

PLAYER ACTIONS/MANEUVERS

ACTIONS

Exchange Action for a Maneuver

A character may exchange their action for an additional maneuver during their turn. They may then perform any maneuver they would be able to perform normally, following all the rules that govern maneuvers. However, a character still may not perform more than two maneuvers during their turn, no matter how they gained access to them.

Activate an Ability

When a character spends an action to activate an ability/talent (even if spending the action does not require a check or any other activity on the character's part), they have used their action for his turn. They may not take a second action, unless they have a specific ability that would grant them a second action.

Activate a Force Power

Most Force powers require an action to use.

Perform a Skill Check

The most common actions that most characters take during their turn are actions that require a skill check to resolve. These are activities for which success is not guaranteed or for which the failure of the task may be important to the ongoing story. Other actions may take minutes, hours or even days to perform.

Perform a Combat Check

A character makes a combat check (or Attack Action) when they use a combat skill to attack a target. When performing an attack, the difficulty is based on the distance from the target, the position of the attacker with its opponents, and the type of weapon being used:

ATTACKER	>	SKILL	↔	DIFFICULTY
Engaged	>	Brawl	↔	(◆◆)
	>	Melee	↔	(◆◆)
	>	Ranged/Gunnery	↔	(See below)
Short	>	All ranged	↔	(◆)
Medium	>	All ranged	↔	(◆◆)
Long	>	All ranged	↔	(◆◆◆)
Extreme	>	All ranged	↔	(◆◆◆◆)

- **Attacking an Engaged Target:** When attacking with a melee weapon against a target with ranged weapon, the attacker adds ■.
- **Using Ranged Weapons Against an Engaged Target:** When attacking a target which is engaged with another target, upgrade the difficulty of the check once. If the attack results in ⊕, then the attack automatically affects the character engaged with the initial target.
- **Using Ranged Weapons Whilst Engaged:** When using Ranged (Light), increase difficulty by +◆. When using Ranged (Heavy), increase difficulty by +◆◆. It is impossible to use Gunnery whilst engaged.
- **Attacker or Defender Prone:** When a character attacks a prone target with Brawl or Melee that they are engaged with, gain ■. When a character attacks a prone target with a ranged weapon, the target gains a ■. If prone, the prone character gains a ■ to Brawl and Melee attacks but suffers no penalty for range attacks.
- **Attacking with Two Weapons:** Single handed weapons only. Make a 'combined' check using lowest Characteristic and Lowest Skill to generate the dice pool. If using same combat skill +◆, and if not +◆◆. If successful, a character may spend ⊕⊕ or ⊕ to confirm a hit with the second weapon (similar to linked weapon quality).
- **Attacking Different Sized Targets:** Reduce the difficulty of the attack action check by one when attacking a target two or more silhouette larger. Similarly, when an attacker is attacking a target with silhouette two or more size categories smaller than itself, increase the difficulty of the attack action check by one.
- **Improvised Weapons:** When attacking with an improvised weapon, use the Melee skill to perform the attack. The check automatically generates ⊕.

MANEUVERS

Aim

Add ■ to the character's next combat check, or ■■ if the character spends 2 maneuvers.

Assist

Add ■ to another character's next action.

Guarded Stance

A character can take a maneuver to assume a guarded stance, which contributes to their defense against melee attacks. A character who performs this maneuver adds ■ to any combat check they make until the end of their next turn. However, they also gain melee defense +1 until the end of their next turn.

Interact with the Environment

- **Moving a large item:** Flipping over a table, shoving a barrel into a pursuer's path, or hefting a crate requires a single maneuver.
- **Opening or closing a door:** Whether an electronic blast door or a primitive door with latches and hinges, opening or closing it takes a maneuver.
- **Taking cover:** Purposely moving into cover requires a maneuver and allows the character to gain ranged defense 1 (and some cover can grant a ranged defense higher than 1, if particularly sturdy).

Manage Gear

- **Draw, holster, ready, or load a weapon:** Drawing, holstering, loading, or preparing a weapon takes a maneuver.
- **Draw something from storage, or put it away:** Retrieving or stowing an item from or into a pouch, backpack, satchel, bandolier, or some other accessible container.

Mount or Dismount

Mounting or dismounting a domesticated animal requires a maneuver. Successfully mounting an untrained animal requires an **Average** (◆◆) Survival check (or more depending on the animal). Similarly, mounting a vehicle, sliding into a cockpit, or otherwise taking position to pilot a vehicle, man a gunnery station, or the like requires a maneuver as well.

Move

Moving between range bands:

Maneuvers x 1	>	Engaged	↔	Short
	>	Short	↔	Within Short
	>	Short	↔	Medium
Maneuvers x 2	>	Medium	↔	Long
	>	Long	↔	Extreme
Maneuvers x 3	>	Short	↔	Long
Maneuvers x 4	>	Engaged	↔	Long
Maneuvers x 5	>	Short	↔	Extreme
Maneuvers x 6	>	Engaged	↔	Extreme

Drop Prone or Stand from Prone

Dropping prone and standing from a prone position each require a maneuver. Dropping prone allows the character to add ■ to all ranged attacks made against him, although he also must add ■ to all melee attacks made against him.

Preparation

Some actions require additional preparation to perform safely. The preparation maneuver is generally performed in conjunction with another ability to confer a bonus, offset a penalty, or fulfil a requirement. The individual talents or abilities that utilize the preparation maneuver define its specific effect. It is sometimes abbreviated under the requirements as 'prepare'.



Success



Failure



Advantage



Threat



Triumph



Despair

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



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

SPENDING , , , AND

ADVANTAGE AND TRIUMPH


or


- Recover 1 strain (may be applied more than once).
- Add  to the next allied active character's check.
- Notice a single important point in the ongoing conflict, such as the location of a blast door's control panel or a weak point on an attack speeder.
- Inflict a Critical Injury with a successful attack that deals damage past soak ( cost may vary).
- Activate a weapon quality ( cost may vary).


or


- Perform an immediate free maneuver that does not exceed the two maneuver per turn limit.
- Add  to the targeted character's next check.
- Add  to any allied character's next check, including that of the active character.


or


- Negate the targeted enemy's defensive bonuses (such as the defense gained from cover, equipment, or performing the Guarded Stance maneuver) until the end of the current round.
- Ignore penalizing environmental effects such as inclement weather, zero gravity, or similar circumstances until the end of the active character's next turn.
- When dealing damage to a target, have the attack disable the opponent or one piece of gear rather than dealing wounds or strain. This could include hobbling him temporarily with a shot to the leg, or disabling his comlink. This should be agreed upon by the player and the GM, and the effects are up to the GM (although Table 6-10: Critical Injury Result is a good resource to consult for possible effects). The effects should be temporary and not too excessive.
- Gain + 1 melee or ranged defense until the end of the active character's next turn.
- Force the target to drop a melee or ranged weapon he is wielding.



- Upgrade the difficulty of the targeted character's next check.
- Upgrade any allied character's next check, including that of the current active character.
- Do something vital, such as shooting the controls to the nearby blast doors to seal them shut.





- When dealing damage to a target, have the attack destroy a piece of equipment the target is using, such as blowing up his blaster or destroying a personal shield generator.

THREAT AND DESPAIR


or


- The active character suffers 1 strain
- The active character loses the benefits of a prior maneuver (such as from taking cover or assuming a Guarded Stance) until he performs the maneuver again.


or


- An opponent may immediately perform one free maneuver in response to the active character's check.
- Add  to the targeted character's next check.
- The active character or an allied character suffers  on his next action.


or


- The active character falls prone.
- The active character grants the enemy a significant advantage in the ongoing encounter, such as accidentally blasting the controls to a bridge the active character was planning to use for his escape.



- The character's ranged weapon immediately runs out of ammunition and may not be used for the remainder of the encounter.
- Upgrade the difficulty of an allied character's next check, including that of the current active character.
- The tool or melee weapon the character is using becomes damaged.



Success



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Advantage



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
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
SPENDING , , , AND ON DECEPTION CHECKS

ADVANTAGE AND TRIUMPH




 or 

- ❖ **Well Prepared:** The character has planned well for any eventuality. The next time he suffers strain during this session as part of a skill check, reduce the amount of strain suffered by 1, to a minimum of 0.
- ❖ **Confidence:** The character's efforts are going smoothly. Add  to the next related skill check the character makes during this encounter.


 or 

- ❖ **Deep Cover:** The character's cover identity is extraordinarily well crafted. Add automatic  to social skill checks the character makes while using this cover during this encounter.
- ❖ **The Grain of Truth:** The character lies so convincingly that the target reveals additional, unexpected insight into the situation at hand. This insight can be incorporated into the lie, decreasing the difficulty of future Deception checks while using it by one, to a minimum of **Simple (-)**.

 or 

- ❖ **Airtight Alibi:** The character's false trail is flawless, appearing to place the character in another location entirely. Take any number of  on the current check, and add that number of automatic  to a single Deception check the character makes later in the same session. Note that at least one  must remain in its dice pool.
- ❖ **Legendary Legend:** The false background and other items introduced to reinforce his legend are so seamless that others make them part of new historical records. Once before the end of the session as a maneuver, the PC may introduce a new fact into the narrative without needing to spend a Destiny Point.
- ❖ **Played Them Like a Klooo Horn:** Through deception, the character has cultivated a local contact who offers unexpected aid in some form of the GM's choosing, such as information or supplies.




- ❖ **Word on the Streets:** The character's contacts in the local area supply helpful information. For the remainder of the session, upgrade the ability of any Streetwise checks the character makes while in this area once.
- ❖ **Person of Respect:** The PC's false persona becomes perfectly ingrained into the local setting. Such is the respect his character commands within the community, be it one of low-life criminals or high-society wastrels, that he begins to influence rather than observe. The PC removes  from opposed social skill checks made against NPCs also belonging to his false social strata.
- ❖ **False-Flag Operation:** The character's deception is so complete that the subject is entirely fooled and unquestioningly believes the character's false identity. Deception checks he makes against the subject for the remainder of the session do not require an opposed check: they are simply made at a baseline difficulty depending on the nature of the lie.

THREAT AND DESPAIR


 or 

- ❖ **Paranoia:** The stress of the operation has the PC on edge. The character recovers 1 less strain when recovering strain at the end of the encounter (to a minimum of 0).
- ❖ **A Crack in the Façade:** The character makes an almost-unnoticeable error, such as misusing a local idiom or failing to observe a little-known bit of social etiquette. Increase the difficulty of the next social skill check he makes with anyone who witnessed the faux pas by one.


 or 

- ❖ **Other Players in the Game:** The character's actions have attracted the attention of other interested parties. For example, if the operation is against the Empire, then he's roused the local criminal network, or vice versa.
- ❖ **Crucial Flaw:** The character's forgery contains a subtle error that cannot be removed without destroying the document or code cylinder. For the remainder of the encounter, add automatic  to checks characters make that involve using that fake item.

 or 

- ❖ **Cover Blown:** The character's efforts have been noticed by somebody who is aware that he is using a false identity. The PC does not confront the character but quietly notifies the proper authorities.
- ❖ **Call the Bluff:** The deceptive negotiation done as part of establishing a cover story or obtaining a crucial item goes badly. The target realizes the character lacks sufficient purchase funds or actual ownership of the item in question, or even begins to question his real identity **Word spreads**, meaning the character has to work harder to keep his cover. For the remainder of the session, he must suffer 1 strain in order to make a social skill check.
- ❖ **High Alert:** The local area has been alerted to the possible presence of criminals or hostile agents. The character suffers automatic  on opposed social skill checks against NPCs in this location.

 (successful check)

- ❖ **Unexpected Complications:** The character's Deception check is successful, but the subject has brought backup (bodyguards, for example, or security droids), who may cause difficulties.
- ❖ **Too Good to Be True:** The PC's forged document or cover identity is far too perfect, which raises suspicion. For the rest of the session, add automatic  to social skill checks made to resist this character's deceptive manner.

 (failed check)

- ❖ **Blackmail:** The character's failure has revealed lies made to the subject or the nature of illegal actions the character has made earlier. Rather than notifying the proper authorities, the subject has decided instead to use the knowledge as leverage to get a desired item or information from the character.
- ❖ **Shaken and Stirred:** The character's efforts end in disaster, the ruse failing in spectacular fashion. The utter loss of confidence means that similar checks are upgraded in difficulty once until the end of the encounter.



Success



Failure



Advantage



Threat



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Despair

SPENDING , , , AND IN INVESTIGATIONS

ADVANTAGE AND TRIUMPH

or

❖ **Follow-Up Lead:** While exploring one aspect of the investigation, the PC turns up a lead on other useful information. The PC adds automatic to the next check he makes to pursue information for the investigation.

or

❖ **Happy to Help:** The PC finds a source who provides information more easily than expected. Add to all Charm and Deception checks made to acquire information from this NPC until the PC fails a social skill check with that NPC.

or

❖ **Cases Converge:** The PC stumbles upon a source for additional information that serves to answer questions beyond the immediate search, or for one other question involved in the investigation. If the PC is not currently investigating multiple questions, the GM should provide a source who can shed light on some hidden aspect of the situation at hand. If this option is selected on a successful check, the PC may discover two different sources, or the lead may provide information on both questions at once.

❖ **One Lead Leads to Another:** The PC's investigation has also uncovered a new lead in the shape of a strong clue or an object that is also directly connected to the situation. This counts as an additional lead, and adds to any Perception and Knowledge checks the PC makes to determine how it fits into the investigation. This option may only be selected on a successful check.

BOUNTY INVESTIGATIONS

or

❖ **What's This?:** In the course of investigation, the character turns up leads on other useful information. Add to the next check the character makes to pursue information for the investigation.

or

❖ **Valuable Insight:** In the course of investigation, the character discovers a crucial detail that can serve them later. When making any one check later in the investigation, the character can explain how this detail assists him with the check to add to the check.

or

❖ **That's Convenient!** The character finds a source that provides information more easily than expected. If the source is an NPC, add to all Charm and Deception checks made to seek information. If the source is not a character, such as if the character encounters an object that serves as evidence, its nature is more readily apparent, adding to all Perception and Knowledge skill checks to determine how it fits into the investigation.

❖ **Cases Converge:** The PC stumbles upon a source for additional information that serves to answer questions beyond the immediate search, or for one other question involved in the investigation. If the PC is not currently investigating multiple questions, the GM should provide a source who can shed light on some hidden aspect of the situation at hand. If this option is selected on a successful check, the PC may discover two different sources, or the lead may provide information on both questions at once.

THREAT AND DESPAIR

or

❖ **A Cold Trail:** While pursuing a lead, the PC risks losing the opportunity to follow another lead. Add automatic to the next check the character makes to pursue information for the investigation.

or

❖ **Overlooked Detail:** The PC misses an important element of the investigation, a misstep that seriously impacts efforts to come. When the PC is making any one check later in the investigation, the GM can explain how this detail interferes with the check to add automatic .

❖ **Red Herring:** One of the PCs' leads turns out to be false. If used with a successful check, the PCs may select which of their established leads was invalid; for an unsuccessful check, the GM makes the determination. In either case, the investigation suffers a setback, possibly requiring the PCs to re-verify their sources and duplicating previous work.

or

❖ **Hostile Source:** The PC fines a source that does not readily give up its secrets. If the source is an NPC, add to all Charm and Deception checks made to gather information from that source. If the source is not a character, but rather evidence, its nature is not readily apparent, add to all Perception and Knowledge checks to determine how it fits into the investigation. This option is best used with a successful check.

❖ **Major Interference:** The PC runs afoul of powerful foes who have their own interests in the investigation. They may be after the same information for their own ends, or they might be out to suppress the investigation. The opposition could consist of several minion groups led by a rival or even a nemesis NPC, or a group of rival NPCs. These foes could also be representatives of a greater power, one which might continue to keep an eye on the investigation after its agents are defeated. This could lead to the establishment of a new enemy threat, who might bedevil the PCs in future adventures.

BOUNTY INVESTIGATIONS

or

❖ **Cold Trail:** As the character pursues some of his leads, he must sacrifice the opportunity to follow others. Add to the next check the character makes to pursue information for the investigation.

❖ **Minor Interference:** The character runs afoul of small-time troublemakers who have an interest in keeping him away from the information he seeks. He must deal with the opposition before continuing the investigation, through whatever means he finds appropriate. The opposition should consist of no more than a single minion group or rival NPC.

or

❖ **Distracted:** The character misses an important element of the investigation, a misstep that could cost him later on. When the character is making any one check later in the investigation, the GM can explain how this detail interferes with the check to add to the character's dice pool.

or

❖ **Hostile Source:** The PC fines a source that does not readily give up its secrets. If the source is an NPC, add to all Charm and Deception checks made to gather information from that source. If the source is not a character, but rather evidence, its nature is not readily apparent, add to all Perception and Knowledge checks to determine how it fits into the investigation. This option is best used with a successful check.

❖ **Payback Looms:** The character runs afoul of powerful foes who have their own interests in the investigation. They may be after the same information for their own ends, or they might be out to silence the source the character is after. As such, the character must stop the opposition before continuing the investigation, through whatever means he finds appropriate. The opposition could consist of several minion groups led by a rival, a nemesis NPC, or a group of rival NPCs. These foes could also be representatives of a greater power, one which might continue to keep an eye on the investigation after its agents are defeated.



Success



Failure



Advantage



Threat



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SPENDING , , , AND IN CONTACT NETWORKS

ADVANTAGE AND TRIUMPH


or


❖ **Additional References:** The contact network turns up more information than is needed to answer the immediate question. If the contact network is called upon again during the same investigation, add  to its check.


or


❖ **A Pleasure to Work With You:** Members of the contact network form a favorable impression of the PC requesting the information. They may respond well to future requests, or an NPC within the contact network might step forward to offer additional assistance.



or


❖ **A Wealth of Information:** The information discovered answers new questions even as it raises them. The PC may select a single additional piece of related information of an obscurity no greater than the first and earn it without a check. This option may only be selected on a successful check.

❖ **Making Connections:** The PC's contact network expands its connections as the members make inquiries. The character chooses either Scope or Expertise, and raises the contact network's relevant rating by 1 for the remainder of the investigation. At the GM's discretion, this bonus may become permanent if the character engages with the new contacts during the investigation and takes steps to earn their loyalty.

THREAT AND DESPAIR


or


❖ **We Need More Time!** The contact network refuses to be rushed. It insists additional time is required to come up with the desired results, taking one additional day per  spent. At the GM's discretion, a partial answer may be available before this additional time is up if the check was successful.


or


❖ **It'll Cost You:** The members of the PC's contact network insist on additional compensation for unforeseen complications. The additional remuneration could take the form of a minor favor or a payment of up to 200 times the obscurity rating of the information, in credits.


or


❖ **Contact in Trouble!** One of the key members of the contact network is in trouble as a result of the network's efforts for the PC, such as accessing restricted information or crossing a powerful figure connected with the investigation. If the character does not act to assist the contact, the contact network cannot be used for the remainder of the session – to say nothing of the consequences that might befall the contact!

❖ **Network Diminished:** A portion of the contact network becomes dissatisfied with working for the PC, and it may break away if not appeased. This might require a meeting with the aggrieved contacts, or offering compensation or favors to prove that the network's efforts are valued. If the network is not appeased by the time the investigation is completed, the dissenters break off contact with the character, reducing the Scope of the network by one.

CONTACT SCOPE AND EXPERIENCE

Rating	Scope	Expertise
1	A handful of individuals, such as a single street gang or the staff of a single department at a small university.	Dabblers and dilettantes with the bare minimum of knowledge to be worth consulting. The network consists of students, amateur explorers, minor enforcers, or similar figures.
2	Up to fifty individuals working together closely, or around two dozen in correspondence across a planet.	Typical professionals within their fields, such as professors, doctors, scientists, or gang leaders
3	Fifty to one hundred individuals operating across an entire world or star system.	The members of the network are accomplished members of their field.
4	One hundred or more individuals, spread across several star systems.	Network members include noteworthy and well-known figures in their various fields, such as widely published scholars, cartel bosses, or the discoverers of new worlds or hyperlanes.
5	A vast network stretching across an entire sector of space or more.	Leading members of the field in question are included in the network.



Success



Failure



Advantage



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J05 T06 V07 S00 P000 774075

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SPENDING ☺, ☺, ☺, AND ☺ ON COMPUTERS CHECKS

ADVANTAGE ☺ AND TRIUMPH ☺

☺
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- ❖ **Elegant Coding:** The character's programming makes future efforts on a system easier. Add ■ to the next Computers or relevant Knowledge skill check the character makes during this encounter.
- ❖ **Lucky Find:** The character discovers a snippet of information on the computer system, unrelated to his current task, that may be of benefit. The nature of the data is up to the GM. Additional ☺ or ☺ on this result may be spent to indicate a particularly critical find.

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- ❖ **Exceptional Performance:** The character gets peak performance from the system currently being worked upon, adding ■ to or removing ■ from a single subsequent related check of the player's choice later this session.
- ❖ **Quick Access:** The character creates a fast access point on the system currently being worked upon. Add automatic ☺ to Computers checks the character makes on this same system during the current session.

☺☺☺
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- ❖ **Covering My Tracks:** The character manages to disguise his current effort as a normal system function. Add ■■ to any check made to detect the character's actions.
- ❖ **Familiar Code:** The character is able to draw on familiarity with similar computer systems to plan a course of action. Take any number of additional ✨ on the current check, remove them from the results, and add that number of ✨ to the results of a single Computers or relevant Knowledge skill check later in the same encounter.
- ❖ **I Don't Recall Ever Owning a Droid:** A droid reprogramming attempt succeeds beyond the character's expectations. The droid reboots entirely, wiping its previous memory, and now views the character as its master. The character adds automatic ✨ to his Leadership checks to give orders to that droid.

☺

- ❖ **I Own This System:** The character's mastery of the computer is elegant enough to downgrade the difficulty of the next check the character makes in this session involving this system once per ☺ spent this way.
- ❖ **Pre-Wipe Memories:** When accessing or upgrading a droid's circuitry, the PC manages to also pull data from the droid's earlier memories that were supposed to be wiped. The droid still does not recall these events, but the GM provides one fact or other information relevant to the character's current mission per ☺ spent this way.
- ❖ **High-Speed Connection:** The character is able to retrieve and download data from the system or droid more quickly than usual. Reduce any associated time by 50%.

THREAT ☺ AND DESPAIR ☺

☺
or
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- ❖ **Incomplete Data:** When retrieving information, the character unknowingly misses a vital component, leading to a false conclusion. The GM may choose a single check the character makes when acting upon the information later in this session and add ■ to that pool.
- ❖ **That's Not Right:** An attempt to reprogram a droid has caused a glitch in its brain. For the remainder of the encounter, the droid is only capable of moving in a small circle or spinning in place.

☺☺
or
☺

- ❖ **Critical Error:** The character accidentally causes a deep error in a droid's or computer's system. For the remainder of the encounter, add automatic ☺ to all checks to operate that computer or direct that droid.
- ❖ **Overload:** The computer or droid experiences a power surge, and the character is hit by the electrical feedback. The character suffers 2 strain as a result; if applicable, the droid also suffers 1 strain. This result can be used on PC droids as well as NPC droids.

☺☺☺
or
☺

- ❖ **Cascade Failure:** The computer crashes and ceases to function entirely for the duration of the encounter or narrative scene, starting after the end of the character's current turn (or after the results of the current check if this takes place in narrative time). With additional ☺ or ☺, the failure is far more serious, spreading beyond that computer, which is certain to raise an alarm.
- ❖ **Lost Skill:** The effort to repair or upgrade a droid goes very badly, and the droid loses some of its earlier capabilities. The GM selects one skill that the droid possesses a rank in, and removes one rank in that skill. This result can be used on PC droids as well as NPC droids, but ☺☺ must be spent this way per skill rank removed.
- ❖ **Total Wipe:** While attempting to detect residual signs of previous users' efforts, the character accidentally wipes a significant portion of the computer's data. This destroys not only any trace of clues, but also random blocks of information. Add automatic ☺ to future attempts to gain information from this computer system until it is repaired with a Computers check (this is a moderate repair effort).

☺
(successful
check)

- ❖ **Got It! (I Think...):** The character's effort succeeds, but it causes problems within the system that are not apparent until further attempts at use. For the rest of the encounter, any failed checks that involve the use of this computer or electronic system inflict 1 strain on the character. Additionally, the next time the GM spends ☺ to inflict strain on that character during this session, he suffers twice that amount.
- ❖ **Tripped Security:** The character succeeded but has unknowingly tripped hidden security measures in the facility and has left a very noticeable electronic trail. Add ■■ to any checks made to detect the intruders for the rest of the session, and bb to Stealth checks the PCs make to stay hidden in the facility.

☺
(failed
check)

- ❖ **Angry Droid:** An attempt to reprogram a droid has failed spectacularly, and the droid goes quietly malicious. Soon after the attempt, it comes to life and attacks the character in the most destructive manner possible.
- ❖ **Hard Crash:** The character's actions have caused a computer belongin to him or an allied character to crash and components to burn and smoke. The device is now unusable, requiring a major repair to fix, with the difficulty of the repair check upgraded once per ☺ spent.



Success



Failure



Advantage



Threat



Triumph





Despair



SPENDING , , , AND ON SLICING CHECKS

ADVANTAGE AND TRIUMPH





or


- ❖ **Opportunity Identified:** The slicer finds gaps in the structure of the system that can assist in the execution of another task. Add  to the slicer's next Computers check in this system.
- ❖ **Valuable Data (Intruder Only):** While searching for vulnerabilities in the system, the slicer encounters unrelated data that could prove useful or valuable. The nature of the data is up to the GM, and additional  may be spent on this result to indicate a particularly interesting find.


or


- ❖ **Temporary Bypass (Intruder Only):** The slicer creates a temporary bypass into the system that helps avoid a specific element of the security. The slicer may add  to a single future check to slice this system. This bonus may be saved for any future check.
- ❖ **Cover the Tracks (Intruder Only):** A weakness in the system's defenses allows the slicer to leave minimal evidence, adding  to any checks by defensive slicers to uncover his slicing signature in this system.
- ❖ **Signature Spotted (Defender Only):** A portion of the intruder's slicing signature is discovered in the system, with the advantages that this entails.


or





- ❖ **Spread Decoys:** The slicer uses false data to misdirect foes. Add  to the next check to use the Expel User or Trace User action against the slicer. If the slicer attempting the check fails with  or , it can be spent to cause that slicer to acquire a piece of false data (such as an erroneous location or a fake name for the targeted slicer).
- ❖ **Permanent Backdoor (Intruder Only):** The slicer sets up a permanent means of accessing the system without needing to deal with its verification protocols. The PC may perform the Access System action on this system as a maneuver and without performing a check, so long as the character has access to a hard line or a connected network.
- ❖ **Telltale Sign (Defender Only):** The defender looks for a known user hidden amongst junk data. Downgrade the difficulty of the character's next check to use the Expel User or Trace User action once for each portion of the target's slicing signature the defender possesses.




- ❖ **Scripted Command (Intruder Only):** The next time that the intruder successfully performs the Enact Command action this encounter, the character may resolve two commands instead of one.
- ❖ **Custom Encryption (Defender Only):** The defender chooses an action that the intruder has already attempted; increase the difficulty of the intruder's Computers checks for that action by two until the end of the encounter.

THREAT AND DESPAIR



or


- ❖ **Evidence of Presence:** Careless access results in a trace of the slicer's signature being left in the system. Add  to checks to acquire the slicer's signature.
- ❖ **Authorized Access Only (Intruder Only):** The slicer stumbles into a particularly secure subsystem and must take care to avoid triggering alarms. Add  to the intruder's next computers check in this system.
- ❖ **Dummy Signatures (Defender Only):** A false trail or leftover signature confuses efforts to identify the attacker. Add  to the next computers check made against the intruder.


or


- ❖ **Limited Access (Intruder Only):** The defender chooses one Slicing action; the intruder cannot perform that action during the next round this encounter.
- ❖ **Accidental Backdoor (Defender Only):** Moving quickly through the system to respond to the threat causes the slicer to unknowingly leave important access routes into the system. The intruder may add  to a single future check to slice this system. This bonus may be saved for any future check.


or


- ❖ **Major Alert (Intruder Only):** All users with full access to the system become aware of the presence of an intruder, potentially alerting defensive slicers or dispatching security teams to deal with the intruder.
- ❖ **Encryption (Defender Only):** A muddle of encryption ruins any elements of the attacker's signature that have been gathered. The defending slicer loses all fragments of the intruder's slicing signature, along with all  from possessing them.



- ❖ **Automatic Lockdown (Intruder Only):** Emergency security measures are triggered across the whole system. The entire system shuts down as if a slicer successfully performed the Lockdown action.
- ❖ **Key Vulnerability (Defender Only):** Efforts to defend one area of the system leave another critically vulnerable. The intruder may immediately resolve a command as if he had successfully performed the Enact Command action (even if the system has active security programs).



Success



Failure



Advantage



Threat

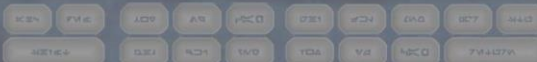


Triumph



Despair




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









Version 3.1


SPENDING , , , AND IN A SHOWDOWN

ADVANTAGE AND TRIUMPH



-  or  ❖ Perform a Guarded Stance maneuver as an incidental during **Step 2: Draw** (or a subsequent turn).
-  ❖ Drop prone or stand up from prone as an incidental during **Step 2: Draw** (or a subsequent turn).



-  or  ❖ Perform an Aim maneuver as an incidental during **Step 2: Draw** (or a subsequent turn).
-  ❖ Add +10 to the first Critical Injury the character inflicts before the end of his next turn.




-  or  ❖ Draw a weapon as an incidental during **Step 2: Draw** (or a subsequent turn).
-  ❖ Force the target to drop a weapon it is carrying.
-  ❖ Add +30 to the first Critical Injury the character inflicts before the end of his next turn.
-  ❖ If the attack inflicts damage on a rival NPC target, it kills the target immediately. (This can only be activated during the combat check in **Step 2: Draw**.)


-  ❖ If the attack inflicts damage, it incapacitates the target without killing him. (This can only be activated during the combat check in **Step 2: Draw**.)



THREAT AND DESPAIR

-  or  ❖ The character suffers 2 strain.

-  or  ❖ The character is disoriented for 2 rounds.

-  or  ❖ The character does not benefit from his ranged or melee defense until the end of his next turn.
-  ❖ The character is immobilized for 2 rounds.

-  ❖ After he attacks, the character's weapon malfunctions. Treat this as though it had run out of ammunition if applicable.

-  ❖ The character's attack hits a bystander within range (of his opponent's choice) instead of his target. (This can only be activated during the combat check in **Step 2: Draw** and if there is a target in range.)
-  ❖ The character cannot voluntarily suffer strain to activate any abilities or gain extra maneuvers until the end of the next turn.


THE QUICK-DRAW SHOWDOWN

STEP 1: FACE OFF

During the first step of a showdown, the two characters face off, each attempting either to intimidate the other or size him up while patiently waiting for him to draw. Depending on the nerve and experience of the combatants, this standoff might last for seconds or minutes. Veteran duelists might play on the entire scenario out in their minds several times before drawing.




During **Step 1: Face Off**, each character chooses only one of the options **Size Up** or **Intimidate**.

SIZE UP

The character attempts to assess his opponent, seeking any clues that might give him the edge when both gunslingers go for their blasters. He might detect a telltale nervous twitch, a custom holster, or that the foe favors one leg over the other. However, if the character misreads the subtle cues, he might act on false information, putting himself at a disadvantage when it comes time to draw and shoot. The character makes an opposed Perception or Streetwise check against his opponent's Cool. If the character succeeds, he upgrades his ability for the Cool check to determine Initiative in **Step 2: Draw** once, and once per additional  on the check. The player and GM can also spend dice symbols as normal, or for the additional effects show above.

INTIMIDATE





Through anything from verbal taunts to twitching his fingers near his blaster, the character attempts to intimidate or fool his opponent into drawing first. Should the character focus too much on this attempt,

however, he might lose sight of the bigger picture and overlook his opponent's actions, putting him at a disadvantage. The character makes an opposed Deception or Coercion check against his opponent's Discipline. If the character succeeds, he adds  to his opponent's Cool check to determine initiative in **Step 2: Draw** and  per additional  on the check. The player and GM can also spend dice symbols as normal, or for the additional effects as shown above.


STEP 2: DRAW

Eventually, one of the duelists' nerve breaks, and he goes for his blaster. With this sign of aggression, the other character can draw his own blaster without fear of legal reprisal. Observers must watch carefully, because the gunfighters move with incredible speed.

Both characters make a competitive Cool check with a difficulty of **Simple (-)** to determine Initiative, modified based on the results of the checks in **Step 1: Face Off**. The character with the lower Initiative result blinks first and tries to attack, while the character with the higher result keeps his nerve, drawing and attacking in a seamless motion. The character with the higher result takes the first turn, but he must draw his weapon (if he wishes to use it) and attack. He can use any remaining maneuvers after drawing his weapon to Aim, take cover, or perform other relevant activities.

A successful combat check inflicts damage at normal, and the player and GM may spend , , , and  in the usual ways and also in the ways

listed above. At the GM's discretion, can also use the options above for any other checks that occur during **Step 1: Face Off**, **Step 2: Draw**, or the ensuing combat encounter.

The GM can spend  for the winning character to indicate that he acts prematurely, both drawing and shooting first. This does not apply any penalties to skill checks during the combat, but it can have legal and social consequences afterward

Assuming he survives the other character's attack, the character who goes second takes his first turn following the same rules as the first character.

STEP 3: COMBAT CONTINUES

Quick-draw duels are often near-instantaneous and decisive. However, if both characters survive after **Step 2: Draw**, combat proceeds as normal, except that combatants can still make use of applicable options above as the GM deems appropriate. Any characters who enter the fight at this point make Cool checks to determine Initiative.



Success



Failure



Advantage



Threat



Triumph





Despair

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
SPENDING , , , AND IN MASS COMBAT



ADVANTAGE AND TRIUMPH

-  or 


 - ❖ All characters with the acting force can recover 1 strain.
 - ❖ The PCs notice a key feature of the enemy force (an enemy officer, weapon emplacement, support vehicle, etc.) and its position on the battlefield.


-  or 



 - ❖ An attack by the acting force reveals a weakness in the enemy force's defenses. Add  to the next Mass Combat check as the acting force exploits the weakness.
 - ❖ The PCs perform a particularly heroic act or do something with minor but lasting consequences for the cause of the Reel Alliance (acquire enemy materiel or intel, rescue or otherwise aid a neutral party, thereby swaying that person or group's position on the Rebellion, etc.) When the battle is over, the PCs each increase their Duty by one.

-  or 

 - ❖ A previously unnoticed geographical feature of the battlefield (a stand of trees, a valley, a rock formation, etc.) affords the acting force some cover. The acting force may downgrade the difficulty of the next Mass Combat check once as it utilizes this vital feature.
 - ❖ The acting force disables an important piece of enemy hardware, destroying a heavy weapon or item of equipment that provided the enemy force an advantage in the battle.
 - ❖ The leader of the acting force makes a rousing speech to inspire the troops or enacts a cunning plan. The acting force may upgrade the ability dice on its next Mass Combat check once.



- 


 - ❖ Overwhelmed by the ferocity of the acting force's attack, an enemy unit is close to abandoning its post. On the next Mass combat check, any  generated causes the enemy force to abandon its post and run.
 - ❖ A notable NPC within the acting force performs a particular feat of heroism. This provides the acting force with a tangible benefit and makes a name for the NPC in the Rebel Alliance.
 - ❖ Reinforcements arrive to support the acting force. These increase the force strength of the acting force by one step (Significant to Imposing, for example) in future phases.



-  


 - ❖ Sizable reinforcements arrive to support the acting force. These increase the force strength of the acting force by two steps (Significant to Staggering, for example) in future phases.
 - ❖ A dramatic narrative moment gives the PCs the chance to singlehandedly change the entire course of the battle. This could be anything from a chance encounter with the enemy commander; to a dogfight with the enemy force's top ace; to the infiltration and slicing of the enemy force's comms station, redirecting enemy reinforcements away from the battle. The options here are endless and entirely dependent on the circumstances of the narrative.



THREAT AND DESPAIR

-  or 


 - ❖ The characters involved with the acting force suffer 1 strain.
 - ❖ The fog of war creates confusion on the battlefield. Add  to the next Mass Combat check as the acting force struggles to differentiate allies from enemies.

-  or 



 - ❖ The enemy disrupts the acting force's line of battle. Members of the acting force suffer  on their next skill check.
 - ❖ One of the PCs involved with the acting force (chosen at random, or as determined by the GM to fit the narrative) suffers an unfortunate accident on the field of battle (falling debris, a stray round, friendly fire, etc.). The PC suffers 4 wounds.

-  or 

 - ❖ The acting force gets bogged down in difficult terrain. As a result, it upgrades the difficulty of its next Mass Combat check once.
 - ❖ The enemy force disables an important piece of the acting force's hardware, destroying a heavy weapon or piece of equipment that provided the acting force an advantage in the battle.
 - ❖ The enemy force gains a significant advantage in the battle due to a blow to the command of the acting force (the Commander is wounded, crucial equipment is damaged, etc). Downgrade the ability dice in the next Mass Combat check once.

- 

 - ❖ One of the PCs involved with the acting force (chosen at random, or as determined by the GM to fit the narrative) is grievously hurt in the fighting and suffers one Critical Injury.
 - ❖ A notable NPC within the acting force suffers a grievous Critical Injury. This deprives the acting force of a tangible asset and seriously endangers someone important to the PCs.
 - ❖ Communications are disrupted, and orders are garbled. The commander of the acting force cannot clearly communicate orders to the troops. Unless another officer or respected leader who can communicate to the acting force steps in to take the commander's place, the acting force does not upgrade the ability of the dice pool due to its commander's ranks in Leadership the next Mass Combat check.
 - ❖ Reinforcements arrive to support the enemy force, increasing its force strength by one step (Significant to Imposing, for example) in future phases.

-  

 - ❖ Either succumbing to panic or enemy infiltration, a portion of the acting force turns traitor and joins the enemy force. Decrease the force strength of the acting force by one step (Imposing to Significant, for example), and increase the force strength of the enemy force by one step (Significant to Imposing, for example) in future phases.
 - ❖ Sizable reinforcements arrive to support the enemy force, increasing its force strength by two steps (Significant to Staggering, for example) in future phases.



Success



Failure



Advantage



Threat









Triumph



Despair

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Version 3.1

SPENDING ⚡, ⚡, ⚡, AND ⚡ IN COMBAT ENVIRONMENTS

ADVANTAGE ⚡ AND TRIUMPH ⚡

URBAN COMBAT

- ⚡ or ⚡ The attack ruptures a pipe carrying water or another liquid, creating an area of difficult terrain around the target.

- ⚡⚡ or ⚡
 - ❖ Shattered transparisteel, shrapnel, or debris strikes the targeted character, inflicting 1 strain.
 - ❖ Power to the area is cut off or light sources destroyed, possibly resulting in darkness.

- ⚡⚡⚡ or ⚡
 - ❖ The attack dislodges a large amount of rubble or durasteel plating onto the targeted character, staggering him for 1 round.
 - ❖ A vehicle, power supply, ammunition store, or fuel container near the target explodes, inflicting 10 damage (or more, at the GM's discretion and based on the environment) to all engaged characters.
 - ❖ The attack seriously damages the target's cover, reducing the ■ it adds by 1.

- ⚡
 - ❖ The attack collapses the street or floor beneath the targeted character; he suffers a fall from short or medium range and is immobilized for 1 round.
 - ❖ The attack collapses a wall or other considerable section of a building near the targeted character, staggering the target and anyone engaged with him for 1 round.

BOARDING ACTIONS

- ⚡ or ⚡ The attack strikes a terminal or power cable, showing the target character in sparks. The next attack against the target character gains the Disorient 2 quality.

- ⚡⚡ or ⚡
 - ❖ A nearby power conduit discharges into the target character, who must succeed at an **Average (◆◆) Resilience check** or be staggered for one round; the character is disoriented 1 round for each ⚡ generated.
 - ❖ The attack hits a control panel and causes a bulkhead door (chosen by the player) to close or open.

- ⚡⚡⚡ or ⚡ A computer terminal or control panel near the target explodes, dealing 10 damage (or more, at the GM's discretion) to all engaged characters.

- ⚡ The attack knocks the target into an exposed power cabling or smashes him into a computer terminal, inflicting strain equal to the damage caused by the attack.

WILDERNESS COMBAT

- ⚡ or ⚡
 - ❖ The attack exposes or draws attention to a concealed enemy, adding ■■ to the next check to detect him.
 - ❖ The attack drops an insect hive, ignites swamp gas, or otherwise badly startles the target, inflicting 1 strain on the target and each other character within short range.

- ⚡⚡ or ⚡ The attack ignites dry foliage or other flammable material near the target, starting a fire with a rating of 2.

- ⚡⚡⚡ or ⚡
 - ❖ The attack damages an important piece of survival gear carried by the targeted character.
 - ❖ The attack kicks up a cloud of sand, frightens a flock of birds, or otherwise distracts the target, causing him and each other character within short range to lose his free maneuver on his next turn.

- ⚡ The attack collapses a tree, rocks, snow bank, or other large mass onto the targeted character, who is knocked prone and immobilized until he passes a **Hard (◆◆◆) Athletics or Coordination check**, requiring an action.

THREAT ⚡ AND DESPAIR ⚡

URBAN COMBAT

- ⚡ or ⚡ The sight or sound of a door closing or window shattering distracts the active character, adding ■ to the next combat check targeting him.

- ⚡⚡ or ⚡
 - ❖ Debris falls in front of the targeted character, providing cover or improving existing cover.
 - ❖ The floor or street gives out and traps the active character's foot, immobilizing him until he spends a maneuver to free himself.

- ⚡⚡⚡ or ⚡
 - ❖ The attack injures or endangers a civilian.
 - ❖ The active character's cover is damaged or collapses, reducing the ■ it adds to incoming attacks by 1.

- ⚡ A section of ceiling, a bridge, or even vehicle wreckage falls toward the active character, inflicting 12 damage and knocking him prone unless he avoids it with a **Hard (◆◆◆) Vigilance check**.

BOARDING ACTIONS

- ⚡ or ⚡ A ricocheting blaster bolt startles the active character. Add ■■ to the next combat check targeting him.

- ⚡⚡ or ⚡
 - ❖ A fluctuation in the ship's artificial gravity knocks the active character prone and disorients him for 1 round.
 - ❖ The attack shorts out the lighting system for the corridor or room, plunging it into darkness.

- ⚡⚡⚡ or ⚡ The ongoing combat damages the ship's artificial gravity generator or the gravity conduits in the area, placing all combatants into zero gravity.

- ⚡ The attack (or the cumulative effects of many attacks) damages life support systems for this part of the ship or the entire ship, depending on its size. Characters without space suits or oxygen supplies face suffocation.

- ⚡⚡ The attack cracks a transparisteel viewport, causes an explosive chain reaction, or otherwise breaches the hull, exposing the combatants to vacuum. In addition, all characters exposed must succeed on an **Average (◆◆) Athletics or Coordination check** to avoid being pulled through the breach due to decompression.

WILDERNESS COMBAT

- ⚡ or ⚡ Insects, leaves, sand, or snow obscures the active character's sight; add one automatic ⚡ to his next check.

- ⚡⚡ or ⚡ The active character steps in quicksand or gets caught by a root or vine, immobilizing him until he succeeds at an **Average (◆◆) Athletics or Coordination check**.

- ⚡⚡⚡ or ⚡
 - ❖ The active character draws the attention of a predator or frightens wildlife with dangerous consequences (potentially for both sides).
 - ❖ The active character receives a bite or sting from a small but venomous creature and suffers 1 wound each round for 5 rounds or until treated with an **Average (◆◆) Medicine check**.

- ⚡ A severe weather event occurs without warning, such as a sandstorm, twister, or blizzard, for the duration of the encounter, upgrade the difficulty of all checks once for all characters.



Success



Failure



Advantage



Threat

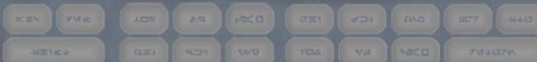


Triumph



Despair



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

Version 3.1

SPENDING , , , AND IN URBAN SETTINGS



ADVANTAGE AND TRIUMPH

-  or 


 - ❖ **Face in the Crowd:** The PCs melt easily into the crowd. Add automatic f to any Perception checks made to identify or notice the PCs in a crowd for the remainder of the encounter.
 - ❖ **Word on the Street:** The PCs overhear a snippet of a conversation as they move through the streets. It may offer some small clue relevant to their current task.

-  or 


 - ❖ **Side Street:** The PCs find a previously undiscovered side street or back alley that makes them harder to follow. Add ■■ to the next Perception check made to follow or track them.
 - ❖ **Hole in the Wall:** The PCs uncover an uninhabited spot that is still connected to local power grids and somewhat cozy (if also somewhat dusty). They add ■ on any checks to recover strain at the end of encounters in this location.
 - ❖ **Hidden Shop:** The PCs discover a small, previously unnoticed merchant selling goods at a discount price. Add ■ to any Negotiation checks made when attempting to purchase items in this location.

-  or 

 - ❖ **Filling Street Food:** The PCs run into a street vendor selling one of their favorite dishes. Any PC who spends 5 credits may immediately remove all strain that character is suffering from.
 - ❖ **Friendly Face:** The PCs encounter an unexpected ally or friendly local. The individual offers them aid in some form of the GM's choosing, such as information or supplies.
 - ❖ **Urban Hideout:** The PCs discover an illicit tavern or other hideout that appears to have been abandoned by local criminals, containing illicit information here on the city in the form of old datapad files and handwritten notes. Add ■■ to the next Streetwise or Knowledge (Underworld) check the characters make during this session. At the GM's discretion, these may reveal the name and location of a mid-level member of a local criminal group.



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 - ❖ **Lay of the Land:** One of the locals takes a real shine to the PCs and gives them the lowdown on the best ways to get around the city's streets and byways. Downgrade the difficulty of checks made as part of chases, high-speed travel, or vehicular excitement within the city limits once.
 - ❖ **Trusted Contact:** The PCs run into a trusted friend or reliable contact. This person can improve the PCs' contact network's Scope or Expertise, or if no networks are being used can alternatively decrease the difficulty of all Streetwise checks the PCs make while in this area once.



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

 - ❖ **Perfect HQ:** The PCs find a long-abandoned series of industrial rooms underneath a city level. The rooms still have power, tools, and Holonet connections, and can make for an excellent base of operations. While using this HQ, the PCs add automatic aa on any Mechanics and Computers checks they make.
 - ❖ **Unexpected Patron:** The PCs are approached by a representative of a major criminal organization or a government official who (for unknown reasons) offers information and to act on their behalf. This could result in the PCs' gaining freedom from arrest, support personnel, or other benefits that best fit with the campaign narrative.



THREAT AND DESPAIR


-  or 


 - ❖ **Unwanted Attention:** The PCs draw appraising eyes from shady characters in the area. This could lead to their contacts shying away from offering any useful information and street vendors overcharging them.
 - ❖ **Obvious Visitors:** The PCs commit a local slight that makes it obvious they're not from around here. Add ■ to any Streetwise or social skill checks they make as part of interactions with the local criminal element.


-  or 


 - ❖ **Bad Grub:** Some of the local food the PCs ate earlier was spoiled, and they are now feeling the effects. For the remainder of the session, whenever the PC generates  or  on a check, the GM can spend it to cause him to be affected by a crippling bout of nausea. The PC becomes immobilized until the end of the next turn.
 - ❖ **We're Being Followed!:** The PCs believe they're being followed by bounty hunters, local criminals, or local law enforcement, which causes them to be edgy, nervous, and restless. While in this area, PCs recover 1 less strain whenever they recover strain at the end of the encounter (to a minimum of 0).
 - ❖ **Bright Lights, Big City:** The PCs are distracted by all of the unique features of the urban environment (such as exotic aliens, unique architecture, unfamiliar sights and smells). For the remainder of the day, when making Cunning- or Intellect-based checks in this area, upgradet he difficulty of the PCs' check once.

-  or 

 - ❖ **Mistaken Identity:** The characters are mistaken for local criminals. They quickly draw the attention of a small group of provincial law enforcement officers or guided bounty hunters who are eager to capture them, perhaps even dead or alive.
 - ❖ **Inside Information:** An NPC who the PCs wish to meet with is already aware of what they want and has some leverage on them. The PCs add automatic  to all opposed social skill checks that target this NPC.

-  (successful check)

 - ❖ **Extra Muscle:** The characters have made contact with a desired individual, but this contact has a bit of extra muscle (such as several Street Toughs) as backup in case things get dangerous or negotiations break down.
 - ❖ **Extra Stress:** The PC is successful in his current goal, but somehow has gained the notice of a local crime lord who seeks to take him down – and who makes these intentions very clear to the PC. Whenever the GM spends  to inflict strain on that PC, that PC suffers 1 additional strain until the crime lord is appeased or dealt with.

-  (failed check)

 - ❖ **Betrayal:** The PCs' failure has made one of their most trusted allies lose confidence in them and begin surreptitiously working for their enemies. This could result in an ambush at a later meeting, the failure of vital equipment to arrive, sabotage of their weapons and gear, or even the poisoning of their meals.



Success



Failure



Advantage



Threat

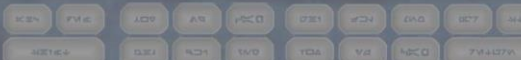


Triumph



Despair

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






Version 3.1








SPENDING , , , AND IN URBAN SPACES

ADVANTAGE AND TRIUMPH

CONFINED SPACES








-  or  ❖ **Hidden Away:** The PC hunkers down amidst some thick debris and is obscured from anyone outside the cramped space. While here, he counts as being in cover.
-  or  ❖ **Perfect Angle:** The PC is able to find a way to fit through the tight space unhindered for a moment, removing any  or other penalties that the cramped location could impose on the character's next action.
-  or  ❖ **Lost and Found:** The PC finds a handy item, discarded or lost and unnoticed until now. The item should be something that ideally can prove helpful to the encounter at hand, such as a tool that can aid in the checks involved, a holdout blaster, a stimpack, or some similar minor but useful piece of equipment.

VERTICAL SPACES








-  or  ❖ **View of the City:** The PC notices something useful from a vantage point, which need not related to the current encounter. At the GM's discretion, more details or useful information might be available for additional .
-  or  ❖ **Safe Fall:** The PC spots a way to prevent falling from the current location, such as a series of handholds or a balcony to drop onto. If the PC falls later in this encounter, reduce the overall distance fallen by one range band.
-  or  ❖ **Elevated Advantage:** The PC is able to gain advantage from elevation, such as by seizing the high ground in combat or finding a good vantage point from which to search the surroundings. The PC may either upgrade the ability of his next relevant skill check once, or upgrade the difficulty of the next skill check targeting him once.

THREAT AND DESPAIR

CONFINED SPACES

-  or  ❖ **Tough Squeeze:** The confines of the passageway force the PC to painfully contort to reach the destination, and even simple activities like readying a weapon become problematic. The character suffers 1 strain per turn if he performs any maneuvers while in this setting. When this is selected outside of structured encounters, the character may choose between suffering 2 strain or increasing the time spent traveling by half.
-  or  ❖ **A Bad Spot:** The PC ends up in an exceptionally tight space. Double all  or other penalties imposed by the cramped quarters during the character's next action. At the GM's discretion, some weapons or tools may be unusable until the character moves to a more open space.
-  or  ❖ **Close Collateral Damage:** The PC's attack rebounds in the enclosed space or sends sharp bits of debris flying back. That PC suffers damage equal to half the damage dealt by the check, reduced by soak as usual. This may only be selected as a result from a combat check.
- ❖ **Stuck!** The character gets stuck in place or pinned in the clutter, and becomes immobilized. Getting loose requires an **Average (◆◆) Athletics or Coordination check**.

VERTICAL SPACES

-  or  ❖ **Mild Vertigo:** The PC is slightly troubled by the elevation. He becomes disoriented until the end of the encounter, but another character can spend a maneuver to offer support and remove that status effect.
-  or  ❖ **Buffeted:** High-altitude winds blow the character about, making movement difficult. The character loses his free maneuver on his next turn, but may suffer strain or spend  to gain additional maneuvers as usual.
- ❖ **Fear of Heights:** The PC gets a better look at the drop down than is entirely comfortable. While at the edge, at the start of each of his turns he must make an **Average (◆◆) Discipline check** as an incidental or become staggered.
-  or  ❖ **Precarious Perch:** The PC slips toward a sharp drop, moving one range band closer to the closest edge. If already at the edge, the PC must make an **Easy (◆) Athletics or Coordination check** as his action on his next turn or fall.



Success



Failure



Advantage



Threat

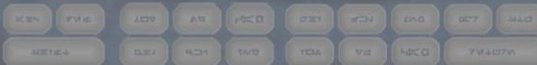


Triumph



Despair

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





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





SPENDING , , , AND IN URBAN CONDITIONS

ADVANTAGE AND TRIUMPH

CROWDS






-  ❖ **Crowd Carry:** The flow of foot traffic is with the character, aiding the character in reaching a desired location. The character gains a free maneuver that can only be used for movement (but still may not take more than two maneuvers in a single turn). When this is selected outside of structured encounters, the character arrives at the destination in half the normal time.
-  ❖ **Concealed by the Crowd:** The movement of passersby obscures the character's actions, adding  to checks targeting the character from beyond engaged range until the start of the character's next turn. This includes both combat checks and non-combat checks, such as Perception checks to spot the character.
-  ❖ **Helping Hand:** A nearby NPC is sympathetic to the PC's actions and offers to assist. The NPC adds automatic aa to checks the PC makes for the remainder of the encounter. Depending on how the encounter plays out, the NPC may continue to assist the character in other ways, such as by joining (and improving) his contact network.

TRAFFIC




-  ❖ **The Fast Lane:** The flow of traffic is with the character, aiding the character in reaching a desired location. The character gains a free Fly/Drive maneuver that can only be used for movement (but still may not take more than two maneuvers in a single turn). When this is selected outside of structured encounters, the character arrives at the destination in half the normal time. This result may only be selected by a character piloting a vehicle, and if used the vehicle suffers 2 system strain.
-  ❖ **High-Speed Distraction:** A speeder zooming past at high speed throws off one of the character's adversaries, disorienting him with the shriek of its engines or forcing him to dodge out of the way. Add automatic  to any checks that this hostile character makes for the remainder of the encounter.
-  ❖ **Traffic Gap:** The PC spots a momentary gap in oncoming traffic, and can seize it to get ahead of the opposition. If the character spends one or more maneuvers moving this turn, any adversaries attempting to pursue the character count as being in difficult terrain. This result may only be selected by a character on foot.
-  ❖ **Fortunate Accident:** An oncoming speeder strikes one of the PC's foes. If these foes are on foot, that adversary suffers a Critical Injury. If the chosen foe is in a vehicle, the vehicle suffers a minor collision.
-  ❖ **Lucky Lift:** The character nimbly leaps into the back of an open-topped repulsor-truck, or otherwise gains free transportation unnoticed by the driver or any lurking foes. This result may only be selected by a character on foot.

THREAT AND DESPAIR

CROWDS

-  ❖ **Jostled:** The press of bodies proves difficult to push through, inflicting 1 strain on the character for each Move maneuver the character performs while in the crowd. When selected outside of structured encounters, the character's travel time is increased by half.
-  ❖ **Trapped in the Hordes:** A crowd of stubborn pedestrians boxes the character in. For the remainder of the encounter (or as long as the character remains in the crowd), he counts as being in difficult terrain.
-  ❖ **Old Acquaintance?:** A passing NPC mistakes the character for an old friend. The NPC could attempt to catch up on past times, drawing unwanted attention with loud conversation, or could be holding a grudge and eager for trouble.
-  ❖ **Public Menace:** The PC's actions alarm passersby, causing a general panic. This can draw unwanted attention, and at the GM's discretion that character gains 1 Conflict for spreading fear. If the action taken was a combat check, collateral damage or stray shots endanger or injure an innocent bystander (resulting in 3-5 conflict for the PC, and maybe an injured victim that must be treated). It could also result in members of the population identifying the PC's descriptions circulated to law enforcement.
-  ❖ **Lost in the Crowd:** The PC is swept away by an energetic crowd and unable to maneuver out of it before getting lost. When selected outside of structured gameplay, the character is immobilized for his next two turns and moved by the crowd to long range of his previous location during this time.

TRAFFIC

-  ❖ **Close Call:** The PC narrowly avoids a speeder rushing past, and is unsettled or forced out of position by the narrow escape. The character loses his free maneuver in his next turn.
-  ❖ **Loose Cargo:** A crate or other loose cargo item slips from the back of a speeder truck and strikes the PC. If on foot, that PC suffers 3 strain or 1 wound, depending on the nature of the collision. If in a vehicle, the PC's vehicle suffers 2 system strain. The fallen cargo may cause other complications at the GM's discretion.
-  ❖ **Speeder Accident:** An oncoming speeder strikes the character. If the character is on foot, the speeder inflicts a single Critical Injury. If the character is also in a speeder, the vehicles suffer a minor collision. Depending on the local regulations and other surrounding circumstances, this may draw official attention to the character or cause additional long-term complications, at the GM's discretion.



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SPENDING ☺, ☹, ☸, AND ☶ ON FORTIFICATIONS

ADVANTAGE ☺ AND TRIUMPH ☹

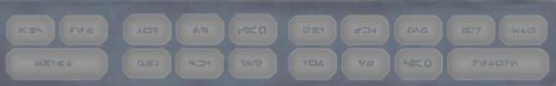
- ☺ or ☹ **Expanded Capacity:** Increase the fortification's occupancy by 1.
- ☺☺ or ☹☹ **Additional Cover:** Increase the ranged defense that the fortification provides to occupants by 1 (this can only be selected once).
- ☺☺☺ or ☹☹☹ **Additional Feature:** Add a useful feature to the fortification, such as a weapon turret or camouflage.
- ☹ **Reinforced Armor:** Increase the fortification's armor by 1, if applicable (this can only be selected once).

THREAT ☸ AND DESPAIR ☶

- ☸ or ☶ **Exhausting Effort:** Each character participating in the construction suffers 3 strain.
- ☸☸ or ☶☶ **Inferior Protection:** Reduce the ranged defense that the fortification provides to occupants by 1 (this can only be selected once).
- ☸☸☸ or ☶☶☶ **Vulnerability:** The fortification includes a critical flaw that a cunning enemy could use to easily neutralize it.
- ☶ **Limited Lifespan:** The fortification can protect against only a limited number of attacks before it is rendered useless, as determined by the GM.



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

SPENDING , , , AND IN WILDERNESS SETTINGS

ADVANTAGE AND TRIUMPH


or


- ❖ **Favorable Planning:** The PC accurately predicts the weather for the remainder of the day, making other efforts less stressful. The next time a member of the group would suffer 1 or more strain while in this setting, that character suffers 2 less strain, to a minimum of 1.
- ❖ **Successful Foraging:** The character quickly finds some tasty sustenance. Each other character in the party immediately recovers 1 strain.



or


- ❖ **No Surprises:** The PCs' shelter is well hidden from detection, or they cover their tracks perfectly. Add  to Perception checks to discern their presence here.
- ❖ **Field Rations:** The character discovers sources of food ideal for long-term preservation and transport. Each PC may add  to the next Resilience check the character makes during this session.


or


- ❖ **Faithful Companion:** An attempt to befriend local fauna goes well, and the creature leads the PC to a reliable trail, a place of shelter, or even the campsite of the enemy the party was tracking.
- ❖ **Stockpile:** The Player Character establishes a cache of preserved food, potable water, and other supplies. Should the party return to this location, the characters may use it to recover 3 strain each.





- ❖ **Comfortable Setting:** The character uncovers a region that appears to be benign and without threats. The PCs gain  on checks to recover strain at the end of encounters in this location and on checks to establish bonds with native animals.
- ❖ **Reliable Supplies:** The PC establishes a dependable source of potable water and edible flora, enough to last the party for several days. Downgrade the difficulty of all Resilience checks the PCs make while in this area once.




- ❖ **Cozy Shelter:** Any shelter the PC creates is well suited for long-term use. While staying within, whenever the PCs remove 1 or more strain, they remove that amount plus 2 instead.
- ❖ **Native Medicine:** The PC finds local plants ideal for boosting healing and aiding the wounded. This upgrades the ability of the next Medicine check the PCs make once, and also counts as creating a healer's kit.

THREAT AND DESPAIR


or


- ❖ **Poor Passage:** The location chosen for this camp or the path for this trail is not wise, the ground hides shifting pebbles, thick mud, or slippery rocks. When making Brawn- or Agility-based checks in this location, add automatic  to the PC's results.
- ❖ **Noisy Footwork:** The character leads the group along a path filled with tumbling rocks, cracking twigs, or even small creatures that are loudly indignant when stepped upon. The PCs add  to all Stealth checks made along this path.




or


- ❖ **Infestation:** The shelter the PC constructed is riddled with tiny insects or parasites, something not noticed until later. Until they find a better resting place, whenever the PCs would remove 1 or more strain, they remove 1 less than that amount instead (to a minimum of 0).
- ❖ **Heavens Erupt:** The character's forecasting is inaccurate, leading to violent weather for which the group is quite unprepared. For the remainder of the day, when making Brawn- or Agility-based checks in the outdoors, upgrade the difficulty of the PCs' checks once.


or


- ❖ **Disastrous Effort:** The PC botches an attempt at the wilderness activity, and ruins any implements used as part of the effort as well. This might also include attempts to start fires that wind up igniting clothing and supplies, or to feed animals that instead result in mildly poisoning them.
- ❖ **Worked Too Well:** The PC's snares fail to capture any small animals. Instead, they draw the attention of a large (and hungry!) predator at least 1 silhouette greater than the largest member of the party.


(successful check)

- ❖ **Missed Signs:** The character successfully tracks the quarry, but fails to notice that the target left markers to detect any others following along this path. The PCs add  to their next Cool or Vigilance checks to determine Initiative order the next time they encounter this foe.
- ❖ **Unwanted Attention:** The character's efforts have succeeded, but in a noticeable manner. Smoke from fires, cries of slain animals, or disturbed foliage all lead foes to the party's location. Add  to Perception or Vigilance checks to notice or find the PCs.


(failed check)

- ❖ **Structurally Unsound:** Any shelter the PC creates holds together for the night, but turns out to have been made from rotten timber, cracked ice, or crumbling stone. It collapses the following day, and all those inside suffer 2 strain as they madly dash to safety outside while debris falls all around them.
- ❖ **Painful Failure:** Not only did the PC's attempt fail, but it harms the PC as well. For example, an animal the character is leading balks and bites, a shelter wall collapses on the PC, or the PC falls into an undetected pit along the trail. The PC suffers 1 Critical Injury, subtracting 50 from the roll (to a minimum of 1).
- ❖ **Enemy Predator:** The character's effort to befriend or treat a creature goes horribly wrong. The animal escapes and now lives only to harass and attack that character. The GM can use this creature as a recurring nemesis for the party while they remain in this environment, or even may have it become the animal companion to one of the PCs' enemies.



Success



Failure



Advantage



Threat

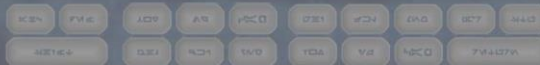


Triumph



Despair



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





Version 3.1






SPENDING , , , AND ON ENGINEERING-FOCUSED CHECKS



ADVANTAGE AND TRIUMPH



-  or 


 - ❖ **Reduce to Essentials:** The character salvages useful parts from the item the character is working on, bypassing extraneous couplings or finding elements of value amid debris nearby. For each  result spent this way, the Engineer recovers 25 credits' worth of parts.
 - ❖ **Inspiring Solution:** The character's current work leads to insight into the next project. Add  to the next Engineering-focused skill check the character makes during this encounter.

-  or 

 - ❖ **Exceptional Performance:** The character wrings extraordinary performance from the item being worked upon. If the item generates  or removes , it instead generates  or removes  instead.
 - ❖ **Efficient Modifications:** the character makes some key tune-ups to personal tools or to the subject of a current project. Add automatic  to the next Mechanics check the character makes during this session or to the next check made to use this item during the current session.



-  or 


 - ❖ **Efficient Power Usage:** The character improves a weapon to better utilize its power source. If the character was making the check to repair or maintain an energy-based weapon (including a vehicle's weapons), that weapon cannot run out of ammunition for the remainder of the session.
 - ❖ **Insightful Planning:** The character is able to draw on past and present experiences to plan for the future. He may take any number of  after the first on the current check, remove them from the current check results, and add that number of automatic  to a single Engineering-focused skill check later in the same encounter.



- 


 - ❖ **Surpass Limitations:** Adjustments to a piece of technology allow the character to get it temporarily working at a level beyond its normal specifications. Before making a subsequent check with this item during the current session, the character may add or subtract 1 from any of the item's characteristics, such as increasing the damage by one or reducing the critical rating by one. This can also be used to modify a range by one band or change a vehicle's handling by one. After the check is resolved, the improvement is lost.
 - ❖ **Reverse Engineering:** After working on the item, vehicle, or ship, the character's comprehension of its technology becomes deep enough to rebuild it even better. The device has its number of hard points increased by one. This cannot be selected more than once per item.



THREAT AND DESPAIR




-  or 


 - ❖ **Some Assembly Required:** The character's efforts require more work than anticipated, consuming further resources or time. The character must spend a maneuver (if in structured time), increase the time required to complete the task by 25% (if in narrative time), or use up to 10 credits in parts or salvage.
 - ❖ **Unconsidered Variables:** When making a check to acquire information, such as a Computers check to draw on a database or archive, or a Knowledge check of any kind, the character fails to consider an important variable in the search. The GM may choose a single check the character makes when acting on the acquired information in the future and add  to that pool.


-  or 


 - ❖ **Temporary Overload:** The character's efforts to repair or use an item cause it to become unpleasant to operate. At the end of the encounter, when a character using or carrying this item recovers strain the amount the character recovers is reduced by 2.
 - ❖ **Hit a Glitch:** Something in the recent operation of an item causes it to begin operating erratically. For the remainder of the encounter, add automatic  to all checks made to use or operate that item.


-  or 

 - ❖ **Equipment Failure:** A power surge, torn coupling, or other failure causes the character's tools to short out and fail. The GM selects one item or device the character is using. This item ceases to function entirely for the duration of the encounter or narrative scene, starting after the end of the character's current turn (or after the results of the current check take place in narrative time). This result normally only affects small items, such as dataspikes, fusioncutters, and hydrosappers, but the GM can spend  or  to affect larger items.
 - ❖ **Erroneous Calculations:** The character makes a crucial error in planning that causes trouble later on. The GM may add  to a related or relevant Engineering-focused check the character makes later in the session.

-  (successful check)

 - ❖ **Too Good a Job:** Allied Alliance personnel are quite envious of the character's success in his engineer endeavors, and upon realizing who he is grow uncooperative and disagreeable. Until the end of the encounter, add automatic  to all social checks the character associated with this effort makes with allied characters outside of the character's immediate circle.
 - ❖ **Is It Supposed to Do That?:** The effort seems to succeed, but new problems arose that are undetectable until later use or access. For the rest of the encounter, any failed checks that involve use of this item inflict 2 strain on the character.

-  (failed check)

 - ❖ **Loss of Confidence:** Whatever the character was hoping to accomplish ends in disaster as skills and resources fail spectacularly. Any tools or equipment used as part of the check are lost, and the terrible experience means difficulty of any similar checks is upgraded until the end of the encounter due to the character's self-doubt.
 - ❖ **Droid Gone Bad:** The effort to repair a droid goes quite poorly, and buried deep in its programming, it will always remember the terrible experience. This could also occur when a droid witnesses a frightening failure the character makes concerning other droids. The GM can have this droid surreptitiously sabotage efforts the PCs make, such as by adding automatic  to checks where applicable, or otherwise (and perhaps unconsciously) attempting to inflict as much pain and stress on the PCs as was inflicted on it.



Success



Failure



Advantage



Threat



Triumph



Despair

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K.S. F.M. L.P. A.R. P.C.D. G.S. F.C. P.A.D. S.T. W.L.S.
M.T.L.S. G.S. N.C. S.P. Y.S. V.G. N.C.D. P.W.A.T.A.

Version 3.1


SPENDING , , , AND WHEN CRAFTING ARMOR

ADVANTAGE AND TRIUMPH


or


- ❖ **Practice Makes Perfect:** The character learns something valuable, and gains  on the next check he makes with the same skill before the end of the session.
- ❖ **Lightweight:** Reduce the encumbrance of the gadget by 1 (to a minimum of 1).
- ❖ **Sealable:** The armor covers the entire body, and is eligible to have the Vacuum Sealed attachment applied to it (this can only be selected once).


or


- ❖ **Lessons Learned:** Reduce the difficulty of the character's next crafting check by 1.
- ❖ **Extra Melee Defense:** Add +1 melee defense to the armor (this can only be selected once).
- ❖ **Special Embellishment:** The wearer of this armor adds automatic  to checks for one of the following skills: Charm, Coercion, Negotiation, Leadership, Resilience, or Stealth (this can only be selected once).


or


- ❖ **Efficient Construction:** A sizeable portion of the material is unused or can be reclaimed from the process; the character retains supplies worth 50% of the Material Price needed to craft the item (this can only be selected once).
- ❖ **Extra Ranged Defense:** Add +1 ranged defense to the armor (this can only be selected once).
- ❖ **Extra Hard Point:** Add 1 hard point to the armor (to a maximum of 2 additional hard points).


or


- ❖ **Extra Soak:** Add +1 soak to the armor (this can only be selected once).
- ❖ **Duplicate:** Create one additional, identical set of armor (with all of the qualities, improvements, and flaws that the first possesses) at no extra cost.
- ❖ **Armor Schematic:** Create a schematic that permanently reduces the difficulty of checks to create armor of this template by 1, to a minimum of **Simple (-)** (this can only be selected once).




- ❖ **Integral Attachment:** Add +1 hard point to the armor, then install one applicable armor attachment that requires 1 hard point. No check is required to obtain this attachment, and it costs 0 credits.

THREAT AND DESPAIR


or


- ❖ **Exhausting Effort:** Upon completing Step 3: Construction, the character suffers 3 strain.
- ❖ **Heavy:** Increase the armor's encumbrance by 1.
- ❖ **Poor Fit:** Donning and removing this armor requires 1 additional action (this can only be selected once).


or


- ❖ **Complex:** The armor is difficult to maintain. Increase the difficulty of checks to repair this item by 1.
- ❖ **Difficult to Customize:** Increase the difficulty of checks to modify attachments on this armor by 1.
- ❖ **Restrictive:** The wearer of this armor adds automatic  to checks for one of the following skills: Athletics, Coordination, Perception, Skulduggery, or Vigilance (this can only be selected once).


or


- ❖ **Wear and Tear:** The tools the character was using to craft the armor are worn down or destroyed, and are damaged one step (minor damage if undamaged, from minor to moderate, or moderate to major).
- ❖ **Fragile:** The armor has a substantial vulnerability that can be exploited; whenever the armor becomes damaged, the damage always counts as moderate damage unless it would be worse (this can only be selected once).


or


- ❖ **Expensive:** The armor has intricate mechanisms that can only be replaced at substantial cost. Whenever it becomes damaged, the cost to repair the armor is doubled (this can only be selected once).
- ❖ **Supply Shortage:** The character runs out of equipment midway through constructing the armor. The crafter cannot finish it until he has a chance to acquire more supplies and spends credits equal to 25% of the Material Price on these additional supplies (this can only be selected once).



- ❖ **Unexpected Flaw:** The armor has a serious problem the crafter does not detect. At some point in the future, the GM may spend a Destiny Point to cause the armor to fail. When he does so, the armor counts as suffering major damage, and thus becomes unusable. Once the armor has been repaired, this flaw is removed and cannot be exploited this way again (this can only be selected once).



Success



Failure



Advantage



Threat

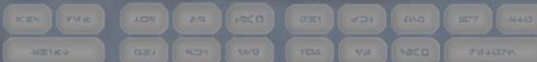


Triumph



Despair

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Version 3.1

SPENDING , , , AND ON BRAWL AND MELEE WEAPON CRAFTING

ADVANTAGE AND TRIUMPH


or


- ❖ **Practice Makes Perfect:** The character learns something valuable, and gains  on the next check he makes with the same skill before the end of the session.
- ❖ **Two-Handed:** Increase the weapon's damage by 1 and encumbrance by 2. It becomes a weapon that requires two hands to wield (this can only be selected once).
- ❖ **Lightweight:** Reduce the weapon's encumbrance by 1 (to a minimum of 1).
- ❖ **Knockdown Quality:** The weapon gains the Knockdown quality (this can only be selected once).


or


- ❖ **Lessons Learned:** Reduce the difficulty of the character's next crafting check by 1.
- ❖ **Defensive Quality:** The weapon gains the Defensive 1 quality (or increase its Defensive quality by 1, to a maximum of 3).
- ❖ **Customizable:** Increase the weapon's hard points by 1 (this can only be selected once).
- ❖ **Pierce Quality:** The weapon gains the Pierce 1 quality (or increase its Pierce quality by 1).
- ❖ **Vicious Quality:** The weapon gains the Vicious 1 quality (or increase its Vicious quality by 1).
- ❖ **Stun Quality:** The weapon gains the Stun 1 quality (or increase its Stun quality by 1).


or


- ❖ **Efficient Construction:** A sizeable portion of the material is unused or can be reclaimed from the process; the character retains supplies worth 50% of the Material Price needed to craft the item (this can only be selected once).
- ❖ **Ensnare Quality:** The weapon gains the Ensnare 1 quality (or increase its Ensnare quality by 1).
- ❖ **Deflection Quality:** The weapon gains the Deflection 1 quality (or increase its Deflection quality by 1).
- ❖ **Destructive:** Increase the weapon's damage by 1 (this can only be selected once).


or


- ❖ **Accurate Quality:** The weapon gains the Accurate 1 quality (or increase its Accurate quality by 1).
- ❖ **Lethal:** Reduce the weapon's critical rating by 1, to a minimum of 1 (this can only be selected once).
- ❖ **Sunder Quality:** The weapon gains the Sunder quality (this can only be selected once).
- ❖ **Schematic:** Create a schematic that permanently reduces the difficulty of creating weapons of this template by 1 (to a minimum of **Simple [-]**).



- ❖ **Concussive Quality:** The weapon gains the Concussive 1 quality (or increase its Concussive quality by 1).
- ❖ **Integral Attachment:** Add +1 hard point to the weapon, then install one applicable weapon attachment that requires 1 or fewer hard points. No check is required to obtain this attachment, and it costs 0 credits.

THREAT AND DESPAIR


or


- ❖ **Exhaustive Effort:** Upon competing Step 3: Construction, the character suffers 3 strain.
- ❖ **Heavy:** Increase the weapon's encumbrance by 1.



or


- ❖ **Cumbersome Quality:** The weapon gains the Cumbersome 1 quality (or increase its Cumbersome quality by 1).
- ❖ **Hard to Modify:** Increase the difficulty of checks to modify attachments to this weapon by 1.


or


- ❖ **Wear and Tear:** The tools the character was using to craft the weapon are worn down or destroyed, and are damaged one step (minor damage if undamaged, from minor to moderate, or moderate to major).
- ❖ **Difficult to Repair:** Increase the difficulty of checks to repair this weapon by 1.
- ❖ **Inaccurate Quality:** The weapon gains the Inaccurate 1 quality (or increase its Inaccurate quality by 1).


or


- ❖ **Brittle:** On a result of  from a combat check using the weapon, it becomes damaged one level.
- ❖ **Hidden Flaw:** At some point in the future, the GM may flip a Destiny Point to have the weapon fracture or break. When the GM does so, the weapon counts as suffering major damage and thus becomes unusable. Once the weapon has been repaired, this flaw is removed and cannot be exploited again.



Success



Failure



Advantage



Threat



Triumph



Despair

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KEY FIVE JOP AS PCO EBI JCH DND SET S4LD
MST&G D&A KCH I&V T&B VE ABCD 7F&L776

Version 3.1

SPENDING , , , , , AND ON RANGED WEAPON CRAFTING

ADVANTAGE AND TRIUMPH

or

- ❖ **Practice Makes Perfect:** The character learns something valuable, and gains b on the next check he makes with the same skill before the end of the session.
- ❖ **Ion Quality:** The weapon gains the Ion quality (this can only be selected once).
- ❖ **Lightweight:** Reduce the weapon's encumbrance by 1 (to a minimum of 1).
- ❖ **Disorient Quality:** The weapon gains the Disorient quality (or increases its Disorient quality by 1).
- ❖ **Expanded Magazine:** If the weapon has the Limited Ammo quality, increase its Limited Ammo Quality by 1.

or

- ❖ **Lessons Learned:** Reduce the difficulty of the character's next crafting check by 1.
- ❖ **Customizable:** Increase the weapon's hard points by 1 (this can only be selected once).
- ❖ **Increased Range:** Increase the weapon's range by 1 range band, to a maximum of extreme (this can only be selected once).
- ❖ **Knockdown Quality:** The weapon gains the Knockdown quality (this can only be selected once).
- ❖ **Vicious Quality:** The weapon gains the Vicious 1 quality (or increases its Vicious quality by 1, to a maximum of 5).
- ❖ **Stun Setting:** This weapon gains the Stun setting quality (this can only be selected once).

or

- ❖ **Efficient Construction:** A sizeable portion of the material is unused or can be reclaimed from the process; the character retains supplies worth 50% of the Material Price needed to craft the item (this can only be selected once).
- ❖ **Destructive:** Increase the weapon's damage by 1 (this can only be selected once).
- ❖ **Ensnare Quality:** The weapon gains the Ensnare 1 quality (or increases its Ensnare quality by 1).
- ❖ **Stun Quality:** The weapon gains the Stun 3 quality (or increases its Stun quality by 1).
- ❖ **Pierce Quality:** The weapon gains the Pierce 1 quality (or increases its Pierce quality by 1).

or

- ❖ **Auto-Fire Quality:** The weapon gains the Auto-fire quality (this can only be selected once).
- ❖ **Burn Quality:** The weapon gains the Burn 1 quality (or increase its Burn quality by 1).
- ❖ **Lethal:** Reduce the weapon's critical rating by 1, to a minimum of 1 (this can only be selected once).
- ❖ **Accurate Quality:** The weapon gains the Accurate 1 quality (or increase its Accurate quality by 1, to a maximum of 3).
- ❖ **Schematic:** Create a schematic that permanently reduces the difficulty of creating weapons of this template by 1 (to a minimum of **Simple [-]**).

- ❖ **Blast Quality:** The weapon gains the Blast 5 quality (or increase its Blast quality by 2).
- ❖ **Concussive Quality:** The weapon gains the Concussive 1 quality (this can only be selected once).
- ❖ **Integral Attachment:** Add +1 hard point to the weapon, then install one applicable weapon attachment that requires 1 or fewer hard points. No check is required to obtain this attachment, and it costs 0 credits.

THREAT AND DESPAIR

or

- ❖ **Exhausting Effort:** Upon completing Step 3: Construction, the character suffers 3 strain.
- ❖ **Heavy:** Increase the weapon's encumbrance by 1.
- ❖ **Cumbersome Quality:** The weapon gains the Cumbersome 1 quality (or increase its Cumbersome quality by 1).

or

- ❖ **Expensive:** The weapon has intricate mechanisms that can only be replaced at substantial cost. Whenever it becomes damaged, the cost to repair the weapon is doubled (this can only be selected once).
- ❖ **Hard to Modify:** Increase the difficulty of checks to modify attachments to this weapon by 1.
- ❖ **Difficult to Repair:** Increase the difficulty of checks to repair this weapon by 1

or

- ❖ **Wear and Tear:** The tools the character was using to craft the weapon are worn down or destroyed, and are damaged one step (minor damage if undamaged, from minor to moderate, or moderate to major).
- ❖ **Prepare Quality:** The weapon gains the Prepare 1 quality (or increase its Prepare quality by 1).
- ❖ **Ammunition Inefficient:** During combat, the GM may make this weapon run out of ammunition by spending ; this is in addition to the standard spending of (this can only be selected once).
- ❖ **Inaccurate Quality:** The weapon gains the Inaccurate 1 quality (or increase its Inaccurate quality by 1).

or

- ❖ **Limited Ammo Quality:** The weapon gains the Limited Ammo 3 quality (or decrease its Limited Ammo quality by 1 to a minimum of 1).
- ❖ **Slow-Firing Quality:** The weapon gains the Slow Firing 1 quality (or increase its Slow Firing quality by 1).

- ❖ **Dangerously Volatile:** The GM may spend from any combat check made with this weapon to have it explode. The weapon is destroyed, and the character holding it and each engaged character suffers 10 damage (this can only be selected once).



Success



Failure



Advantage



Threat



Triumph



Despair

Y07
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










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







SPENDING , , , AND ON DROID CRAFTING AND PROGRAMMING

ADVANTAGE AND TRIUMPH

DROID CHASSIS CRAFTING













-  or 
- ❖ **Practice Makes Perfect:** The character learns something valuable, and gains  on the next check he makes with the same skill before the end of the session.
 - ❖ **Reinforced Chassis:** Increase the droid's wound threshold by 1.
 - ❖ **Unobtrusive:** The droid gains 1 rank of the Indistinguishable talent (this option can only be selected once).
-
-  or 
- ❖ **Lessons Learned:** Reduce the difficulty of the character's next crafting check by 1.
 - ❖ **Deflective Carapace:** Increase droid's melee defense by 1 (to a maximum of 2).
 - ❖ **Narrow Profile:** Increase the droid's ranged defense by 1 (to a maximum of 2).
-
-  or 
- ❖ **Armor Plating:** Increase the droid's soak by 1 (this option can only be selected once).
 - ❖ **Unusual Size:** Increase or decrease the droid's silhouette by 1, to a minimum of 0 (this option can only be selected once).
 - ❖ **Modular Hardware:** Choose one cybernetic implant. The droid is already install with this cybernetic implant at no additional cost (this can only be selected once).
-
-  or 
- ❖ **Chassis Schematic:** Create a schematic that permanently reduces the difficulty of creating droid chassis of this template by 1 (to a minimum of Simple [-]).
 - ❖ **Superior Hardware:** Increase any 1 of the droid's characteristics by 1 (to a maximum of 6).
-
-  or 
- ❖ **Doppelganger:** Build 1 additional identical droid as part of the construction process.

DROID PROGRAMMING










-  or 
- ❖ **Random Positive Quirk:** Add one positive personality trait randomly selected from the Droid Personality Traits table to the droid (this can only be selected once).
 - ❖ **Archival Functions:** Add one new Knowledge skill to the droid's list of skills at rank 1; if the droid is a minion, add this skill to its group skills instead (this option can only be selected once).
-
-  or 
- ❖ **Adaptive Programming:** Add 1 rank to any skill the droid possesses. This cannot be applied to minion droids.
 - ❖ **Broad Utility:** Add one new General skill to the droid's list of skills at rank 1; if the droid is a minion, add this skill to its group skills instead (this option can only be selected once).
 - ❖ **Positive Quirk:** Add one positive personality trait of the crafter's invention or choice from the Droid Personality Traits table to the droid (this can only be selected once).
-
-  or 
- ❖ **Defense Programming:** Add one new Combat skill to the droid's list of skills at rank 1; if the droid is a minion, add this skill to its group skills instead (this can only be selected once).
 - ❖ **Behavioral Optimization:** Add 1 rank to any ranked talent the droid possesses (this can only be selected once).
-
-  or 
- ❖ **Program Pattern:** Create a program that permanently reduces the difficulty of programming droids with this directive by 1 (to a minimum of Simple [-]).

THREAT AND DESPAIR

DROID CHASSIS CRAFTING

-  or 
- ❖ **Exhausting Effort:** Upon completing Step 3: Construction, the character suffers 3 strain.
 - ❖ **Specialized Hardware:** The droid suffers  on skill checks for which it has no ranks in the applicable skill.
-
-  or 
- ❖ **Difficult to Customize:** Increase the difficulty of checks to install cybernetics in this droid by 1.
-
-  or 
- ❖ **Wear and Tear:** The tools the character was using to craft the droid are worn down or destroyed, and are damaged one step (minor damage if undamaged, from minor to moderate, or moderate to major).
-
-  or 
- ❖ **Delicate Mechanism:** Increase the difficulty of checks to repair this droid by 1.
 - ❖ **Erratic Power Core:** Once per session, the GM may spend  from any check the droid makes to have it shut down until the end of the encounter (this can only be selected once).
-
-  or 
- ❖ **Volatile Power Core:** Whenever this droid suffers a Critical Injury, add +50 to the result. If the Critical Injury Effect kills the droid, it explodes, and each engaged character suffers 10 damage (this can only be selected once).

DROID PROGRAMMING

-  or 
- ❖ **"Eccentric:"** Add one negative personality trait randomly selected from the Droid Personality Traits table to the droid (this can only be selected once).
-
-  or 
- ❖ **Poor Listening Skills:** Add  to checks to give this droid orders (this can only be selected once).
-
-  or 
- ❖ **Negative Quirk:** Add one negative personality trait of the crafter's invention or choice from the Droid Personality Traits table to the droid (this can only be selected once).
 - ❖ **Limited Programming:** The droid upgrades the difficulty of skill checks for which it has no ranks in the skill once.
-
-  or 
- ❖ **Unknown Flaw:** Add one secret negative personality trait of the crafter's invention or choice from the Droid Personality Traits table to the droid. The GM is responsible for how – if ever – this personality trait comes into play.



Success



Failure



Advantage



Threat

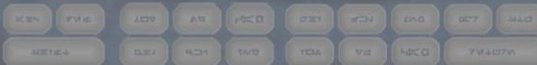


Triumph



Despair

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








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


SPENDING , , , AND ON GADGET AND CYBERNETIC CRAFTING




ADVANTAGE AND TRIUMPH



GADGETS

-  or 
- ❖ **Lightweight:** Reduce the encumbrance of the gadget by 1 (to a minimum of 1).
 - ❖ **Practice Makes Perfect:** The character learns something valuable, and gains  on the next check he makes with the same skill before the end of the session.




-  or 
- ❖ **Compact:** If the gadget is of encumbrance 3 or smaller, add  to checks other characters make to find it on the wearer's person (to a maximum of ).
 - ❖ **Lessons Learned:** Reduce the difficulty of the character's next crafting check by 1.




-  or 
- ❖ **Efficient Construction:** A sizeable portion of the material is unused or can be reclaimed from the process; the character retains supplies worth 50% of the Material Price needed to craft the item (this can only be selected once).
 - ❖ **Safety Features:** Add automatic  to checks with the General skill chosen for this tool (this can only be selected once).



-  or 
- ❖ **Inbuilt Weapon:** Choose a weapon of encumbrance 2 or lower that the character possesses to build into the gadget; add  to checks to determine that the gadget contains a weapon (this can only be selected once).



-  or 
- ❖ **Supreme Craftsmanship:** Choose a General skill; upgrade checks with that skill made with this tool once.

CYBERNETICS

-  or 
- ❖ **Practice Makes Perfect:** The character learns something valuable, and gains  on the next check he makes with the same skill before the end of the session.



-  or 
- ❖ **Integrated Tool:** Choose a General skill; this cybernetic allows a character to make checks with the skill. At the GM's discretion, this tool counts as the right tool for the job.
 - ❖ **Unobtrusive:** Add  to checks to determine that the character has the cybernetic installed.



-  or 
- ❖ **Tailored:** If built for a specific being, this cybernetic does not require a check to be installed in that being.





-  or 
- ❖ **Ion Shielded:** This cybernetic does not shut down as normal when affected by weapons with the Ion quality.



THREAT AND DESPAIR



GADGETS



-  or 
- ❖ **Exhausting Effort:** Upon completing Step 3: Construction, the character suffers 3 strain.

-  or 
- ❖ **Heavy:** Increase the encumbrance of the gadget by 1.
 - ❖ **Difficult to Repair:** Increase the difficulty of checks to repair this gadget by 1.



-  or 
- ❖ **Delicate:** The GM may spend  or  from any check to have it become damaged one step (undamaged to minor, minor to moderate, moderate to major, etc). (This can only be selected once.)



-  or 
- ❖ **Unpresentable:** Decrease the base price others are willing to pay for this item by 50% (this can only be selected once).



-  or 
- ❖ **Fragile:** Whenever this item would be damaged one step, it is damaged to steps instead (this can only be selected once).



-  or 
- ❖ **Faulty:** Whenever a character uses this tool for a check, upgrade the difficulty of the check once.

CYBERNETICS

-  or 
- ❖ **Exhausting Effort:** Upon completing Step 3: Construction, the character suffers 3 strain.

-  or 
- ❖ **Difficult to Install:** Increase the difficulty of checks to install this cybernetic by 1.

-  or 
- ❖ **Wear and Tear:** The tools the character was using to craft the cybernetic are worn down or destroyed, and are damaged one step (minor damage if undamaged, from minor to moderate, or moderate to major).

-  or 
- ❖ **Severe Feedback:** When making a check using the cybernetic, the character implanted with it suffers one strain.



Success



Failure



Advantage



Threat



Triumph



Despair




Y07
8454
















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SPENDING , , , AND ON LIGHTSABER HILT CRAFTING




ADVANTAGE AND TRIUMPH



-  or  ❖ **Lightweight:** Decrease the lightsaber's encumbrance by 1 (to a minimum of 1).
-  ❖ **Two-Handed:** Increase the lightsaber's damage by 1 and encumbrance by 2. It now requires two hands to wield (this can only be selected once and cannot be selected for a two-handed lightsaber).



-  or  ❖ **Disguised:** Add  to other characters' checks to identify the lightsaber hilt as such while it is not ignited.
-  ❖ **Counterweight:** Increase the lightsaber's encumbrance by 2; it loses the Unwieldy quality and gains the Cumbersome quality with the same value (this can only be selected once).

-  or  ❖ **Crossguard:** The lightsaber hilt gains a crossguard. It gains the Defensive 1 quality (or increase the value of its Defensive quality by 1), and the user can spend  or  to hook his opponent's blade and disarm his foe. (This can only be selected once.)
-  ❖ **Customizable:** Increase the lightsaber's Hard Points by 1 (this can only be selected once).
-  ❖ **Delicate Balance:** The lightsaber loses the Cumbersome quality and gains the Unwieldy quality with the same value (this can only be selected once).
-  ❖ **Personalized Design:** When the crafter makes a successful Lightsaber check with this weapon, add automatic  to the results. Add automatic  to Lightsaber checks other characters make with this lightsaber. (This can only be selected once.)




-  or  ❖ **Inbuilt:** The hilt is constructed as part of another item, such as a tool or weapon. Choose an appropriate item of encumbrance 1 or higher that the character possesses and increase its encumbrance by that of the lightsaber hilt; the hilt is part of that item. While the lightsaber is ignited, the wielder cannot use the original item for its intended purpose and must spend a maneuver to switch between functions. (This can only be selected once.)
-  ❖ **Energy Bleed:** The lightsaber gains the Stun 2 quality (or increase the value of the Stun quality by 2).




-  ❖ **Fine-Tuned Emitter:** Add automatic  to combat checks made with this lightsaber (this can only be selected once).
-  ❖ **Personalized Inlay:** Reduce the difficulty of checks to modify any lightsaber crystal installed in this weapon by 1 (this can only be selected once).




-  (failed check) ❖ **Learning Experience:** The crafter learns valuable techniques in the attempt; that PC gains  on the next attempt made to craft a hilt and does not need to purchase new materials.





-  or  ❖ **Integral Attachment:** Add +1 hard point to the weapon, the install one applicable weapon attachment that requires one or fewer hard points and is not a lightsaber crystal. No check is required to obtain this attachment and it costs 0 credits.



THREAT AND DESPAIR





-  or  ❖ **Heavy:** Increase the lightsaber's encumbrance by 1
-  ❖ **Exhausting Effort:** Upon completing Step 3: Construction of lightsaber hilt crafting, the character suffers 3 strain.


-  or  ❖ **Oddly Weighted:** The lightsaber gains the Cumbersome 2 quality (or increase the value of its Cumbersome quality by 1)
-  ❖ **Fragile Casing:** Increase the difficulty of checks to repair this lightsaber by 1.

-  or  ❖ **Awkward Grip:** The lightsaber gains the Unwieldy 2 quality (or increase the value of its Unwieldy quality by 1)
-  ❖ **Misaligned Emitter:** The lightsaber requires a maneuver to ignite rather than an incidental; it can still be powered down as an incidental (this can only be selected once)

-  or  ❖ **Erratic:** Once per combat encounter, the GM may spend  from any combat check with the lightsaber to have the energies within ripple out, damaging the hilt and shocking the wielder. The lightsaber becomes damaged one step (minor to moderate, moderate to major, etc.) and the wielder suffers 3 strain. (This can only be selected once.)
-  ❖ **Poor Focusing Lens:** The lightsaber gains the Inaccurate quality (or increase the value of its Inaccurate quality by 1). If it has the Accurate quality, reduce the value of that quality by 1 instead.

-  ❖ **Faulty Inlay:** Increase the difficulty of checks to modify any lightsaber crystal installed in this weapon by 1 (this can only be selected once).
-  ❖ **Tragic Accident:** During the process of crafting the hilt, the character's focus slips at a key moment, and the character suffers a major injury. Upon completing Step 3: Construction, the character suffers a Critical Injury. (This can only be selected once)

-  ❖ **Unstable:** The GM may spend  from any combat with the lightsaber to have it sputter and short out. It remains inoperable until it is repaired through an **Average   Mechanics check.**

-  (failed check) ❖ **Horrible Accident:** Not only has the crafter failed to fashion a working hilt, but the hilt mechanism has exploded. The crafter suffers a Critical Injury with a +20 to the roll, and all of the materials are destroyed.



Success



Failure



Advantage



Threat

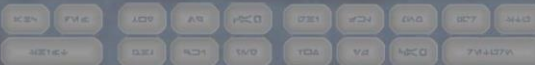


Triumph



Despair

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Version 3.1

SPENDING ☉, ☊, ☋, ☌, ☍, ☎, AND ☏ ON POTION AND TALISMAN CREATIONS

ADVANTAGE ☉ AND TRIUMPH ☍

POTIONS

- ☉, ☊, or ○ ❖ **Fortifying:** If the potion is beneficial, the target heals one wound when consuming it.
- ☉, ☊, or ○ ❖ **Reviving:** If the potion is beneficial, the target heals two strain when consuming it.
- ☉, ☊, or ○ ❖ **Draining:** If the potion is harmful, the target suffers two strain when consuming it.

- ☉☉, ☉☊, or ○○ ❖ **Long-Lasting:** If the potion has a duration associated with it, increase the duration by one hour (or one round in structured encounters).
- ☉☉, ☉☊, or ○○ ❖ **Careful Measuring:** By carefully measuring ingredients, some are saved for later. The character retains supplies worth 50% of the material price needed to craft the potion (this can only be selected once).

- ☉☉☉, ☉☉☊, or ○○○ ❖ **Large Batch:** Brew up an extra large batch of the concoction, creating two doses of the potion instead of one.
- ☉☉☉, ☉☉☊, or ○○○ ❖ **Extra Potency:** If the potion is harmful, increase the difficulty to resist it by 1 (to a maximum of **Formidable** [◆◆◆◆]).

- ☉☉☉☉, ☉☉☉☊, or ○○○○ ❖ **Recipe:** Create a recipe that permanently reduces the difficulty of creating this type of potion by 1 (to a minimum of **Simple** [-]).
- ☉☉☉☉, ☉☉☉☊, or ○○○○ ❖ **Virulent:** If the potion is harmful, upgrade the difficulty of any checks to resist it once.

- ☉☉, ☉☊, or ○○ ❖ **Empowered:** If the potion is beneficial, it remains in the user's system, and has the same effect the following round.

TALISMANS

- ☉, ☊, or ○ ❖ **Draining:** If the talisman affects another character in a harmful manner, that character suffers 1 strain after resolving the effects of the talisman.
- ☉, ☊, or ○ ❖ **Hidden Purpose:** Add ■ to any checks made to determine the talisman's true function.

- ☉☉, ☉☊, or ○○ ❖ **Growing Power:** If the talisman is used to oppose an enemy's skill check or an enemy must perform a skill check due to the talisman's activation, that check's difficulty is increased by 1.
- ☉☉, ☉☊, or ○○ ❖ **Invigorating:** The user recovers 1 strain after using the talisman.
- ☉☉, ☉☊, or ○○ ❖ **Careful Measuring:** By carefully measuring materials, some are saved for later. The character retains supplies worth 50% of the material price needed to craft the talisman (this can only be selected once).

- ☉☉☉, ☉☉☊, or ○○○ ❖ **Additional Power:** If the talisman is used to inflict or reduce damage, the amount inflicted or reduced is increased by 2.
- ☉☉☉, ☉☉☊, or ○○○ ❖ **Clever Construction:** The crafter finds an inspired way to fashion more while using the same amount of material, creating two of that talisman instead of one.

- ☉☉☉☉, ☉☉☉☊, or ○○○○ ❖ **Blueprint:** Create a construction formula that permanently reduces the difficulty of creating this type of talisman by 1 (to a minimum of **Simple** [-]).
- ☉☉☉☉, ☉☉☉☊, or ○○○○ ❖ **Redirect Energy:** If the talisman reduces damage or resists enemy influences, the user may make a single maneuver as an out-of-turn incidental once its effects are resolved.

- ☉☉, ☉☊, or ○○ ❖ **Empowered:** If the talisman can only be used once per session or is lost after one use, it instead can be used twice per session or has one additional use before it is lost (this can only be selected once).
- ☉☉, ☉☊, or ○○ ❖ **Mighty:** If the talisman adds or removes dice to a check, it adds or removes one additional die of that type (this can only be selected once).

THREAT ☋ AND DESPAIR ☌

POTIONS

- ☋, ☌, or ● ❖ **Foul Taste:** If the potion is beneficial, the user suffers 2 strain after consuming it and benefiting from its effects.
- ☋, ☌, or ● ❖ **Vile Smell:** If the potion is harmful, characters add ■ to any checks made to notice it in food, drink, or applied to a weapon.

- ☋☋, ☋☌, or ●● ❖ **Brief Effect:** If the potion has a duration associated with it, decrease the duration by one hour (to a minimum of half an hour) or by one round (to a minimum of one round).
- ☋☋, ☋☌, or ●● ❖ **Sloppy Brewing:** The character requires extra ingredients due to brewing mistakes, and must obtain additional supplies with a cost equal to 25% of the base cost.

- ☋☋☋, ☋☋☌, or ●●● ❖ **Diluted Strength:** If the potion is harmful, reduce the difficulty to resist it by 1 (to a minimum of **Simple** [-]).
- ☋☋☋, ☋☋☌, or ●●● ❖ **Empowered by Evil:** The user suffers 2 Conflict after consuming the potion.

- ☋☌, ☌☌, or ●●● ❖ **Unexpected Side Effects:** After the potion is consumed and its effects applied, the GM selects the effects of a different alchemical potion and applies those to the target as well. These effects should be beneficial to the target if the potion was created to be harmful, and vice versa.

TALISMANS

- ☋, ☌, or ● ❖ **Noticeable:** Force users add b to any checks made to determine that the talisman is an actual alchemically crafted item and not merely decorative jewelry or an ornamental keepsake.
- ☋, ☌, or ● ❖ **Cumbersome:** The talisman is awkwardly fashioned. Increase its encumbrance by 1.

- ☋☋, ☋☌, or ●● ❖ **Bad Feeling:** The user suffers 1 Conflict after using the talisman.
- ☋☋, ☋☌, or ●● ❖ **Sloppy Integration:** The character requires extra ingredients due to crafting mistakes, and must obtain additional supplies with a cost equal to 25% of the base cost.

- ☋☋☋, ☋☋☌, or ●●● ❖ **Hard to Control:** The user must perform a **Hard** (◆◆◆) **Discipline** check as an incidental (out-of-turn if needed) in order for the talisman to activate.
- ☋☋☋, ☋☋☌, or ●●● ❖ **Empowered by Evil:** The user suffers 2 conflict after using the talisman.

- ☋☌, ☌☌, or ●●● ❖ **Twisted Fates:** The user must spend a Destiny Point in order to use the talisman.
- ☋☌, ☌☌, or ●●● ❖ **Failure to Activate:** The talisman seems cursed, and prone to malfunction. The GM may spend 2 Destiny Points to have the talisman fail to work when the user wishes it to. This does not count as using it for purposes of its duration, or number of times it can be used per session or before being lost.



Success



Failure



Advantage



Threat

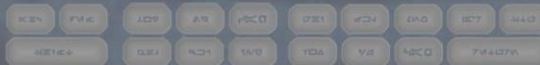


Triumph



Despair

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Version 3.1

ACTIONS

Plot Course [Astrogation (◆◆) or Perception (◆◆◆)]
On a success, each ✨ reduces the difficult terrain penalty on the next piloting check by 1.

Co-pilot [Piloting (◆◆)]
With a successful check, each un-cancelled ✨ downgrades the difficulty of the next piloting check by 1.

Jamming [Computers (◆◆)]
On a success, one enemy ship/vehicle has jammed communications and must pass a Computers (◆◆) check to use them. Increase the difficulty by 1 per ✨. ⚡ may be spent to jam one additional target.

Boost Shields [Mechanics (◆◆◆)]
Suffer 1 System Strain. On a success, increase the defence in one zone by 1, for 1 round per ✨.

Fire Discipline [Leadership (◆◆◆) or Discipline (◆◆◆)]
On a success, add ■ to the next attack made from the ship/vehicle. Affect 1 extra attack per ✨. Any ⚡/⚡ rolled may be spent on affected attacks to activate weapon qualities and score critical hits.

Scan the Enemy [Computers (◆◆◆) or Perception (◆◆◆)]
On a success, roll twice for the next critical hit against the target and choose one result. Affect 1 extra critical hit per ✨. Any ⚡/⚡ rolled may be spent on attacks against the target to activate weapon qualities and score critical hits until the end of the round.

Slice Enemy Systems [Computers (◆◆◆)]
On a success, reduce the target's defence in one zone by 1, for 1 round per ✨. ⚡ may be spent to inflict 1 System Strain, and ⚡ may be spent to disable a weapon for 1 round.

Gain the Advantage [Pilot only, Silhouette 1-4]
Add/remove ◆ for each point of speed lower/higher than the target. On a success, ignore any penalties imposed by the pilot/target's usage of Evasive Maneuvers, and the pilot may choose the relative positioning of the two, until the target Gains the Advantage back.

Damage Control [Mechanics (Varies)]
Damage to Hull Trauma/System Strain < ½ its threshold ☹ ◆
Damage to Hull Trauma/System Strain > ½ its threshold ☹ ◆◆
Damage to Hull Trauma/System Strain > Threshold ☹ ◆◆◆
Success = +1 System Strain and can be tried as many times as required.
Success = +1 Hull Trauma per uncancelled ✨, but only once per combat.

Manual Repair [Athletics (◆◆◆)]
With the proper tools, take a **Damage Control** action using *Athletics* instead of *Mechanics*. Success results in +1 Hull Trauma plus 1 extra per ✨, but only once per combat. Cannot be used to repair Strain. Only used once per combat.

Jump to Hyperspace [Astrogation (◆+)]
On a success, the ship jumps to hyperspace in a number of rounds equal to its Silhouette, reduced by 1 round per ✨.

Fire Weapon [Gunnery (◆+)]
Fire a single weapon of a starship/vehicle. For each ✨ add +1 to the base damage. Use ⚡/⚡ to activate special qualities of the weapon.

"Spoof" Missiles [Computers (◆◆) or Vigilance (◆◆◆)]
Use vehicle systems to disrupt missiles (i.e. chaff, counter-measures, flares, etc). If successful, any attacks against the crewmember's vehicle using weapons with the Guided quality upgrades difficulty by one (+1 upgrade per additional ⚡) until the start of the crewmember's next turn.

ASTROMECH ACTIONS

Standard Actions
An astromech can perform any of the following actions: **Damage Control/Repair**, **Plot Course**, **Co-pilot**, **Boost Shields**, **Scan the Enemy**, **Spoof Missiles** and **Fire Weapon**

Watch Your Back [Astromech only; Computers (◆◆)]
A socketed astromech can quickly identify threats the pilot may not see. The droid is capable of looking in all directions at once and can warn the pilot of an immediate threat. Each ✨ provides the craft with +1 defense to a single defense zone until the astromech's next turn. Add one or more ■ to the check depending on the size and chaos of the dogfight up to ■■■.

Target Lock [Astromech only; Computers (◆+)]
An astromech may perform a target lock. To perform this action, the astromech declares a target, making a *Computers* check with a difficulty determined as if attacking a target. To represent prioritizing multiple targets, add ■ as appropriate. A successful **Target Lock** action provides ■ on the pilot's *Gunnery* checks against the declared target as well as one additional ■ for each ✨ beyond the first. The target lock remains in place for one round, plus one additional round per ⚡ generated on the check. Any ⚡ generated indicates the number of turns an astromech must wait before another **Target Lock** action may be made.

ATTACK DIFFICULTY

Silhouette of Firer

- Equal to or +/1 than target ☹ ◆◆
- Silhouettes 2+ Smaller than target ☹ ◆◆◆
- Silhouettes 2 Larger than target ☹ ◆◆◆◆
- Silhouettes 3 Larger than target ☹ ◆◆◆◆◆
- Silhouettes 4+ Larger than target ☹ ◆◆◆◆◆◆

MANEUVERS

Accelerate/Decelerate [Pilot Only]
Increase or reduce ship/vehicle speed by 1.

Fly/Drive [Pilot Only]
Ship moves between range bands depending on speed (see below)

Speed 0:	Cannot move		
Speed 1:	Maneuvers x 2	➢ Close ☹	Short
Speed 2-4:	Maneuvers x 1	➢ Close ☹	Short
	Maneuvers x 2	➢ Close ☹	Medium
Speed 5-6:	Maneuvers x 1	➢ Close ☹	Short
	Maneuvers x 1	➢ Close ☹	Medium
	Maneuvers x 2	➢ Close ☹	Long

Evasive Maneuvers [Pilot only; Silhouette 1-4; Speed 3+]
Until the end of the round, upgrade the difficulty of all attacks against the ship/vehicle once, plus up to one extra time per point of handling the vehicle has. Upgrade the difficulty of all attacks from the ship/vehicle by the same amount.

Stay On Target [Pilot only, Silhouette 1-4; Speed 3+]
Until the end of the pilot's next turn, upgrade the ability of all attacks made by the ship/vehicle once. Upgrade the ability of all attacks against the ship/vehicle once.

Punch It [Pilot only, Silhouette 1-4]
The ship/vehicle immediately accelerates to its maximum speed suffering 1 System Strain per speed gained.

Angle Deflector Shields
Reassign one point of defence from one zone to another.

Navigate Terrain [Pilot Only]
Establish the values of ½ the ship/vehicle's **Silhouette** and the ship/vehicle's current **Speed**. Make a **Piloting** skill check with the difficulty being with the higher of the two values being the number of ◆, and the lower being the number of upgrades). Add ■ depending on the terrain. On a success, pass through the terrain.

Aim
Add ■ to the character's next combat check, or ■ if the character spends 2 maneuvers.

Assist
Add ■ to another character's next action.

ASTROMECH MANEUVERS

Pilot Only Maneuvers
Functionally, an astromech droid is capable of piloting a craft, and may take any pilot-only maneuvers if the pilot is otherwise incapacitated or occupied. If socketed, the astromech droid assists the pilot and may perform any one of the following maneuvers as part of its turn: **Angle Deflector Shields**, **Assist** and **Increase Power** (see below),

Increase Power [Astromech only, Silhouette 0-3]
Normally a vehicle's engines are optimised for speed, however as a maneuver, an astromech can re-route additional power to the engines from other systems. When an astromech performs **Increase Power**, the ship takes 2 system strain, and increases the ship's top speed by 1 for a number of turns equal the astromech's Intellect. This also reduces the craft's handling by 2, and the astromech may not perform a **Boost Shields** action in the same turn. This maneuver can be combined with the *Full Throttle* talent. Multiple uses of **Increase Power** on the same ship do not stack.

NPC ASTROMECHS

The actions and maneuvers of an NPC astromech are integrated into the pilot's actions and therefore provide a ■ to one skill check per turn. After the check, the pilot may spend ⚡/⚡ or ⚡ to gain the benefit of one successful astromech action or maneuver. If this action requires a check to perform, the astromech is considered to have succeeded with ✨ and no ⚡ or ⚡.

STARSHIPS - ADVANTAGE AND TRIUMPH

STANDARD

- ☉ or ☉ ➔ Recover 1 system strain
- ☉ or ☉ ➔ Add ☐ to the next allied active character's *Piloting*, *Gunnery*, *Computers*, or *Mechanics* check.
- ☉ ➔ Notice a single important point in the ongoing conflict (eg. fatal flaw in an enemy ship's course, a weak point on an attack speeder, etc).
- ☉ ➔ Inflict a Critical Hit with a successful attack that deals damage past armor (☉ cost may vary)
- ☉ ➔ Activate a weapon quality (☉ cost may vary)

- ☉☉ or ☉ ➔ Perform an immediate free maneuver, provided the active character has not already performed two maneuvers in that turn.
- ☉ ➔ Add ■ to the targeted character's next *Piloting* or *Gunnery* check.
- ☉ ➔ Add ■ to your next *Piloting*, *Gunnery*, *Computers* or *Mechanics* check.
- ☉ ➔ Add ■ to any allied character's next *Piloting*, *Gunnery*, *Computers* or *Mechanics* check, including the active character.

- ☉☉☉ or ☉ ➔ When dealing damage to an opposing vehicle or ship, have the shot temporarily damage a component of the attacker's choice rather than deal hull damage or system strain. The effects of this are up to the attacker and the GM, and should make logical sense. For example, damaging a ship's shield generator should drop its defense to 0 until the generator is repaired (ideally with a *Mechanics* check). However, it should not be too debilitating.
- ☉ ➔ Downgrade the difficulty of your next check once.
- ☉ ➔ Ignore penalizing terrain or stellar phenomena until the end of the active character's next turn.
- ☉ ➔ If piloting the ship, perform one free Pilot Only maneuver (provided it does not break the limit of maximum number of
- ☉ ➔ Pilot Only maneuvers in a turn).
- ☉ ➔ Force the target ship or vehicle to veer off, breaking any **Aim** or **Stay on Target** maneuvers.

- ☉ ➔ Upgrade the difficulty of the targeted character's next *Piloting* or *Gunnery* check.
- ☉ ➔ Upgrade any allied character's next *Piloting*, *Gunnery*, *Computers*, or *Mechanics* check.
- ☉ ➔ Turing the tide of battle (eg. destroying a capital ship's shield generator, losing a pursuing ship in an asteroid field, etc).

- ☉☉ ➔ When dealing damage to an opposing vehicle or ship, have the shot destroy some important component of the attacker's choice rather than deal hull damage or system strain, leaving it completely inoperable until fully repaired. As with the above option for disabling a component, this should be agreed upon by the GM and player, but could include destroying the engines of a fleeing ship, taking out their hyperdrive, or blowing off weapons.

ASTEROID/DEBRIS FIELD

- ☉ or ☉ ➔ **Screen:** Swerve around a chunk of debris, granting ☐ to active character or an allied character's next *Piloting* check.

- ☉☉ or ☉ ➔ **Weave:** Upgrade difficulty of all *Gunnery* checks targeting this craft until the pilot's next turn.
- ☉ ➔ **Clear Patch:** The difficulty of all skill checks is downgraded by one die until the active character's next turn.

- ☉☉☉ or ☉ ➔ **Variable Density:** Find a path through the rubble; active character's next *Piloting* check is **Average** (◆◆) difficulty.

- ☉ ➔ **Look Out!** Force one enemy craft in the encounter to suffer a minor collision with an obstacle the active character just dodged.
- ☉ ➔ **Got You!** Active character's ship gains the benefits of **Gain the Advantage** on a target of choice after skillfully maneuvering around the surrounding terrain.

- ☉☉ ➔ **Blinders:** Active craft deftly swerves around a large chunk of incoming debris that an opposing ship doesn't see. Force one enemy craft at close range to suffer a major collision.

NEBULA/GAS ANOMOLY

- ☉ or ☉ ➔ **Clear Scopes:** The sight limitations of the nebula lift briefly, granting ☐ to active character or an allied character's next *Piloting* check.

- ☉☉ or ☉ ➔ **One with the Fog:** Upgrade difficulty to all *Gunnery* checks targeting this craft until the pilot's next turn.

- ☉☉☉ or ☉ ➔ **We Lost Him:** One enemy craft is removed from the encounter, but remains intact. A future ☉ result may be used to return this combatant to the fight.

- ☉ ➔ **Clouds are My Allies:** Active characters ship gains the benefits of **Gain the Advantage** on a target of choice after skillfully maneuvering around the surrounding terrain.

- ☉☉ ➔ **Sparks Fly!** Gain the benefits of **Clouds are My Allies**. Additionally, active craft triggers a discharge that hits one enemy craft of the pilot's choice at close range, inflicting the equivalent of a minor collision.

LARGE SPACE BATTLE

- ☉ or ☉ ➔ **Elusive:** Active ship expertly jinks around other craft or debris in the fight, providing some cover. Add ■ to all *Gunnery* checks targeting this craft until the pilot's next turn.

- ☉ ➔ **Moment of Clarity:** Pilot positions himself to get a brief glimpse of the larger battle, granting ☐ to active (or an allied) character's next *Piloting* check.

- ☉☉ or ☉ ➔ **Tuck and Roll:** Upgrade difficulty to all *Gunnery* checks targeting this craft until the pilot's next turn.

- ☉☉☉ or ☉ ➔ **Were'd They Go?:** In the fury of the fight, one enemy craft is removed from the encounter, but remains intact. A future ☉ result may be used to return this combatant to the fight.

- ☉ ➔ **Look Out!** Force one enemy craft in the encounter to suffer a minor collision with loose debris the active character just dodged.

- ☉ ➔ **I Have You Now!** Active character's ship gains the benefits of **Gain the Advantage** on a target of choice after skillfully maneuvering around a smaller capital ship or part of a bigger ship.

- ☉☉ ➔ **Eat This!** Force one enemy craft at close range to suffer a major collision with the superstructure of a nearby capital ship or large piece of loose debris.

STARSHIPS - THREAT AND DESPAIR

STANDARD

- ☉ or ☉ ➔ If piloting a ship, sudden maneuvers force the ship to slow down by 1 point of speed.
- ☉ ➔ The active character loses the benefits of a prior maneuver (such as executing **Evasive Maneuvers** or **Aim**) until he performs the maneuver again.
- ☉ ➔ The character's active ship or vehicle suffers 1 system strain. (This option may be selected more than once.)

- ☉☉ or ☉ ➔ An opponent may immediately perform one free maneuver in response to the active character's check.
- ☉ ➔ Add ■ to the targeted character's next *Piloting* or *Gunnery* check.
- ☉ ➔ The active character or an allied character suffers ■ on his next action.

- ☉☉☉ or ☉ ➔ The Initiative slot being used by the active player drops to last in the Initiative order.
- ☉ ➔ The active character grants the enemy a significant advantage in the ongoing encounter, such as drifting straight into his line of fire, decreasing the difficulty of any checks made against the active character's ship or vehicle by one until the beginning of that character's next turn.

- ☉+ Success ➔ The primary weapon system of the active character's ship (or the particular weapon system he is manning if he is acting as a gunner) suffers the effects of the Component Hit Critical. This does not count toward the ship's accumulated Critical Hits.
- ☉ ➔ Upgrade the difficulty of an allied character's next *Gunnery*, *Piloting*, *Computers*, or *Mechanics* check, including the current active character.
- ☉ ➔ The active character suffers a minor collision either with one of his opponents within close range or with the stellar phenomena/terrain he is flying or driving through.

- ☉+ Fail ➔ The active character suffers a major collision either with one of his opponents within close range or with the stellar phenomena or terrain he is flying or driving through.

ASTEROID/DEBRIS FIELD

- ☉ or ☉ ➔ **Narrow Margin:** Path through the debris field suddenly gets much smaller. Add ■ to the craft's next *Gunnery* or *Piloting* check.

- ☉ ➔ **Gravel Pile:** Craft passes through a hail of small debris. Add ■ to the craft's next *Gunnery* or *Piloting* check, and ship takes 1 system strain that ignores armor.

- ☉☉ or ☉ ➔ **Hazard!** Large hunks of rubble or wreckage collide in close proximity to the active ship, sending a dense cloud of debris into its path. Upgrade the difficulty of the ship's next *Piloting* check by one.
- ☉ ➔ **Light Blast:** An unstable asteroid or energy cell explodes nearby, rocking the active ship and inflicting system strain equal to the ☉ generated.

- ☉+ Success ➔ **Oops!** Active vehicle clips a piece of debris, suffering a minor collision and reducing speed by 1.
- ☉ ➔ **Blast:** A high-energy impact in the field or drifting energy canister detonates, sending a powerful shockwave into the path of the active vehicle, inflicting system strain equal to twice the ☉ generated.

- ☉+ Fail ➔ **Hold On!** Vehicle smashes into the side of an asteroid or large piece of debris, suffers a major collision, and careens out of control. The craft immediately suffers the "Knocked Off Course" Critical.

NEBULA/GAS ANOMOLY

- ☉ or ☉ ➔ **Unresponsive:** Light energy discharge from the cloud disrupts the ship's controls. Add ■ to the craft's next *Gunnery* or *Piloting* check, and ship takes 1 system strain that ignores armor.

- ☉ ➔ **Dazzled:** A flash of lightning from the cloud, too far away to harm the ship, is still bright enough to disorient the active character. Upgrade the difficulty of this ship's next *Piloting* check by one.

- ☉☉ or ☉ ➔ **Out of Nowhere:** A sudden and unexpected of cloud of debris appears in the flight path of the active ship. The ship's next *Piloting* check difficulty is determined using the Stellar Phenomena rules.

- ☉ ➔ **Too Close:** The fog clears briefly to reveal an enemy ship or debris at point blank range. The active character must make an immediate *Piloting* check at Stellar Phenomena difficulty. Failure results in a minor collision.

- ☉ ➔ **Light Blast:** An energy discharge from the nebula cloud rocks the active ship and inflicting system strain equal to the ☉ generated.

- ☉+ Success ➔ **Heavy Blast:** A heavy energy discharge from the nebula cloud rakes across the active ship, inflicting system strain equal to twice the ☉ generated.

- ☉+ Fail ➔ **Systems Damaged:** Suffer the effects of Heavy Blast. Additionally, the energy blast temporarily shorts out all power in the ship. The craft immediately suffers the "Engines Damaged" Critical Hit.

LARGE SPACE BATTLE

- ☉ or ☉ ➔ **Light Flak:** Add ■ to the craft's next *Gunnery* or *Piloting* check, and ship takes 1 system strain that ignores armor.

- ☉ ➔ **Light Blind:** A flash from an explosion within the pilot's field of view disorients the active character. Upgrade the difficulty of the ship's next *Piloting* check by one.

- ☉☉ or ☉ ➔ **Structural Failure:** A sudden cloud of debris from an exploding ship or superstructure appears in the flight path of the active ship. The ship's next *Piloting* check difficulty is determined using the Stellar Phenomena rules.

- ☉ ➔ **Heavy Flak:** Upgrade craft's next *Gunnery* or *Piloting* check by one, and ship takes 1 hull trauma that ignores armor.

- ☉ ➔ **Light Blast:** A nearby loose fuel cell detonates, rocking the active ship and inflicting system strain equal to the ☉ generated.

- ☉☉☉ or ☉ ➔ **Watch Your Vector:** The flight path of the encounter crosses another group of engaged fighters that scream by on a different vector. Active character's craft is hit with a stray blast from a medium laser cannon (damage 6 only, no critical rating); upgrade craft's next *Gunnery* or *Piloting* check by one.

- ☉+ Success ➔ **Ouch!** Vehicle clips a piece of superstructure or debris suffering a minor collision and reducing speed by 1.

- ☉ ➔ **Heavy Blast:** A large shockwave from a nearby explosion shakes the active ship, inflicting system strain equal to twice the ☉ generated.

- ☉+ Fail ➔ **Strap In!** Vehicle collides with the side of a capital ship's superstructure or another fighter in a passing dogfight, suffering a major collision, and begins to tumble. The craft immediately suffers the "Knocked Off Course" Critical Hit.

ASTROGATION AND STARSHIP OPERATIONS TABLES

ASTROGATION FORMULA

Base Difficulty + Lowest Class between Origin and Destination

Examples:

Class D > Class E = Base (◆) + Class E (◆◆) = (◆◆◆)

Class A > Class X = Base (◆) + Class X (◆◆◆) = (◆◆◆◆)

Order of Calculation:

- 1) Determine *Plotting Difficulty* based on origin and destination
- 2) Add modifications as required (see below).
- 3) Apply astrogator's talents
- 4) If the check fails, the ship does not enter hyperspace as the formula entered into the navi-computer for it to act upon is wrong. The coordinates must be re-calculated. ⚡, ⚙, ⚡ and ⚡ may then be used by the player and GM to modify the check as per spending ⚡, ⚙, ⚡ and ⚡ in combat.

ASTROGATION DIFFICULTY

Base Difficulty

Easy ◆

Destination Type

Imperial Class Starport	(A)	-
Stellar Class Starport	(B)	-
Standard Class Starport	(C)	-
Limited Services Starport	(D)	+◆
Landing Field	(E)	+◆◆
No Starport	(X)	+◆◆◆
Per additional region travelled/crossed		+◆

Trade Route Modifier

Type 1 - Galactic Trade Route
(i.e. Perlemain Trade Route) +■ ■ ■

Type 2 - Major Sector Trade Route
(i.e. Proulsley's Rim Run) +■ ■

Type 3 - Minor Sector Trade Route
(i.e. Well documented route between systems in a sector) +■

Type 4 - Travel to Civilized World
(i.e. Known, but not well travelled route) -

Type 5 - Non-chartered Journey
(i.e. unknown route; an uncharted "X" world) +■ ■ ■

Travelling through an Anomaly Hex

An anomaly includes black holes, gas clouds, known areas of concentrated space debris, and supernovas. To determine if a route goes through a hex grid, draw a line from the centre point of the origin system to the centre point of the destination system. If the line crosses a hex grid containing an anomaly, the route is considered to have passed through the anomaly hex.

Upgrade Difficulty per hex

Travelling through a System Hex

To determine if a route goes through a hex grid, draw a line from the centre point of the origin system to the centre point of the destination system. If the line crosses a hex grid containing a system, the route is considered to have passed through the hex.

+■ per hex

Starship Condition

Ship Lightly Damaged (Hull Trauma > 50%) +◆

Ship Heavily Damaged (Hull Trauma < 50%) +◆◆

Miscellaneous Astrogation Modifiers

No nav computer or Astromech droid +◆◆◆

Rushed Calculations * +◆ per level**

Thorough Calculations * -◆ per level**

Using outdated/antiquated charts +■ or more

Using updated charts +■ or more

Imperial Supply Run (Between Bases) -◆ per level

Sector Ranger Patrols (Between Bases) +■

Route Travelled Previously Upgrade Skill

* Increased or decreased time taken to calculate the jump to hyperspace.
** You can never reduce the calculation time to less than a round, and never more than 4 hours. Difficulty Upgrades can never be removed in this manner.

FUEL CONSUMPTION TABLE

ACTIVITY	Fuel Expended
Entering Hyperspace	1 Cell
1 Hex travelled in Hyperspace	1 Cell
Month of Real-Space Ops.	1 Cell
One Hour of Combat Maneuvers	1 Cell
One Hour of Atmospheric Flight	1 Cell

This fuel consumption is based on the use of an Imperial Standard Mark IV Fuel Cell. Most Light Freighters carry 50 cells.

TRAVEL DURATION

Duration Modifiers	Modifier
Per Hex	2 hours. Total journey duration cannot be reduced any further than 1 hour
Ship's hyperdrive multiplier	x Hyperdrive Class

Plotting Difficulty	Time to Calculate
Simple (-)	1 round
Easy (◆)	2 rounds
Average (◆◆)	5 rounds
Hard (◆◆◆)	10 minutes
Daunting (◆◆◆◆)	1 hour
Formidable (◆◆◆◆◆)	4 hours

MISCELLANEOUS ASTROGATION

MICROJUMPS

A micro-jump may be performed in emergency situations. When this occurs, the character must make a moderate (◆◆◆) *Astrogation* roll. Failure indicates a mis-jump.

MIS-JUMPS

If a misjump occurs (or a micro-jump is performed), the ship's nav computer must wait 1 hour before another jump may be attempted. This is to allow the nav-computer time to re-calibrate and determine the location of the ship.



DIFFICULTY AND UPGRADES



Once a difficulty increases beyond Formidable (◆◆◆◆◆), the check is thereafter upgraded once per each additional level of difficulty instead of the normal requirement to spend a Destiny Point. There is no upper limit to the number of boost or set-back dice that can be added to the check.




INTERPRETING THE ASTROGATION CHECK



- ⚡ ⇒ Each additional ⚡ reduces time to calculate by 1 level.
- ⚡ ⇒ Each additional ⚡ allows better positioning when arriving in system (see **Table: Sublight Travel Times**).
- ⚡ ⇒ For every ⚡, reduce total travel time by 10% up to a total of 50%.
- ⚡ ⇒ Reduce time to calculate to 1 round.
- ⚡ ⇒ Reduce total travel time by 25% per ⚡ to no more than 75%.
- ⚡ ⇒ Arrive precisely in system as required by the player.
- ⚡ ⇒ For every ⚡ increase total travel time by 10%.
- ⚡ ⇒ Increase positioning when arriving in system (see **Table: Sublight Travel Times**).
- ⚡ ⇒ A mis-jump occurs. GM determines location of arrival within trajectory.
- ⚡ ⇒ For every ⚡ increase total travel time by 25%.
- ⚡ ⇒ Hyperspace mishap. Ship incurs a critical hit, with +10 per additional ⚡ on the check.

ASTROGATION – ADVANTAGE AND TRIUMPH




-  ❖ The character adds  to his next Astrogation check when traveling on this route.





-   ❖ The trip is particularly smooth. Each character aboard the vessel recovers 2 strain.







-    ❖ The ship reaches its destination 25% faster (this option can only be selected once per check).


-  ❖ The discovery of a new shortcut grants  on all future Astrogation checks to use this hyperspace route. Additionally, many organizations and individuals would be willing to pay for such a shortcut, especially if it is on a busy hyperlane.



ASTROGATION – THREAT AND DESPAIR

-  ❖ An energy surge from the hyperdrive inflicts one system strain on the ship.
-  ❖ The character adds  to his next Astrogation check when traveling on this route.


-   ❖ The trip is particularly rough. Each character aboard the vessel suffers 2 strain.
-  ❖ A piece of debris strikes the ship soon upon reentry and inflicts 1 hull trauma on the ship.
-  ❖ Mynocks attached themselves to the ship before the jump or during a realspace stopover. The ship suffers 3 system strain. Additionally, the PCs might need to remove the mynocks themselves.



-    or  ❖ On a failed check, miscalculations send the ship wildly off course, and it emerges from hyperspace in a system of the GM's choosing or in deep space.
-  ❖ On a successful check, the presence of a gravity shadow forces the ship out of hyperspace prematurely. The vessel drops out of hyperspace somewhere along the way, and the characters must attempt another Astrogation check to reach their final destination.
-  ❖ The ship reaches its destination 25% slower (this option can only be selected once per check).


-  ❖ The hyperdrive cuts out to avoid a gravity shadow, but it is damaged in the process. Once the vessel exits hyperspace, the hyperdrive is rendered inoperable until repaired.



-   ❖ The ship collides with a planet's gravity shadow or similar phenomenon. This forces the ship out of hyperspace (probably at a very inconvenient location). Further, the ship immediately suffers a single Critical Hit with a +30 to the result.

EXPANDED ASTROGATION MODIFIERS

- Add automatic  ❖ The astrogator has done extra research into charts of the route.

- Add automatic   ❖ The astrogator has personally run the route to the check recently.

- Add automatic  to the check ❖ Real-space debris is casting uncharted mass shadows on the route.

- Add automatic   to the check ❖ A major celestial event impacted the route since the last charting.

- Upgrade the difficulty of the check once ❖ The vessel has a faulty hyperdrive or entered hyperspace while too close to a planet.