







Table 4-4: Difficulty Class Examples

| Situation | Difficulty | DC | Example |
|-----------|-------------------|----|---|
| | Very easy | 0 | Notice something large in plain sight |
| | Easy | 5 | Climb a knotted rope |
| | Average | 10 | Hear a stormtrooper patrol walking 10 meters away |
| | Tough | 15 | Disarm an explosive |
| | Challenging | 20 | Lay in a hyperspace course along an occasionally used route |
| | Formidable | 25 | Break into a secure computer system |
| | Heroic | 30 | Leap across a 10-meter chasm |
| | Super Heroic | 35 | Convince the guards that even though you're not wearing a uniform and don't know the password, you're actually Senator Farson's personal assistant (and yes, you know that the senator is actually away from Coruscant right now) |
| | Nearly Impossible | 40 | Track a Wookiee through the forests of Kashyyyk on a moonless night after 12 days of rainfall |

Table 4-5: Example Opposed Checks

| Task | Skill (Key Ability) | Opposing Skill (Key Ability) |
|----------------------------|-----------------------|------------------------------|
| Sneak up behind someone | Move Silently (Dex) | Listen (Wis) |
| Con someone | Bluff (Cha) | Sense Motive (Wis) |
| Hide from someone | Hide (Dex) | Spot (Wis) |
| Win a Podrace | Pilot (Dex) | Pilot (Dex) |
| Pretend to be someone else | Disguise (Cha) | Spot (Wis) |
| Steal a key cylinder | Sleight of Hand (Dex) | Spot (Wis) |

Treat Injury

| Task | DC | Use Medpac Result | Additional Wounds Restored |
|----------------|--------------------|-------------------|----------------------------|
| First aid | 15 | 5-9 | 1 |
| Long-term care | 15 | 5-9 | 1 |
| Treat poison | Poison's DC | 10-14 | 2 |
| Treat disease | Disease's DC | 15-19 | 3 |
| Use medpac | See table at right | 20-24 | 4 |
| Use bacta tank | 15 | 25+ | 5 |

Table 7-3: Armor

| Armor | Cost | Defense Bonus | Maximum Dex Bonus | Armor Check Penalty | Speed (10m) | Speed (6m) | Weight |
|----------------------|--------|---------------|-------------------|---------------------|-------------|------------|--------|
| Light Armor | | | | | | | |
| Blast helmet, vest | 500 | +4 | +5 | -1 | 10 | 6 | 3 kg |
| Combat jumpsuit | 1,500 | +5 | +4 | -3 | 10 | 6 | 8 kg |
| Flight suit | 800 | +4 | +4 | -2 | 10 | 6 | 5 kg |
| Medium Armor | | | | | | | |
| Armored flight suit | 4,000 | +6 | +3 | -4 | 8 | 4 | 20 kg |
| Battle armor, padded | 2,000 | +6 | +3 | -4 | 8 | 4 | 13 kg |
| Ceremonial armor | 6,000 | +7 | +3 | -5 | 8 | 4 | 16 kg |
| Heavy Armor | | | | | | | |
| Armored spacesuit | 10,000 | +8 | +1 | -6 | 6 | 2 | 45 kg |
| Battle armor, heavy | 12,000 | +9 | +0 | -7 | 6 | 2 | 35 kg |
| Powered Armor | | | | | | | |
| Corellian powersuit | 10,000 | +6 | +0 | -6 | 8 | 4 | 18 kg |
| Stormtrooper armor | 8,000 | +6 | +2 | -4 | 8 | 4 | 16 kg |

Table 4-6: Ability Check Examples

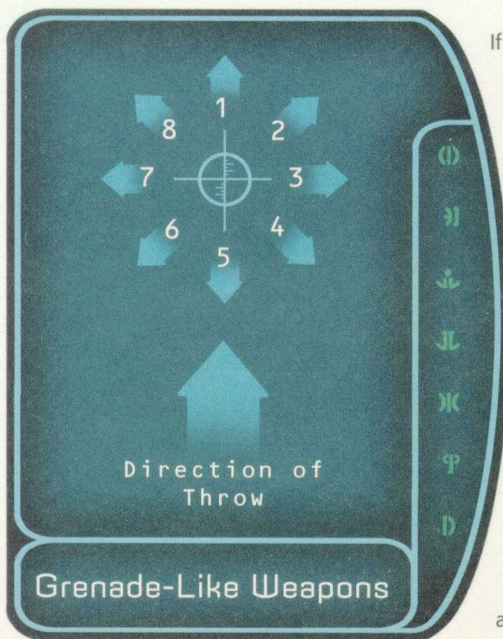
| Task | Key Ability |
|--------------------------------------|--------------|
| Forcing open a jammed or locked door | Strength |
| Tying a rope | Dexterity |
| Holding one's breath | Constitution |
| Navigating a maze | Intelligence |
| Remembering to lock a door | Wisdom |
| Getting yourself noticed in a crowd | Charisma |

Table 6-7: Movement and Distance

| | - Speed - | | |
|----------------------------|-----------|-------|-------|
| One Round (Tactical) | 4 m | 6 m | 10 m |
| Walk | 4 m | 6 m | 10 m |
| Hustle | 8 m | 12 m | 20 m |
| Run (x3) | 12 m | 18 m | 30 m |
| Run (x4) | 16 m | 24 m | 40 m |
| One Minute (Local) | | | |
| Walk | 40 m | 60 m | 100 m |
| Hustle | 80 m | 120 m | 200 m |
| Run (x3) | 120 m | 180 m | 300 m |
| Run (x4) | 160 m | 240 m | 400 m |
| One Hour (Overland) | | | |
| Walk | 2 km | 3 km | 5 km |
| Hustle | 4 km | 6 km | 10 km |
| Run | - | - | - |
| One Day (Overland) | | | |
| Walk | 16 km | 24 km | 40 km |
| Hustle | - | - | - |
| Run | - | - | - |

Table 12-2 and 12-3:
Hazard Encounters and Miscellaneous Encounters

| Code | Hazard Damage | DC (single) | DC (multiple) |
|------|------------------------|-------------|---------------|
| A | 1d6 or 1d6/minute | 15 | 10 |
| B | 2d6 or 1d6/five rounds | 18 | 13 |
| C | 4d6 or 1d6/round | 21 | 16 |
| D | 7d6 or 2d6/round | 24 | 19 |
| E | 10d6 or 3d6/round | 27 | 24 |
| F | 13d6 or 4d6/round | 30 | 27 |
| G | 16d6 or 5d6/round | 33 | 30 |
| H | 19d6 or 6d6/round | 36 | 33 |
| I | 22d6 or 7d6/round | 39 | 36 |



If you miss your target, roll 1d3 to see how many meters away from the target the weapon lands. Add +1 meter for every 2 range increments of distance you threw the weapon. Then roll 1d8 to determine the direction in which the object deviated: 1 means long, 2 means long and to the right, 3 right, 4 short and right, 5 short, 6, short and left, 7 left, 8 long and left.

Table 8-3: Two-Weapon Fighting Penalties

| Circumstances | Primary Hand | Off Hand |
|--|--------------|----------|
| Normal penalties | -6 | -10 |
| Off-hand weapon is light | -4 | -8 |
| Ambidexterity feat | -6 | -6 |
| Two-Weapon Fighting feat | -4 | -8 |
| Off-hand weapon is light and Ambidexterity feat | -4 | -4 |
| Off-hand weapon is light and Two-Weapon Fighting feat | -2 | -6 |
| Ambidexterity feat and Two-Weapon Fighting feat | -4 | -4 |
| Off-hand weapon is light and Ambidexterity feat and Two-Weapon Fighting feat | -2 | -2 |

Table 8-8: Cover

| Degree of Cover | Example | Cover Defense Bonus | Cover Reflex Save Bonus |
|-----------------|--|---------------------|-------------------------|
| One-quarter | A Human standing behind a meter-high wall | +2 | +1 |
| One-half | Fighting from around a corner; standing at an open window; behind a character of the same size | +4 | +2 |
| Three-quarters | Peering around a corner | +7 | +3 |
| Nine-tenths | Standing at a narrow opening; behind a door that's slightly ajar | +10 | +4* |
| Total | On the other side of a solid wall | — | — |

* Half damage if save is failed; no damage if save is successful

Table 8-9: Concealment

| Concealment | Example | Miss Chance |
|----------------|---|--------------------------------------|
| One-quarter | Light fog; moderate darkness; light foliage | 10% |
| One-half | Dense fog at 2 meters; precipitation | 20% |
| Three-quarters | Dense foliage | 30% |
| Nine-tenths | Near total darkness | 40% |
| Total | Total darkness; attacker blind; dense fog at 4 meters | 50% and must guess target's location |

Awarding Experience

The number of XP awarded is based on the length of the adventure and the average level of the heroes who participated. In each case, the base XP award is multiplied by the average hero level, then divided between all the heroes who participated.

| Adventure Length | Base XP Award |
|------------------|---------------|
| Short | 1,000 XP |
| Medium | 2,000 XP |
| Long | 4,000 XP |

Table 8-2: Fundamental Actions in Combat

| Action | Type | 2-meter step? |
|-------------------------------|------------|---------------|
| Attack (single) | Attack | Yes |
| Feint (see Bluff) | Attack | Yes |
| Ready* | Attack | Yes |
| Strike an object** | Attack | Yes |
| Total defense | Attack | Yes |
| Move your speed | Move | No |
| Climb (1/4 speed) | Move | No |
| Draw or holster a weapon | Move† | Yes |
| Open a door | Move | Yes |
| Pick up an item | Move | Yes |
| Retrieve a stored item | Move | Yes |
| Move a heavy object | Move‡ | Yes |
| Stand up from fallen position | Move | Yes |
| Load a weapon | Move | Yes |
| Charge | Full-round | No |
| Coup de grace | Full-round | Yes |
| Full attack | Full-round | Yes |
| Run | Full-round | No |
| Drop an item | Free | Yes |
| Drop to the floor | Free | Yes |
| Speak | Free | Yes |
| Activate an item | Free | Yes |
| Delay* | No action | Yes |
| Bantha rush (charge)**‡ | Varies | No |
| Disarm**‡ | Varies | Maybe |
| Grapple**‡ | Varies | Maybe |
| Trip an opponent**‡ | Varies | Maybe |
| Use a skill or feat | Varies | Usually |
| Miscellaneous activity | Varies | Maybe |

*See "Special Initiative Actions."

**See "Advanced Combat Maneuvers."

†This can be reduced to a free action with the proper feat.

‡If the object is extremely large or awkward (GM's call), this is a full-round action.

‡These attack forms substitute for a melee attack. As melee attacks, they can be used once as an attack action or one or more times in a full attack.

Table 7-2: Weapons



Melee Weapons

| Weapon | Cost | Damage | Critical | Range Increment | Weight | Stun Damage /Fort DC* | Type | Size | Group |
|--------------------|-------|---------|----------|-----------------|--------|-----------------------|-------------------|--------|-----------|
| Unarmed | — | 1d3 | ** | — | — | — | Bludgeoning | — | None |
| Unarmed (Small) | — | 1d2 | ** | — | — | — | Bludgeoning | — | None |
| Atlatl | 50 | 2d4† | 20 | 10 meters†† | 1.5 kg | — | Bludgeoning | Medium | Exotic |
| Cesta | 100 | 2d4† | 20 | 20 meters†† | 1.8 kg | — | Bludgeoning | Large | Exotic |
| Energy balls (10) | 200 | 2d8‡ | — | — | .35 kg | — | Energy | Small | Exotic |
| Club/baton | 15 | 1d6 | 20 | 2 meters | 1.5 kg | — | Bludgeoning | Medium | Simple |
| Combat gloves | 200 | 1d4 | ** | — | 1 kg | — | Bludgeoning | Medium | Simple |
| Force pike | 500 | 2d8 | 20 | — | 1.8 kg | 1d6/DC 15 | Slashing | Large | Vibro |
| Gaderffii | 50 | 1d8/1d6 | 20 | — | 2 kg | — | Slashing/Piercing | Large | Exotic |
| Knife | 25 | 1d4 | 20 | 2 meters | 1 kg | — | Piercing | Small | Simple |
| Lightsaber | 3,000 | 2d8 | 19–20 | — | 1 kg | — | Energy | Medium | Exotic |
| Lightsaber, double | 7,000 | 2d8/2d8 | 19–20 | — | 2 kg | — | Energy | Medium | Exotic |
| Quarterstaff | 65 | 1d6/1d6 | 20 | — | 1.8 kg | — | Bludgeoning | Large | Simple |
| Spear | 60 | 1d8 | 20 | 4 meters | 1.5 kg | — | Piercing | Medium | Primitive |
| Stun baton | 500 | — | — | — | 1.8 kg | 1d6/DC 12 | Bludgeoning | Medium | Simple |
| Vibro-ax | 500 | 2d10 | 20 | — | 11 kg | — | Slashing | Large | Vibro |
| Vibroblade | 250 | 2d6 | 20 | — | 1.8 kg | — | Slashing | Medium | Vibro |
| Vibrodagger | 200 | 2d4 | 20 | — | 1 kg | — | Slashing | Small | Vibro |

*When set on stun, weapon deals a minimal amount of damage and forces a Fortitude save or target falls unconscious for 2d6 rounds

**Unarmed attacks can't inflict critical hits unless the user has the Martial Artist feat

†When used as a melee weapon

††Range increment for hurling energy balls

‡Damage when hurled from cesta or atlatl

Ranged Weapons

| Weapon | Cost | Damage | Critical | Range Increment | Weight | Stun Damage /Fort DC* | Type | Size | Group |
|----------------------|-------|-----------|----------|-----------------|--------|-----------------------|-------------|--------|-----------------|
| Blaster pistol | 500 | 3d6 | 20 | 10 meters | 1 kg | 1d6/DC 15 | Energy | Small | Blaster pistols |
| Blaster, heavy | 750 | 3d8 | 20 | 8 meters | 1.3 kg | 1d8/DC 18 | Energy | Medium | Blaster pistols |
| Blaster, hold-out | 300 | 3d4 | 20 | 4 meters | 0.5 kg | 1d4/DC 10 | Energy | Small | Blaster pistols |
| Blaster, sporting | 300 | 3d4 | 20 | 8 meters | 1 kg | 1d4/DC 12 | Energy | Small | Blaster pistols |
| Ion gun, pistol | 250 | 3d6 | 20 | 8 meters | 1 kg | —/DC 15 | Energy | Small | Blaster pistols |
| Blaster carbine | 900 | 3d8 | 19–20 | 20 meters | 2.2 kg | — | Energy | Medium | Blaster rifles |
| Blaster rifle | 1,000 | 3d8 | 19–20 | 40 meters | 4.5 kg | — | Energy | Medium | Blaster rifles |
| Blaster rifle, sport | 800 | 3d6 | 19–20 | 40 meters | 4 kg | — | Energy | Medium | Blaster rifles |
| Blaster, lt. repeat | 2,000 | 3d8 | 19–20 | 40 meters | 6 kg | — | Energy | Large | Blaster rifles |
| Ion gun, rifle | 800 | 3d8 | 19–20 | 30 meters | 3.1 kg | —/DC 18 | Energy | Medium | Blaster rifles |
| Grenade, frag | 200 | 4d6/2d6** | — | 4 meters (4) | 0.5 kg | — | Slashing | Tiny | Simple |
| Grenade, stun | 250 | — | — | 4 meters (4) | 0.5 kg | 1d6/1d4** DC 15/12 | Energy | Tiny | Simple |
| Thermal detonator | 2,000 | 8d6/4d6** | — | 4 meters (8) | 0.5 kg | — | Energy | Tiny | Simple |
| Net | 25 | See entry | — | 2 meters | 4.5 kg | — | See entry | Medium | Primitive |
| Sling | 35 | 1d4 | 20 | 6 meters | 0.3 kg | — | Bludgeoning | Small | Primitive |
| Bullets (10) | 5 | — | — | — | 1 kg | — | — | Tiny | Primitive |
| Bow | 300 | 1d8 | 20 | 12 meters | 1.4 kg | — | Piercing | Medium | Primitive |
| Arrows (10) | 20 | — | — | — | 0.8 kg | — | — | Medium | Primitive |
| Slugthrower, pistol | 275 | 2d6 | 20 | 10 meters | 1.4 kg | — | Piercing | Small | Slugthrowers |
| Slugthrower, rifle | 300 | 2d8 | 20 | 20 meters | 4 kg | — | Piercing | Medium | Slugthrowers |
| Bowcaster | 1,500 | 3d10 | 19–20 | 10 meters | 8 kg | — | Energy | Large | Exotic |
| Quarrels (10) | 400 | — | — | — | 1 kg | — | — | Small | Exotic |
| Blaster cannon | 3,000 | 4d8 | 19–20 | 40 meters | 18 kg | — | Energy | Large | Heavy |
| Blaster, hvy. repeat | 4,000 | 4d8 | 19–20 | 30 meters | 12 kg | — | Energy | Large | Heavy |
| Blaster, E-Web | 8,000 | 6d8 | 19–20 | 80 meters | 38 kg | — | Energy | Large | Heavy |

*When set on stun, weapon deals a minimal amount of damage and forces a Fortitude save or target falls unconscious for 2d6 rounds

**A grenade or thermal detonator deals the first damage on a direct hit (the 2-meter-by-2-meter square in which it explodes) and the second damage to all within the burst radius (listed in parentheses under Range)

Table 8-10: Multiple Ranged Attacks

| Base Attack Bonus | Multifire Weapon | Multifire Weapon w/Rapid Shot | Multifire Weapon w/Multishot | Multifire Weapon w/Both Feats |
|-------------------|-------------------|-------------------------------|------------------------------|-------------------------------|
| +0 | -4/-4 | -6/-6/-6 | -2/-2 | -4/-4/-4 |
| +1 | -3/-3 | -5/-5/-5 | -1/-1 | -3/-3/-3 |
| +2 | -2/-2 | -4/-4/-4 | +0/+0 | -2/-2/-2 |
| +3 | -1/-1 | -3/-3/-3 | +1/+1 | -1/-1/-1 |
| +4 | +0/+0 | -2/-2/-2 | +2/+2 | +0/+0/+0 |
| +5 | +1/+1 | -1/-1/-1 | +3/+3 | +1/+1/+1 |
| +6/+1 | +2/+2/-3 | +0/+0/+0/-5 | +4/+4/-1 | +2/+2/+2/-3 |
| +7/+2 | +3/+3/-2 | +1/+1/+1/-4 | +5/+5/+0 | +3/+3/+3/-2 |
| +8/+3 | +4/+4/-1 | +2/+2/+2/-3 | +6/+6/+1 | +4/+4/+4/-1 |
| +9/+4 | +5/+5/+0 | +3/+3/+3/-2 | +7/+7/+2 | +5/+5/+5/+0 |
| +10/+5 | +6/+6/+1 | +4/+4/+4/-1 | +8/+8/+3 | +6/+6/+6/+1 |
| +11/+6/+1 | +7/+7/+2/-3 | +5/+5/+5/+0/-5 | +9/+9/+4/-1 | +7/+7/+7/+2/-3 |
| +12/+7/+2 | +8/+8/+3/-2 | +6/+6/+6/+1/-4 | +10/+10/+5/+0 | +8/+8/+8/+3/-2 |
| +13/+8/+3 | +9/+9/+4/-1 | +7/+7/+7/+2/-3 | +11/+11/+6/+1 | +9/+9/+9/+4/-1 |
| +14/+9/+4 | +10/+10/+5/+0 | +8/+8/+8/+3/-2 | +12/+12/+7/+2 | +10/+10/+10/+5/+0 |
| +15/+10/+5 | +11/+11/+6/+1 | +9/+9/+9/+4/-1 | +13/+13/+8/+3 | +11/+11/+11/+6/+1 |
| +16/+11/+6/+1 | +12/+12/+7/+2/-3 | +10/+10/+10/+5/+0/-5 | +14/+14/+9/+4/-1 | +12/+12/+12/+7/+2/-3 |
| +17/+12/+7/+2 | +13/+13/+8/+3/-2 | +11/+11/+11/+6/+1/-4 | +15/+15/+10/+5/+0 | +13/+13/+13/+8/+3/-2 |
| +18/+13/+8/+3 | +14/+14/+9/+4/-1 | +12/+12/+12/+7/+2/-3 | +16/+16/+11/+6/+1 | +14/+14/+14/+9/+4/-1 |
| +19/+14/+9/+4 | +15/+15/+10/+5/+0 | +13/+13/+13/+8/+3/-2 | +17/+17/+12/+7/+2 | +15/+15/+15/+10/+5/+0 |
| +20/+15/+10/+5 | +16/+16/+11/+6/+1 | +14/+14/+14/+9/+4/-1 | +18/+18/+13/+8/+3 | +16/+16/+16/+11/+6/+1 |

| Base Attack Bonus | Autofire Weapon | Autofire Weapon w/Rapid Shot | Autofire Weapon w/Multishot | Autofire Weapon w/Both Feats |
|-------------------|----------------------|------------------------------|-----------------------------|------------------------------|
| +0 | -6/-6/-6 | -8/-8/-8/-8 | -4/-4/-4 | -6/-6/-6/-6 |
| +1 | -5/-5/-5 | -7/-7/-7/-7 | -3/-3/-3 | -5/-5/-5/-5 |
| +2 | -4/-4/-4 | -6/-6/-6/-6 | -2/-2/-2 | -4/-4/-4/-4 |
| +3 | -3/-3/-3 | -5/-5/-5/-5 | -1/-1/-1 | -3/-3/-3/-3 |
| +4 | -2/-2/-2 | -4/-4/-4/-4 | +0/+0/+0 | -2/-2/-2/-2 |
| +5 | -1/-1/-1 | -3/-3/-3/-3 | +1/+1/+1 | -1/-1/-1/-1 |
| +6/+1 | +0/+0/+0/-5 | -2/-2/-2/-2/-7 | +2/+2/+2/-3 | +0/+0/+0/+0/-5 |
| +7/+2 | +1/+1/+1/-4 | -1/-1/-1/-1/-6 | +3/+3/+3/-2 | +1/+1/+1/+1/-4 |
| +8/+3 | +2/+2/+2/-3 | +0/+0/+0/+0/-5 | +4/+4/+4/-1 | +2/+2/+2/+2/-3 |
| +9/+4 | +3/+3/+3/-2 | +1/+1/+1/+1/-4 | +5/+5/+5/+0 | +3/+3/+3/+3/-2 |
| +10/+5 | +4/+4/+4/-1 | +2/+2/+2/+2/-3 | +6/+6/+6/+1 | +4/+4/+4/+4/-1 |
| +11/+6/+1 | +5/+5/+5/+0/-5 | +1/+1/+1/+1/-2/-7 | +7/+7/+7/+2/-3 | +5/+5/+5/+5/+0/-5 |
| +12/+7/+2 | +6/+6/+6/+1/-4 | +2/+2/+2/+2/-1/-6 | +8/+8/+8/+3/-2 | +6/+6/+6/+6/+1/-4 |
| +13/+8/+3 | +7/+7/+7/+2/-3 | +3/+3/+3/+3/+0/-5 | +9/+9/+9/+4/-1 | +7/+7/+7/+7/+2/-3 |
| +14/+9/+4 | +8/+8/+8/+3/-2 | +4/+4/+4/+4/+1/-4 | +10/+10/+10/+5/+0 | +8/+8/+8/+8/+3/-2 |
| +15/+10/+5 | +9/+9/+9/+4/-1 | +5/+5/+5/+5/+2/-3 | +11/+11/+11/+6/+1 | +9/+9/+9/+9/+4/-1 |
| +16/+11/+6/+1 | +10/+10/+10/+5/+0/-5 | +6/+6/+6/+6/+3/-2/-7 | +12/+12/+12/+7/+2/-3 | +10/+10/+10/+10/+5/+0/-5 |
| +17/+12/+7/+2 | +11/+11/+11/+6/+1/-4 | +7/+7/+7/+7/+4/-1/-6 | +13/+13/+13/+8/+3/-2 | +11/+11/+11/+11/+6/+1/-4 |
| +18/+13/+8/+3 | +12/+12/+12/+7/+2/-3 | +8/+8/+8/+8/+5/+0/-5 | +14/+14/+14/+9/+4/-1 | +12/+12/+12/+12/+7/+2/-3 |
| +19/+14/+9/+4 | +13/+13/+13/+8/+3/-2 | +9/+9/+9/+9/+6/+1/-4 | +15/+15/+15/+10/+5/+0 | +13/+13/+13/+13/+8/+3/-2 |
| +20/+15/+10/+5 | +14/+14/+14/+9/+4/-1 | +10/+10/+10/+10/+7/+2/-3 | +16/+16/+16/+11/+6/+1 | +14/+14/+14/+14/+9/+4/-1 |

Table 8-7: Attack Roll Modifiers

| Circumstance | Melee | Ranged | Circumstance | Melee | Ranged |
|---|--------------------------|--------|-----------------------------------|-------------------|--------|
| Attacker flanking defender* | +2 | - | Defender climbing | +2† | +2† |
| Attacker on higher ground | +1 | 0 | Defender surprised or flat-footed | +0† | +0† |
| Attacker fallen | -4 | 0 | Defender running | +0† | -2† |
| Attacker concealed | +2† | +2† | Defender grappling (attacker not) | +0† | +0†† |
| Defender sitting or kneeling | +2 | -2 | Defender pinned | +4† | -4† |
| Defender fallen | +4 | -4 | Defender has cover | -See Cover- | |
| Defender stunned, cowering, or off balance | +2† | +2† | Defender Concealed | -See Concealment- | |
| Defender helpless (such as bound or sleeping) | -See Helpless Defenders- | | | | |

*You flank a defender when you have an ally on the opposite side of the defender, also attacking the defender. Scoundrels can sneak attack defenders they flank.

†The defender loses any Dexterity bonus to Defense.

††Roll randomly to see which grappling combatant you strike. That defender loses any Dexterity bonus to Defense.