: Thrown weapons (usually grenades) require the attacker to make a ranged attack (no penalty) targeting a particular 5 foot by 5 foot area, which is a DC 10 roll. Anyone caught within the blast radius can make a reflex save against DC15 for half damage.

Two weapons: You can wield two light weapons and attack with both in a round if they take a -2 penalty on all attack rolls that round. It's up to the GM what counts as a light weapon. For example, in some campaigns, shotguns might be appropriate for dual-wielding, in others, they might not. Pistols are always appropriate, as are the usual light melee weapons like lightsabers.

Action Points

Characters begin each session with 3 Action Points. Each Action Point can be used in several ways:

- Add +5 to any roll, but only before the GM declares the results of the roll.
- Add +5 to Defense for one round.
- Recover half your lost hit points instantly. You spend your current action catching your breath.
- Bring your character back from the dead...in the next adventure.

Only 1 Action Point can be spent per round.

Recovering Action Points

- Every time your character does something particularly impressive or achieves a goal of some sort, the GM may award one or more Action Points.
- Every time you roll a natural 20, you gain 1 Action Point.
- Every time you start a new session, the Action Point pool is fully refreshed. Any unused Action Points from the previous session will be lost.

Don't hoard Action Points--they're meant to be used!

Other Hazards

Falling: 1d6 damage per 2 squares, half damage on Fort save. DC = 5 per square fallen.

Extreme Heat & Cold: If not wearing suitable protection, Fort save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 damage on each failed save.

Lava: 2d6 damage per round exposed; much more if completely immersed. Damage continues until lava is removed or quenched.

Poison: Fort save to avoid or for half, depending on poison. Effect varies with poison type.

Radiation: Lose 1d3-1 STR per round, DC 20 Fort save for half (round down). Damage is potentially much higher in very hard radiation. STR recovers at a point per day if properly treated.

Spikes: add +1 point to falling damage per 10' fallen, max +10

Vacuum: If not wearing suitable protection a character will lose consciousness in a minute and suffocate soon after.

The Force

Life creates it, makes it grow. It's energy surrounds us and binds us. Luminous beings are we...not this crude matter. Jedi have a sensitivity to the Force and can use it for their own ends. This is manifested through Force Powers. Some powers are defensive and are simply activated while others are activated and need to be maintained. As Yoda said "A Jedi's strength flows from the Force. But beware of the dark side." When a Jedi uses the Force for an evil end or an offensive manner against living creatures they gain a Dark Side Point. When they've accrued 10 or more Dark Side Points they have become tainted by the Dark Side of the Force and the player loses control of that character. Dark Side Points can only be removed by performing selfless acts (as determined by the GM).

To activate a Force Power a Jedi uses a standard action. Passive powers put 4HP on hold while they are active, when the power is deactivated (also a standard action) the character gets the 4HP back. If they're knocked unconscious while the power is activated do not get the HP back. Using an active power costs 2HP. Keeping an active power up for more than one round or as part of a skill challenge only requires subsequent checks and not additional HP. A Jedi can attempt to use any of the powers listed below with the GM's approval.

Force Expertise

The following Expertise are only available to Jedi characters. The Jedi Knight and Sith expertise should be applied to Use the Force checks involving Light side or Dark side powers.

Lightsaber Combat   Sith

Jedi Knight

Force Powers

Lightsaber Defense: (passive) This power allows a character armed with a lightsaber can use their UtF skill bonus as a bonus added to their Defense. The Jedi must be aware of the attack and wielding their lightsaber to use this power.

Battlemind: (passive) This power gives the Jedi a +1 bonus to attack rolls as well as Defense. This bonus stacks with maneuvers like Dodge. Additional HP can be spent to increase the bonus to either stat, e.g. spending an extra 2 HP the Jedi could add an additional +2 bonus to either their attack roll or Defense or +1 to each.

Mind Trick: (UtF vs Will save, active) In combat an opponent can become dazed and loses their next turn, outside of combat this power can be used to implant a suggestion in the target's mind. This power cannot be used against robotic brains (Droids, etc). Range 6 squares.

Telepathy: (UtF vs Will save, active) The character communicate with a target or read their thoughts. The target doesn't have to attempt a Will save if they are willing to communicate with the Jedi. Range 12 squares.

Force Sense: (passive) This power allows the Jedi to use the Force to heighten their senses. With this power active they get a +5 bonus to skill checks involving their senses.

Force Grip: (UtF vs Fort save, active) This power lets the Jedi grab something with the Force. Use the rules for the Grab maneuver but this can be performed from a distance. The Jedi rolls their Force + MND instead of Physical + STR. If they cause undue harm to the opponent (such as choking them) they may incur a DSP. Range 6 squares.

Force Thrust: (UtF vs Reflex save, active) A Jedi can use this power to push things away from themselves. This can direct this thrust in a single direction or have it push back in a ring around themselves. Creatures make a Reflex save or are knocked prone. Range in single direction 6 squares, 2 squares in ring.

Move Object: (UtF vs. Reflex save or DC, active) This power can be used against creatures and objects to move them using the Force. Against creatures the target defends with its Physical skill, against inanimate objects use a DC based on the size of the object. Normally a creature is simply knocked prone until the next round but the user can damage the target for 1d6/DC step as well; doing so against a living creature incurs a DSP. Range 6 squares.

Challenge DC					
Tiny	5	Small rock	Gargantuan	30	X-Wing
Small	10	Blaster rifle	Colossal	35	YT-1300
Medium	15	Stormtrooper	Colossal (frigate)	40	Tantive IV
Large	20	Speeder bike	Colossal (cruiser)	45	Star Destroyer
Huge	25	Landspeeder	Colossal (station)	50	Death Star

Dissipate Energy: (UtF vs damage DC, active) This power allows the user to absorb and dissipate energy that would otherwise cause them damage from one source.

Surge: (active) This power can be used to aid a physical or acrobatic action. It is used as part of a standard action and provides a +5 bonus but does not require a skill check of its own.

Lightsaber Throw: (UtF vs DC, active) This power allows a Jedi to use the Force to throw and return their lightsaber to their hand. Use the rules for the Throw Explosive maneuver with the damage being that of the lightsaber.

Force Lightning: (UtF vs Fort save or Force, active) This power channels the Force violently into lightning that shows out of the character's fingertips. Use of this power automatically incurs a DSP. The damage is 1d8/level.

Enhancing Powers
If the Jedi is willing to spend extra HP they can enhance Force powers they are using. Enhancements can be stacked with cumulative costs.

Extend: Extending a Force Power increases it's range by one increment for every 2HP spent. E.g. Spending 2HP could double the range of a Force Grip to 12 squares.
Empower: A Force Power gives a 50% higher bonus or does 50% more damage than it normally does. +1HP cost.
Widen: Widening a power enables the Jedi to increase the number of targets for a Force Power. +1HP cost.
Unleashed: An unleashed Force Power lets the Jedi decrease the DC one step for 4HP. They can spend additional HP to decrease the DC further. E.g. spending an additional 8HP would allow drop a Very Difficult task to Hard (DC25 to DC15).

Equipment
Equipment and background characters are an important part of a Star Wars adventure. Characters start an adventure with 5 Gear points plus 1pt per level. Gear points allow the character to buy weapons, armor, gadgets, vehicles, and requisition help. With the GM's approval characters can pool their gear points to buy more expensive gear. The equipment below is deliberately generic (though with a Star Wars flavor). Extremely common equipment (datapads, comlinks, etc) don't cost Gear points (with the GM's approval). The GM can also give Gear point bonuses or penalties depending on the character's affiliation or the current situation. Gear points reflect a character's access to equipment and resources in normal circumstances but the GM is the final arbiter on the availability of any equipment for a particular adventure.

Gear				
Name	*Cost*	*Modifiers*	*Damage*	*Range Increments*
Misc				
Clothes	0	—	—	—
Fancy Clothes	1	—	—	—
Uniform	2	—	—	—
Disguise	2	—	—	—
Hazardous Environment Clothing	3	Protects vs extreme heat, cold, or radiation	—	—
Droid	3	—	—	—
Half-level NPC companion	3	—	—	—
Full-level NPC companion	6	—	—	—
Armor				
Blast Vest and Helmet	1	+2 DR, --1 Defense	—	—
Combat Suit	2	+3 DR, -2 Defense	—	—
Padded Flight Suit	3	+4 DR, -3 Defense	—	—
Stormtrooper Armor	4	+5 DR, -4 Defense	—	—
Spacetrooper Armor	5	+6 DR, Protects vs vacuum, -5 Defense	—	—
Space Suit	3	+1 DR, Protects vs vacuum, -5 Defense	—	—
Weapons				
Knife	1	—	1d4	1 Sq
Gaffi Stick	1	—	1d8	1 Sq
Vibrodagger	2	—	1d10	1 Sq
Lightsaber	5	Bypasses DR	2d8	1 Sq
Holdout Blaster	1	—	3d4	10 Sq
Blaster Pistol	2	—	3d6	15 Sq
Blaster Rifle	3	—	3d8	20 Sq

Blaster Carbine	3	Autofire	3d6	15 Sq
Repeating Blaster Rifle	4	Autofire	3d8	20 Sq
E-Web	5	Stationary	4d8	30 Sq
PLX-1 Missile Launcher	5	Min. range 6 Sq	4d6	30 Sq
Frag Grenade	1	Thrown	4d6	10 Sq
Thermal Detonator	3	Thrown	4d10	10 Sq
Vehicles				
Speeder Bike	3	—	—	—
Swoop	4	—	—	—
Ground Speeder	4	—	—	—
Airspeeder	4	—	—	—
Huge Starship	5	—	—	—
Gargantuan Starship	7	—	—	—
Colossal Starship	10	—	—	—
Colossal (frigate) Starship	20	—	—	—

Ships & Vehicles

The Star Wars universe is one filled with fantastic starships and vehicles that areas much a part of the game as lightsabers and the Force. Vehicle stats are similar to those of characters and are derived from their size class (6-10m Huge, 11-20m Gargantuan, 21-100m Colossal, 101-500m Colossal (frigate), 501-2000m Colossal (cruiser), 2001+ Colossal (station)). Vehicles move naturally so get to make a standard action in addition to a movement per turn. Vehicles do not need to make saves, have no Cha score, and do not have skills. When taking actions that normally grant a skill bonus they simply omit the skill bonus from the roll. Stat bonuses for ships are ((Stat-10)/2).

Each turn a ship can both move and make an attack with each mounted weapon system. Weapons can only fire into their designated firing arcs and weapons of the same type in the same arc are considered a single weapon system. A firing arc is a roughly 45° cone pointing in one direction from the ship. A turret can fire into any firing arc. Ships can make the "Full Run" maneuver and move at twice their normal speed for one round. Resolve dogfights using the Chase contest type, if the hunter catches the prey they successfully made an attack and roll for damage. While it's generally not a good idea to mix starship and character scales, multiply starship damage by 10 or divide character scale damage by 10.

Base Stats				
Size	*Str*	*Dex*	*Int*	*Slots*
Character Scale				
Large	16	18	12	2
Huge	20	16	12	4
Gargantuan	24	14	12	6
Starship Scale				
Huge	16	24	12	5
Gargantuan	24	20	14	10
Colossal	32	18	16	20
Colossal (frigate)	40	16	18	30
Colossal (cruiser)	48	14	20	60
Colossal (station)	56+	12	22+	100+

Vehicle Stats

Hull Points: STR
DR: Armor (2 per point limit STR score)
Defense: DEX/2 + Shields (2 per point limit DEX/2)
Attack Bonus: DEX bonus + Weapon bonus
Move (character scale): Speeder 48, Tracked 18, Wheeled 20, Walker 12, Airspeeder 210
Move (starship scale): DEX bonus + Engine points (1 per point limit DEX bonus)
Piloting Score: Pilot's DEX Bonus + Technical
Sensors: INT bonus + Sensor points (1 per point limit INT bonus)

Slots on vehicles are used to add equipment to customize the base stats for a ship. They can be used to to increase engine power, add shields and armor, add weapon systems, and add other features such as cargo space. Not all slots need to be used. Weapons mounted on a vehicle must have a firing arc (front, left, right, rear) or be mounted on a turret. Ships larger than Colossal (frigate) in size can't mount weapons on turrets.

Vehicle Equipment				
Name	*Slots/Pt*	*Modifiers*	*Damage*	*Range Increment**
Armor	1	+2 HP	—	—
Shields	1	+2 Def	—	—
Engines	1	+1 Move	—	—
Engines (colossal)	2	+1 Move	—	—
Engines (frigate)	5	+1 Move	—	—
Engines (cruiser)	7	+1 Move	—	—
Engines (station)	10	+1 Move	—	—
Laser Canon	1	+1 Atk	1d6	10 Sq
Twin Lasers	2	+2 Atk	2d6	10 Sq
Quad Lasers	3	+2 Atk	4d6	10 Sq
Ion Canon	2	+3 Atk	Ion*	5 Sq
Proton Torpedos	1	-5 Atk	4d8	10 Sq
Concussion Missiles	3	-3 Atk	3d8	20 Sq
Light Turbolaser	3	-1 Atk	2d10	20 Sq
Medium Turbolaser	4	-1 Atk	3d10	20 Sq
Heavy Turbolaser	5	-1 Atk	4d10	20 Sq
Heavy Ion Canon	5	-1 Atk	Ion*	20 Sq
Tractor Beam	5	-1 Atk	Tractor*	5 Sq
Sensors	1	+1 Sensors	—	—
Passengers (light)	1	5 Seats	—	—
Passengers	3	20 Seats	—	—
Cargo (small)	1	5t Cargo	—	—
Cargo	2	20t Cargo	—	—

| Cargo (bulk) | 3 | 50t Cargo | — | — |

Example Starships
T-65 X-Wing
Huge Starship
Str: 16 Dex: 24 Int: 12
HP: 16 Def: 14 DR: - Atk: +9
Move: 7 Pilot: ___ Sensors: +1
Quad Lasers (front): 4d6
Proton Torpedos (front) (6): 4d8

BTL Y-Wing
Huge Starship
Str: 16 Dex: 24 Int: 12
HP: 16 Def: 14 DR: 2 Atk: +9
Move: 6 Pilot: ___ Sensors: +1
Twin Lasers (front): 2d6
Ion Canon (turret): Ion
Proton Torpedos (front) (6): 4d8

TIE/ln
Huge Starship
Str: 16 Dex: 24 Int: 12
HP: 16 Def: 12 DR: 6 Atk: +9
Move: 7 Pilot: ___ Sensors: +1
Twin Lasers (front): 2d6

TIE Interceptor
Huge Starship
Str: 16 Dex: 24 Int: 12
HP: 16 Def: 12 DR: 2 Atk: +9
Move: 8 Pilot: ___ Sensors: +1
Quad Lasers (front): 4d6

YT-1300
Colossal Starship
Str: 32 Dex: 18 Int: 16
HP: 32 Def: 11 DR: - Atk: +9
Move: 6 Pilot: ___ Sensors: +3
Quad Lasers (turret): 4d6
Quad Lasers (turret): 4d6
Concussion Missiles (10, front): 2d8
Cargo (bulk): 100t

CR-90 Corvette
Colossal (frigate) Starship
Str: 40 Dex: 16 Int: 18
HP: 40 Def: 16 DR: 8 Atk: +9
Move: 5 Pilot: ___ Sensors: +4
Medium Turbolaser (turret): 2d10
Medium Turbolaser (turret): 2d10

Imperial-I Star Destroyer
Colossal (cruiser) Starship
Str: 48 Dex: 14 Int: 20
HP: 48 Def: 9 DR: 12 Atk: +9
Move: 2 Pilot: ___ Sensors: +5
Medium Turbolaser (front): 3d10x4
Medium Turbolaser (left): 3d10x4
Medium Turbolaser (right): 3d10x4
Tractor Beam (front): Tractor

* Ion: A successful hit with an Ion Canon disables one of the target's systems for one round. Roll a 1d6: 1 - Propulsion, 2 - Shields, 3 - One weapon system, 4 - Sensors, 5 - One weapon system, 6 - All ship power, it can make no actions.
* Tractor: Allows the ship to make a grab.
* Range Increment: Number of squares in each range increment for adding range penalties.

Allies and Opponents
This section deals with NPCs and creatures played by the GM. NPCs are not quite as powerful as player characters as the players are exceptional heroes.

NPCs
NPCs are similar to player characters but a little less powerful. They can be any class and race the game needs them to be. For the everyday citizen of the Empire use the "Non-heroic" class which has a primary skill and normal expertise but no other bonuses.

The base Human NPC has stats of 10, one favored skill, one expertise, and has one Hit Die. Intelligent NPCs gain expertise every 5 levels like characters and have the same Gear points per level (5 + # of Hit Die). Apply class and racial bonuses to the base NPC stats or size bonuses to creatures' stats.

For NPCs and creatures Hit Die are equivalent to levels, to increase the capability of NPCs and creatures give them additional Hit Die. Hit Die for intelligent NPCs are 1d4 and 1d8 for creatures. Creatures have base stats of 8, do not have skills, their Mnd scores are 5 (unintelligent), and have no Cha scores.

NPC Stats
Str: 10, **Dex:** 10, **Mnd:** 10, **Cha:** 10
Hit Points: STR Stat + 1d4/Level. If HP reaches 0, NPCs are unconscious and near death. Further damage directly reduces STR. If that reaches 0, they are dead.
Melee attack bonus: STR bonus + Level
Ranged attack bonus: DEX bonus + Level
Defense: 10 + DEX bonus + Physical.
Fortitude: Physical + STR bonus
Reflex: Physical + DEX bonus
Will: MND or CHA bonus + level

Example NPCs
Imperial Stormtrooper (Human Soldier 1)
Str: 10, **Dex:** 10, **Mnd:** 10, **Cha:** 10
HP: 12 **Def:** 14 **Fort:** +4 **Ref:** +4 **Will:** +1
Melee Atk: +1 **Ranged Atk:** +1
Phys: +4 **Tech:** +2 **Know:** +2
Comm: +2 **Sub:** +2 **Force:** +2
Expertise: Squad Tactics
Gear: Stormtrooper armor, blaster carbine
Attacks:
Unarmed: 5 (+2)
Blaster Carbine: 3d6 (+2)

Imperial Stormtrooper Commander (Human Soldier 4)
Str: 10, **Dex:** 10, **Mnd:** 10, **Cha:** 10
HP: 18 **Def:** 18 **Fort:** +8 **Ref:** +8 **Will:** +1
Melee Atk: +4 **Ranged Atk:** +4
Phys: +8 **Tech:** +4 **Know:** +4
Comm: +4 **Sub:** +4 **Force:** +4
Expertise: Squad Tactics
Gear: Stormtrooper armor, blaster rifle, frag grenades
Attacks:
Unarmed: 5 (+5)
Blaster Rifle: 3d8 (+5)
Frag Grenades: 4d6 (+5)

Imperial Officer (Human Noble 5)
Str: 10, **Dex:** 10, **Mnd:** 10, **Cha:** 10
HP: 20 **Def:** 14 **Fort:** +4 **Ref:** +4 **Will:** +1
Melee Atk: +4 **Ranged Atk:** +4
Phys: +4 **Tech:** +9 **Know:** +6
Comm: +6 **Sub:** +4 **Force:** +4
Expertise: Squad Tactics, Command
Gear: Officer uniform, blaster pistol, comlink, code cylinders
Attacks:
Unarmed: 4 (+5)
Blaster Pistol: 3d6 (+5)

Bounty Hunter (Duro Soldier 5)
Str: 14, **Dex:** 13, **Mnd:** 10, **Cha:** 8
HP: 24 **Def:** 12 **Fort:** +5 **Ref:** +4 **Will:** +1
Melee Atk: +7 **Ranged Atk:** +6
Phys: +3 **Tech:** +3 **Know:** +3
Comm: +3 **Sub:** +8 **Force:** +3

Expertise: Tracking, Stealth, Pilot
Gear: combat suit (+2DR, -2 Def), blaster rifle, TIE Shuttle (Huge spaceship)
Attacks:
Unarmed: 7 (+7)
Blaster Rifle: 3d8 (+6)

Creature Stats
Str: 8, **Dex:** 8, **Mnd:** 5, **Cha:** —
Hit Points: STR Stat + 1d8/Level. If HP reaches 0, creatures are unconscious and near death. Further damage directly reduces STR. If that reaches 0, they are dead.
Melee attack bonus: STR bonus + Level
Ranged attack bonus: DEX bonus + Level
Defense: 10 + DEX bonus
Fortitude: Physical + STR bonus
Reflex: Physical + DEX bonus
Will: MND bonus + level
Size Adjustments:
- Fine: -7 Str, +8 Dex
- Diminutive: -6 Str, +6 Dex
- Tiny: -4 Str, +4 Dex
- Small -2 Str, +2 Dex
- Medium: None
- Large: +8 Str, -2 Dex
- Huge: +16 Str, -4 Dex
- Gargantuan: +24 Str, -4 Dex
- Colossal: +32 Str, -4 Dex

Natural Weapons:
- Claw: 1d10 + STR bonus
- Bite: 1d8
- Slam: 1d8 + STR bonus
- Gore: 1d12+ STR bonus
- Sting: 1d6 and the target is poisoned

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