

Dice Checks

Star Wars only uses six-sided dice to resolve its gameplay. The GM calls for a dice check when a character attempts something challenging, dangerous, or risky. The player gathers a number of dice equal to the dice rating of the applicable attribute, rolls them, adds the applicable skill's rating to their sum, and compares the total to the dice check's target number (TN). There are six different types of dice checks:

- **Attribute Rolls** determine how successful you are at skill-based challenges.
- **Attack Rolls** determine if you can hit a target successfully enough to deal damage to their Resolve.
- **Damage Rolls** determine how much Resolve a target can potentially lose.
- **Exploding Rolls** are used when called for, adding an extra die to the sum every time you roll a 6.
- **Flat Rolls** are used for any circumstances not covered above.

Modifying Checks

A **Dice Pool** represents the total number of six-sided dice rolled when making a **Dice Check**.

Dice Checks can be modified with as low as a -2D total penalty and as high as a +2D total bonus. Bonuses and penalties are subtracted from the Dice Pool before rolling the check. Dice Pools can never be less than 1D or greater than 7D. Dice Checks can be modified in the following ways:

- Before rolling, you can spend a Knowledge Point to add +1D to your check.
- After rolling, you can spend a Force Point to reroll and add +1D to your check.
- Specific tools and items may provide a +1D to a check.
- The GM can add or subtract one or two dice from a check to represent advantageous or disadvantageous conditions.

Opposed Checks

When a character opposes another character's check, they each roll and compare results. The highest result wins. On a tie, the character who initiated the check wins.

Target Numbers

Target numbers represent the number required to meet or exceed a successful dice check. TNs have five levels of challenge: **Easy** (5-10), **Moderate** (10-15), **Difficult** (15-20), and **Improbable**

(20-30+). Examples:

| CHECK | ABILITY | TN |
|---|-----------------|------|
| Catch a falling object | DEX + Agility | 5-10 |
| Kick open an unlocked door | STR + Athletics | 5-10 |
| Notice an object or movement that stands out | PER + Search | 5-10 |
| Recall context around a reasonably common subject | KNO + Galaxy | 5-10 |
| Drive a common but unfamiliar vehicle along an easy route | MEC + Drive | 5-10 |
| Make minor repairs to a simple weapon | TEC + Armament | 5-10 |
| Sense emotional states or coming danger | FOR + Sense | 5-10 |

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| Pickpocketing a distracted merchant | DEX + Steal | 10-15 |
| Threatening a thug to back down | STR + Intimidate | 10-15 |
| Convincing an angry group that you mean them no harm | PER + Persuade | 10-15 |
| Making a local connection with a criminal organization | KNO + Streetwise | 10-15 |
| Navigating charted hyper-lanes | MEC + Astrogation | 10-15 |
| Diagnose and treat a common injury | TEC + Medicine | 10-15 |
| Lift a heavy object with your mind | FOR + Alter | 10-15 |

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| Shoot a distant object to set off a trap | DEX + Blasters | 15-20 |
| Resist the effects of extreme climates and weather | STR + Stamina | 15-20 |
| Lie to a grand jury on trial | PER + Deceive | 15-20 |
| Identify rare fauna that can offer a helpful benefit | KNO + Survival | 15-20 |
| Successfully land a starship amidst challenging environs | MEC + Pilot | 15-20 |
| Splice a secure computer system | TEC + Computers | 15-20 |
| Inflict fear upon an enemy | FOR + Dark Side | 15-20 |

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| Evading a hail of blaster crossfire | DEX + Agility | 20-30 |
| Tear the ears off a Gundark | STR + Athletics | 20-30 |

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| Pinpoint a key strategic weakness during an Imperial siege | PER + Tactics | 20-30 |
| Translate a forgotten language | KNO + Xenology | 20-30 |
| Break a strong system-wide communications jam | MEC + Sensors | 20-30 |
| Design a unique droid model | TEC + Droids | 20-30 |
| Use a legendary Force ability | FOR + Any | 20-30 |

Revision #1
Created 27 September 2024 06:16:49 by Admin
Updated 28 September 2024 23:19:28 by Admin